

The Ranch

Welcome to the Ranch! Your farms have become ranches with many more playing options. Here are 10 new ways to play Fences with your friends and neighbors. Below are descriptions of the new expansions for Fences. Each one can be added individually and any combination could be played for a different type of game. There are clarifications in each section for multiple expansions played together.

Males

12 new tiles with male animals are added to the tile supply. These tiles picture bulls, boars, and rams. When a farm is closed, the bull scores one point for the owner of the farm for each cow in the farm. If there are no cows in the field with the bull, then the bull is worth zero points. A bull counts as a cow for determining the farmer profile points for the player who closes the farm. The same rule applies to boars/pigs and rams/sheep.



This ram is worth 4 points, since there are 4 ewes in the same field. Blue (the owner) scores 12 points for this farm.

Chickens

36 new tiles with chickens are added to the tile supply. The fox token is set to the side of the play area. When the first farm that contains chickens is closed, the owner of that field can place the fox on any tile in an open field. As any farm containing chickens is closed, the owner of that farm, after scoring, must relocate the fox to a new field. If there are multiple owners, then the owner with fewer points after the farm has been scored, relocates the fox. When the farm containing the fox is closed, the fox will eat any chickens in that farm. Chickens are worth one point each in mixed farms, two points each if the farm has only chickens, and zero points if the farm contains the fox. If, after the removal of the chickens, the farm contains only one type of animal, each of those animals are worth two points as normal.



When this farm is closed, the fox eats the chickens, so yellow only scores 5 points. Then yellow can move the fox to any other open field.

Market

6 new tiles with the market image are added to the tile supply. The 9 market cards are shuffled and set face down to the side of the play area. The top market card is flipped and set in plain view of all players. These market cards affect the points scored by the owners of the farms. The points a player scores based on their farmer profiles are unaffected. Market tiles are played as normal tiles. If a market tile is played, after the player has drawn replacement tiles, a new market card is flipped and replaces the existing market card. If the market card grants +3 points to the owner and there are multiple owners, each owner gets 3 points. Animal points (including 0-point animals) are still split equally.

Males: A male animal counts as its respective animal when determining if a farm is mixed or contains a type of animal. However, the male still scores one point per associated animal instead of zero.

Chickens: Chickens in a closed farm count when determining if a farm is mixed. Chickens are not counted in this way if they are eaten by the fox.

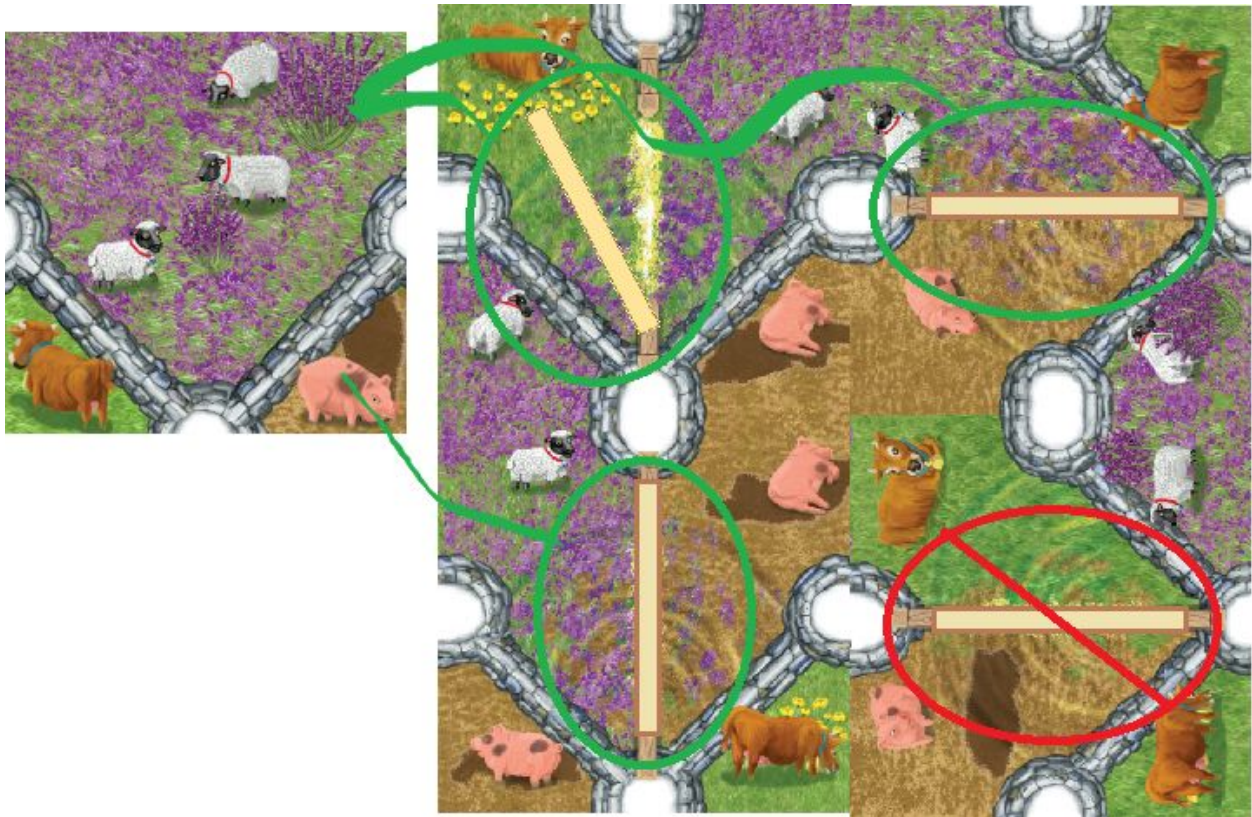


An example market tile.

This tile closes yellow's farm and yellow scores 5 points.

Gates

12 new tiles with a gated opening are added to the tile supply. 12 gates are added to the supply to the side of the play area. When a tile with a gate is played, a gate from the supply is added to that tile in the closed position. On any turn which a player adds a tile that expands a field with a gate, after playing the tile but before scoring farms, the player may move any one gate that is adjacent to any field that is on the tile that was just played from open to closed or from closed to open. Two fields with an open gate between them is considered one field so the player may open a gate on the farthest side from the tile played. After moving one gate, any farms that were closed are now scored per normal rules. Any farms closed without a henhouse still score points for the player via their farmer profile and any animals inside do not score points for any player. After scoring, the player may place a henhouse per the normal rules, likewise a field with an open gate is considered one field and may already be owned on this turn.



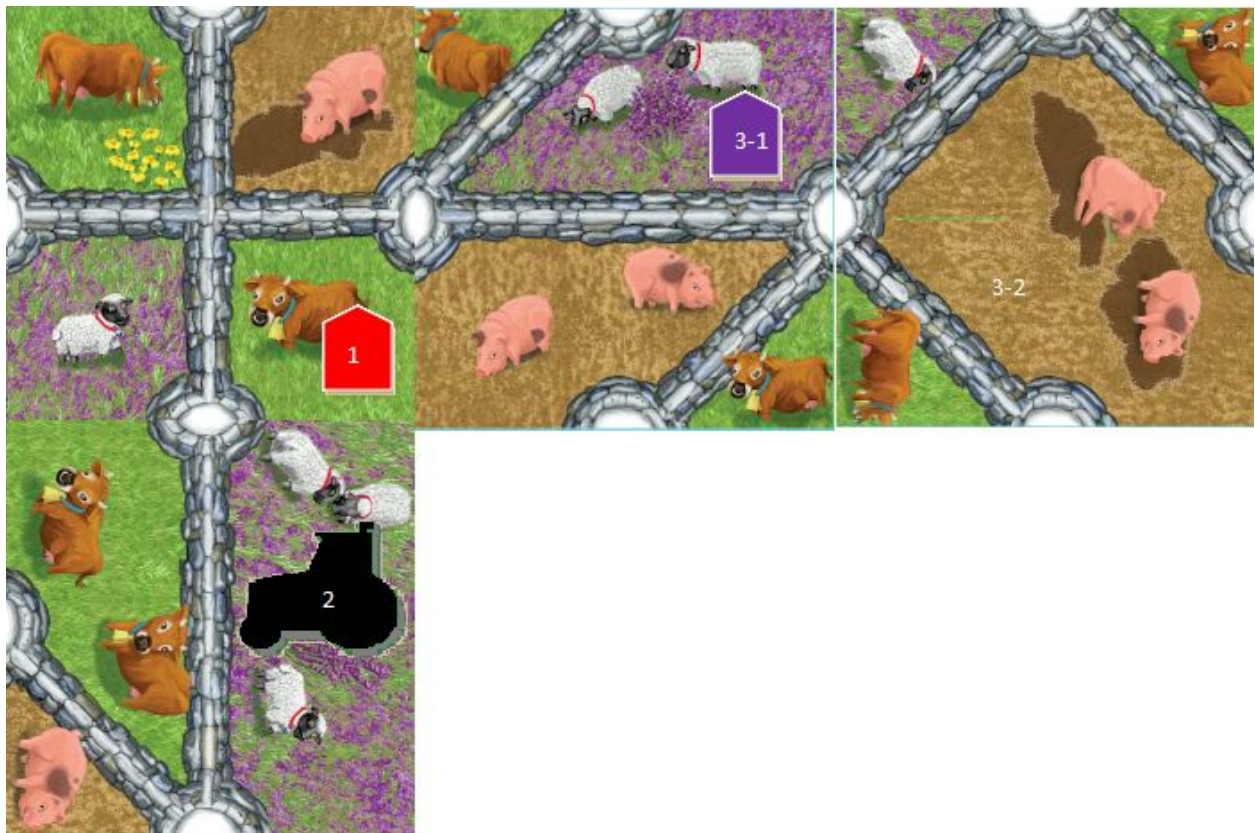
The placed tile expands two fields that have gates. Any gate on either of these fields could be moved. Since there is no field connecting the lower right gate to the tile just played, this gate cannot be opened.

Tractor

Two tractor tokens are added to the supply to the side of the play area. For a 2- or 3-player game, only one tractor is used. On any turn, a player may play a tractor from the common supply instead of a henhouse. This tractor must be played by normal henhouse playing rules. On any turn, when a player adds a tile to any field with a tractor, after placing a henhouse on that tile, the player may place an additional tile anyplace, but no henhouse may be played on these tile(s). If a farm with a tractor is scored, then the tractor immediately returns to the supply and can be played instead of a henhouse this turn, if permitted. At the end of a player's turn, any tractors remaining in their fields that were not just placed, are returned to the supply. (I.e. a tractor remains in your field until the end of your next turn).

Market: If a player places one or more market tiles this turn, all farms are scored and the market card is replaced once after drawing replacement tiles.

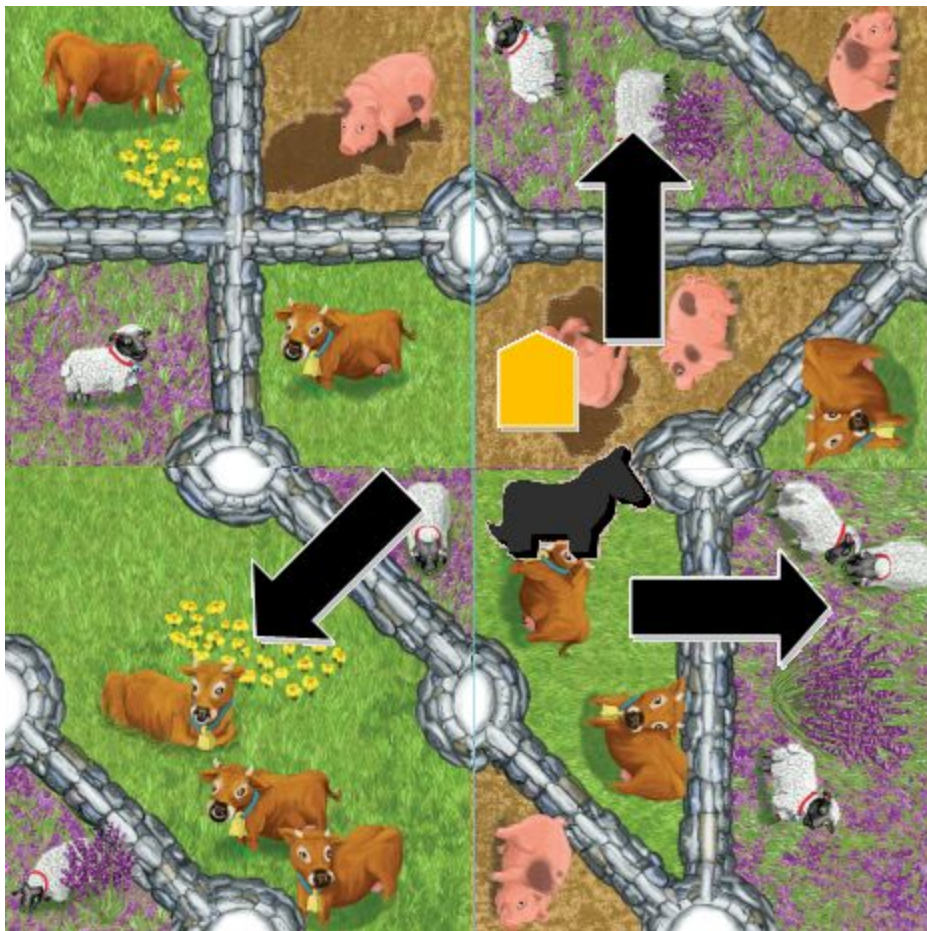
Gates: The field with the tractor must be expanded when played, before any gates are opened.



Red plays a tile and places a henhouse. On Red's next turn, instead of playing a henhouse, Red plays a tractor from the supply into his farm. The next player is purple and Purple adds a tile and places a henhouse in a new field. Since that tile also touches the field with the tractor, Purple can play a second tile. But no henhouse can be played on this second tile.

Horse

A horse token is added to the supply to the side of the play area. When the first farm is closed and scored, place the horse token in the farm that was just closed. At the beginning of each player's turn, before placing a tile, if the horse is in a completely closed farm, the horse jumps over the fence to an adjacent farm. He cannot ever immediately return to the farm he just left (position the token to point "away" from the fence he jumped). On any player's turn, instead of placing a henhouse, the player can move the horse to an adjacent field, regardless of whether the current farm is closed. If the farm with the horse is closed, then the owner of the field and the player each score 5 additional points. If there are multiple owners, each owner scores 5 points. If the player and an owner are the same, then only 5 points are scored for that player. The horse then moves on the next player's turn (since the farm the horse is in is now closed). If, in the rare case the horse does not have a legal move and is trapped against the edge of the game area, then he is removed from the game tiles and placed to the supply; he will rejoin in the next farm that is closed and scored.



Yellow's farm is closed by Purple, so both Yellow and Purple score 5 extra points. At the beginning of the next player's turn, the player must move the horse to an adjacent field.

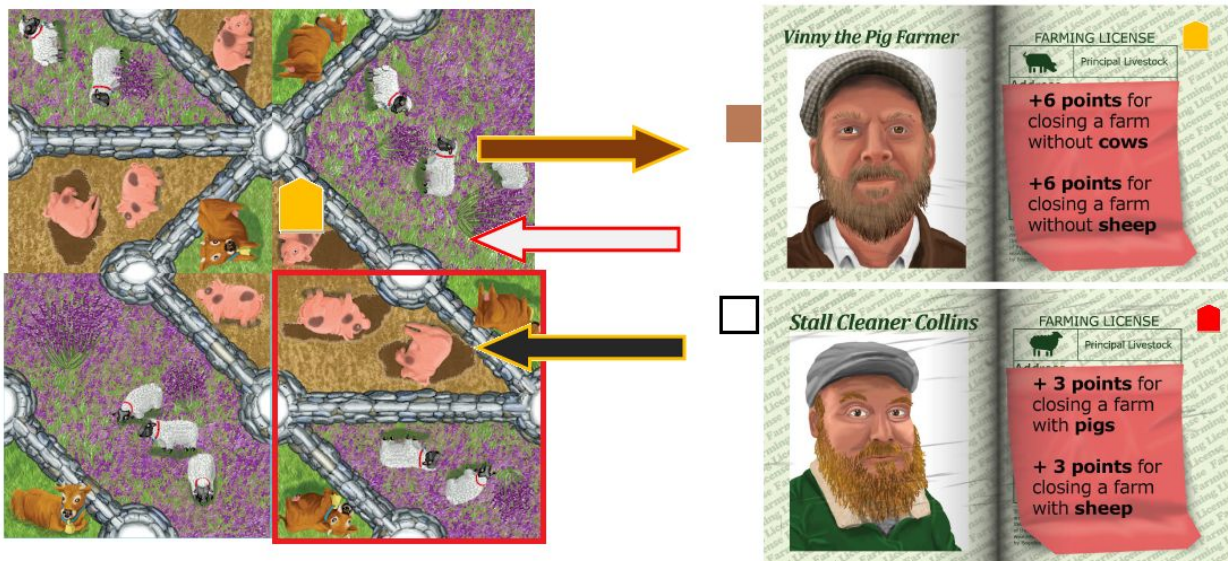
Storage

12 animal tokens are added to the supply to the side of the play area. There are four cows, four pigs, and four sheep. On any turn, when a farm is closed and scored, the owner of the farm may choose to remove any one animal in the farm by taking the associated animal from the supply and placing it in front of themselves. If there are none of the associated animals remaining in the supply, that animal type may not be removed from farms. After the owner has chosen whether to remove an animal, the player closing the farm may place one of their previously stored animals into the farm. Finally, the owner may add an animal if one was not removed and the player did not add one. Only one animal may be added into a farm and each player may only take one action per farm. If multiple farms are closed by one tile, each owner of each farm closed may move animals into or out of storage. The player closing has an option to add animals into each farm. The player closing multiple farms determines the order in which the farms are scored. If there are multiple owners of a farm, the owners take their turns in play order starting with the player to the left of the current player. If one of the owners is the same as the player, that player can only add or remove, not both (i.e. switch animals). If the owner has multiple hen houses in the farm, that player can either add or remove for each henhouse (i.e. remove multiple, swap animals, or add multiple animals) on their action. The farm is now scored based on the animals currently in the farm. At the end of the game, players lose points for any animals still in storage: 1 point for the first, 2 for the second (-3 points total), 3 for the third (-6 points total), and so on.

Males: Males cannot be stored. Males are always worth one point for each associated female in the field, after animals have been added and/or removed.

Chickens: Chickens cannot be stored.

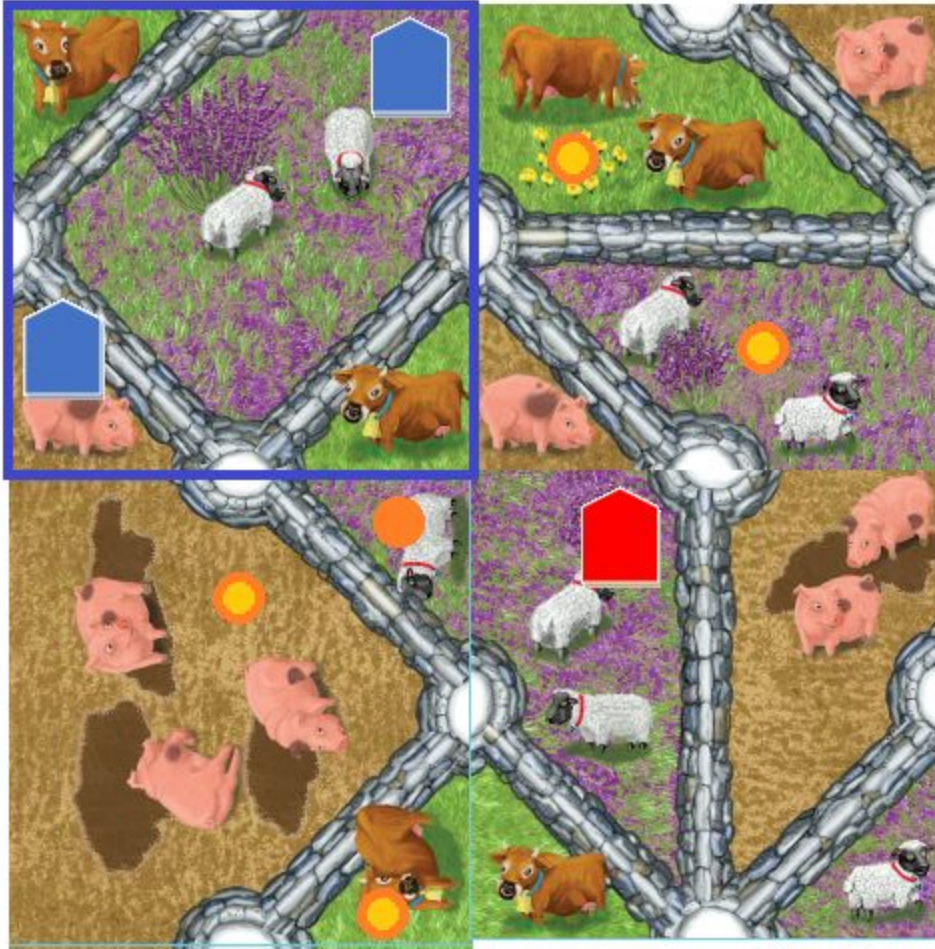
Market: Market points are based on the animals remaining in the field after animals have been added and/or removed.



Red places a tile to complete Yellow's farm. Yellow (owner) can remove one animal (a cow) attempting to get all pigs in his field. Red (player) can then add a sheep from his storage. If Yellow did not remove an animal and Red had not added a sheep, Yellow could add an animal from their storage. Yellow scores 5 points (4 pigs + 1 sheep) and Red scores 6 points (pigs + sheep). Yellow now has a cow in storage that could be played on a later turn.

Hay Bales

16 hay bales are provided. For 4-player games, use all 16. For 3- or 5-player games, use 15. And for 2- or 6-player games, only use 12. Add the hay bales to the supply to the side of the play area. Each time a farm is closed and scored, the owner takes a hay bale from the supply and places it in any open field adjacent to his farm just closed. If multiple farms are closed, the owner of each farm places a hay bale. If a farm has multiple owners, each owner places a hay bale in an adjacent field. If a farm has no owner, then no hay bale is placed. If there are no more hay bales in the supply, then no more are placed. When a farm with hay bales is scored, the player closing the farm collects the hay bales and places them in front of their farmer profile card. At the end of the game, points are scored for each player equal to the number of hay bales squared: 1 point for one hay bale, 4 points for two hay bales, 9 points for three hay bales, and so on.

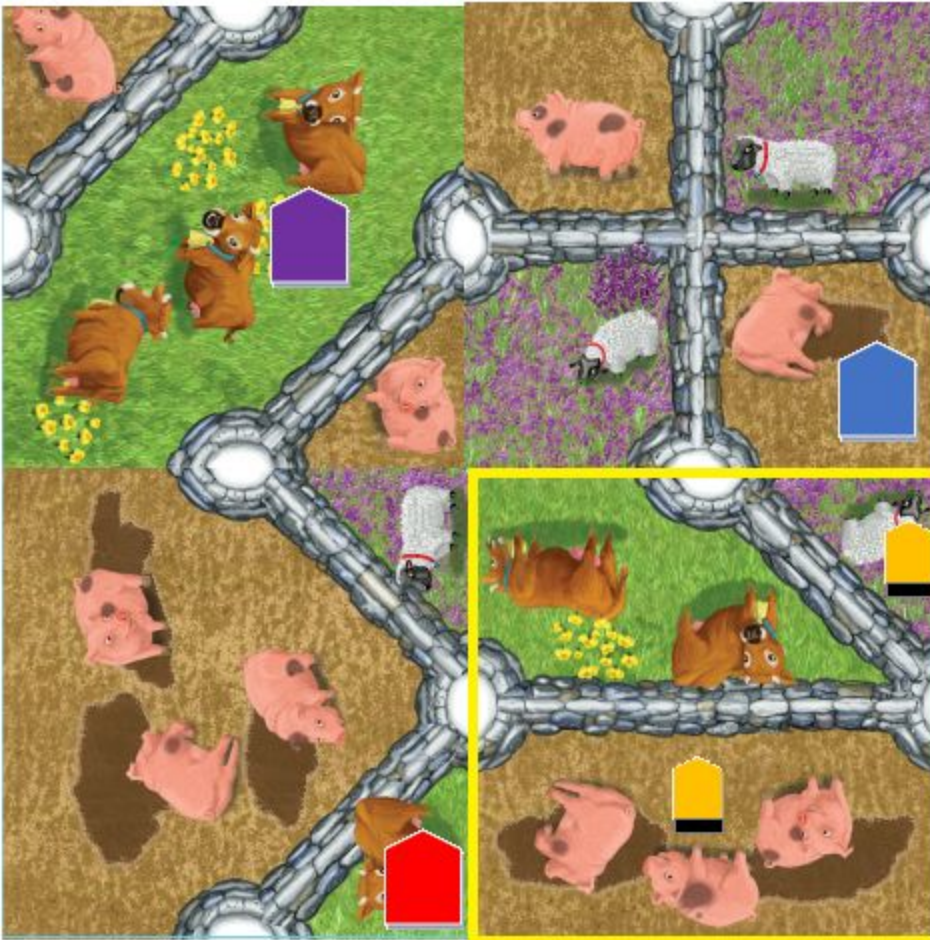


Blue places a tile that closes Red's farm. Red scores 5 points and Blue scores points from their farmer profile card. Blue collects the orange hay bale. Red places a new hay bale from the supply into an adjacent field (yellow hay bales). Then blue places a henhouse on the tile played in any field.

Sharecroppers

7 sharecropper tokens are provided. Each player takes one sharecropper token before the game starts and the remainder are added to the supply to the side of the play area. During the game, a player may use one of their sharecropper tokens in addition to one of their henhouses, in order to place the henhouse in an already owned field; other constraints for playing hen houses are still valid. When a farm with a sharecropper token is scored, the player closing the farm collects the sharecropper token and can use it on a later turn (the hen house returns to its owner as normal). The farm is scored per usual: splitting the animal points amongst all the owners. If a farm is closed that has no owner, that player gains a sharecropper token from the supply, if any remain.

Chickens: If a farm is closed with the fox, the original owner must move the fox token to a new field. The sharecroppers have no effect over the fox.



Yellow places a tile and closes an unowned field. Yellow takes a sharecropper token from the supply and uses it immediately to place a henhouse in either Red's or Blue's currently owned field (on the tile just played).

Dust Bowl

When a farm is closed and scored, the player closing the farm may look at the tiles of the owner's hand. If there are multiple owners, then the player gets to look at all owners' hands. The player then selects one tile from an owner (either hand or from the table) and places it face up in front of their farmer card. If multiple farms are closed in a single turn, then multiple tiles can be taken in this way. The owners must play their next turn with fewer tiles; when drawing new tiles, they draw up to their normal hand size. On any turn, a player can choose to play one of the tiles face up from in front of their farmer card instead of from their hand, a replacement tile is not drawn. The game still continues until all tiles are played.

Seasons

Autumn: *Tractor:* A player can choose to exchange their second tile. All tiles could be played, as long as the preceding one extends the field with the tractor.

Horse: If a player doesn't place their tile, they can still move the horse instead of placing a henhouse.

Drought: *Tractor:* If the owner of the field with the tractor's turn is skipped, then the tractor still returns to the supply during their skipped turn.

Horse: If the horse is in a closed field at the beginning of the skipped player's turn, the skipped player still must move the horse to a new field. (The turn is still skipped, otherwise)

Flood: *Chickens:* The fox is considered a token, so tiles with the fox cannot be replayed.

Market: If a player chooses to replay the most recently played market tile, a new market card is not drawn.

Gates: The gate is considered a token, so tiles with gates cannot be replayed.

Tractor: If a player chooses to replay their first tile to expand a field with a tractor (i.e. it was not on the field previously), then additional tiles may be played. The tractor is considered a token, so tiles with the tractor cannot be replayed.

Horse: The horse is considered a token, so tiles with the horse cannot be replayed.

Hay bales: The hay bale is considered a token, so tiles with hay bales cannot be replayed.

Harvest: *Sharecroppers:* If the farm has multiple owners, then all players involved score the same number of points.

Rainy: *Chickens:* The fox is considered a token, so tiles with the fox cannot be rotated.

Market: If a player chooses to rotate a market tile, a new market card is not drawn.

Gates: The gate is considered a token, so tiles with gates cannot be rotated.

Tractor: If a player chooses to rotate the first tile to expand a field with a tractor, then additional tiles may not be played. The tractor is considered a token, so tiles with the tractor cannot be rotated.

Horse: The horse is considered a token, so tiles with the horse cannot be rotated.

Hay bales: The hay bale is considered a token, so tiles with hay bales cannot be rotated.

Spring: *Market:* If a player gets an additional turn after playing a market tile, the replacement market card is drawn at the end of their first turn. A second market card could be drawn after their additional turn.

Tractor: If a player closes their own farm with their additional tile(s), the player gets another full turn with the option to play tiles on the field with the tractor. If the player whose farm has the tractor closes their own farm and gets another turn, the tractor still returns after the completion of the first turn.

Summer: *Tractor:* Instead of placing their henhouse in the new, joined, field, the player can choose to place the tractor inside this field on the tile just played.

Horse: Instead of placing their henhouse in the new, joined, field, the player can choose to move the horse instead.

Tornado: *Tractor:* If the henhouse in the farm with the tractor is removed, then no one owns the field with the tractor and so the tractor will remain until someone claims that field.

Sharecropper: If the original owner's henhouse is removed, the sharecropper token still remains with the other hen houses.

Winter: *Sharecroppers:* If a player closes a farm without an owner that scores zero points from their farmer profile, they score full points from the animals inside as if they had a henhouse in the farm.