

A stylized sign for 'Mystery Farm' with a dark brown, irregular background. The word 'Mystery' is written in white, jagged, block letters, and 'Farm' is written in reddish-brown, jagged, block letters below it. The sign is positioned behind a simple wooden fence with vertical posts and horizontal rails. The background is a light green color with several stylized green trees, each with a black trunk and a few red dots representing leaves or fruit. There are also some white circular shapes scattered around.

Mystery Farm

Introduction

In this game, players will act as farmers, assign animals between yourself and other players, avoiding being attacked by the predators and trying to make your farm be the best!

Game Setup

At the beginning of the game, shuffle the animal cards, put it face down as the “animal deck”.

Take the “Dragon” card out from the predator cards, randomly pick three from the other, shuffle it, face down as the “predator deck”.



Turn Action

In each turn, players will take action one by one.

During each player's action, take three cards from the "animal deck", freely distribute them to all the players. Players are able to see each others cards.

When all players finished their action, the player with the most animal cards will be **attacked by the predator**.

If several player have same amount of animal cards, the earliest player who take action will be attacked.



Turn Action

When an attack will happen:

If **unicorn** appears in this turn, **dragon** will be the predator, and it will attack the player who have the **unicorn**, no matter who have the most cards. Otherwise, the top card from the “predator deck” will be the predator.

Player being attacked should discard animal cards, which the sum of the points match the requirement of predator card.

- Discard all the cards if sum of all less than requirement;
- Discard cards with sum higher than requirement if cant perfectly match.

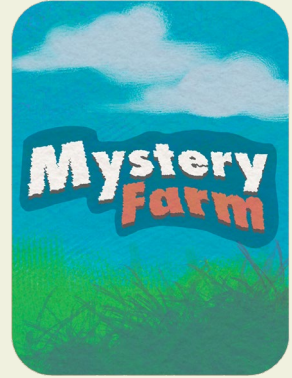
Player being attacked decide who is the first player for the next round.



Game End

When all the animal cards has been draw, after the last attack happen and being calculated, the game ends.

At the end of the game, player with highest point win.



游戏介绍

在这款游戏中，玩家将扮演农场主，在自己和其他玩家之间分配动物，避免受到掠食者的攻击，努力让自己的农场成为最好的农场！

游戏设置

游戏设置阶段，洗混动物牌，正面朝下，作为“动物牌组”。

从捕食者牌中取出“龙”牌，从其他捕食者牌中随机抽取三张，洗好后正面朝下作为“捕食者牌组”。



回合行动

在每个回合中，玩家将逐一采取行动。

在每个玩家行动期间，从“动物牌组”中抽取三张牌，自由分配给在场玩家。玩家能够看到彼此拥有的手牌。

当所有玩家完成行动后，拥有动物牌最多的玩家将受到捕食者的攻击。

如果多名玩家拥有相同数量的动物牌，则最早行动的玩家将受到攻击。



回合行动

当攻击发生时：

本回合出现独角兽，龙将成为捕食者，它将攻击拥有独角兽的玩家，无论谁拥有最多的牌。

否则，“捕食者牌组”的第一张牌将成为捕食者。

被攻击的玩家必须丢弃点数总和符合捕食者要求的动物牌。

如果所有牌的总和小于要求，则丢弃所有牌；

如果无法完全匹配，则丢弃总和高于要求的牌。

被攻击的玩家决定谁是下一轮的起始玩家。



游戏结算

当所有动物牌被抽完，最后一次攻击发生并结算后，游戏结束。

游戏结束时，手上动物牌总分最高的玩家获胜。

