



Rulebook

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Introduction

You are the founders of a new fox town, constructing buildings and connecting them with trails to create the most profitable settlement. The buildings you choose might create goods or turn them into points (🍀). Pick wisely and connect them efficiently to move your goods around your town to earn the most 🍀!

Objective

Your town is represented by a growing tableau of building tiles, connected to each other by trail tiles. Building tiles do a wide variety of things, including producing goods, and processing those goods into 🍀. The game is played over four rounds. At the end of the final round, the player who scored the most 🍀 wins!

Contents

1 central board

4 starting tiles

90 building tiles:

- 31 A tiles
- 35 B tiles
- 24 C tiles



44 trail tiles:

- 16 *straight trails*
- 28 *curved trails*



4 point tokens

4 score trackers



1 starting player piece

1 round tracker token

135 goods cubes:

- 30 wood
- 25 stone
- 30 wheat

20 coal

30 sheep



Setup

1. Place the central board on the table, ensuring it's easily accessible for all players.
2. Each player receives a starting tile. The colour depicted on the billboard is that player's colour. Each player should place their starting tile in the centre of their play area—the starting tile shows the initial two buildings of each town: a Forest and a Mine. 

Players begin their towns by constructing building and trail tiles adjacent to their starting tile. Ensure each player has enough space to expand their town.

3. Separate the building tiles by their tier (A, B, and C), shuffle them, and place them in separate facedown stacks. Keep the stacks within easy reach of all players. 

Your First Game. Some C tiles show an exclamation mark icon (!). These are advanced tiles. We recommend playing without these tiles for your first game.

4. Separate the trail tiles by their type (straight and curved). Place the trail tiles in separate faceup stacks within reach of all players. 

Note that all trail tiles have the same back (T-junction). The different colour of the trail tiles is decorative and does not affect gameplay.

5. Separate the goods cubes and place them in piles within easy reach of all players, forming the general supply.

2 player setup



Building Tile Overview

Construction cost

Goods that must be spent to construct this tile.

Tile name

Goods slots

Indicates how many goods can be placed on this tile. Each goods slot can hold one goods cube.

Tile tier indicator

(A/B/C)

Tile effect





6. Each player places their matching coloured score track piece on the 0 spot of the score track around the edge of the central board, and keeps their point tokens to one side.
7. Place the round tracker token on the round one space of the round track in the bottom right corner of the central board.
8. The last player who built something goes first. If no players have built anything, determine the first player randomly. Give the first player the starting player piece.
9. Fill the building tile spaces on the central board based on the number of players, according to the table below. If you draw any identical tiles, stack them on the same space on the central board, and continue drawing tiles to fill the required number of spaces.

Players	A tiles	B tiles	C tiles
2	6	0	4
3	7	0	4
4	8	0	4

Building Tile Icons

The icons on each tile represent different effects, and when they are performed. The most common icons are explained below. For a full explanation of all tiles and icons, see the appendix.

- Immediately
- During the Production phase
- During the Construction phase
- Start of the Transportation phase
- During the Processing phase
- At the end of the game

Gaining

Produce the depicted goods or points.

- Produce 1 stone goods.

- Gain 2 points.

Converting

Spend the goods depicted on the left of the arrow to gain the goods or on the right of the arrow.

- Spend 1 wheat and 1 coal from this tile to gain 6 .

Game Overview

A game of Foxglove Farm takes place over four rounds. The player with the most  at the end of the fourth round is the winner.

Round Overview

Each round consists of four sequential phases:

 Production  Construction  Transportation  Processing

As a round progresses, move the round tracker token along the round track on the central board to show the current round and phase. A brief overview of each phase is found below, with a full description on the following pages.

Production Phase:

All players perform this phase simultaneously. During this phase, perform all of the production phase effects on the building tiles in your town once, in any order you like. Typically, this involves placing goods cubes on building tiles.

Construction Phase:

Players perform this phase in clockwise order, starting with the player with the starting player piece. On your turn, you can **perform one** of the following actions:

- Construct one building tile **or**
- Construct or upgrade as many trail tiles as you wish **or**
- Pass

The construction phase repeats until all players have passed.

Transportation Phase:

All players perform this phase simultaneously. During this phase, you can move as many goods cubes through your town as you wish, following the transportation rules.

Processing Phase:

All players perform this phase simultaneously. Perform the processing effects of all your building tiles. Sometimes, you may be able to do this more than once per tile. Typically, this involves removing goods cubes on building tiles and replacing them with other goods cubes, or gaining .

Scoring : Any time you gain , advance your score track piece on the score track by the amount of  you gained.



Production Phase

The production phase is performed by all players simultaneously. Each player performs the production phase effects of all their building tiles once, one tile at a time. Building tiles with a production phase effect typically depict a goods type and its amount. These goods are taken from the general supply and placed on the building tile's available goods slots. You can never place a goods cube on a building with no free goods slots. If there are not enough free goods slots for the full production of the tile, you may take as many of the produced goods as you can fit and discard the rest.



As there are 2 free good slots, you can only place 2 wheat goods on this building tile.



For each sheep goods cube on this building tile during the Production phase, the player gains 2 . Since there is no arrow, the sheep goods cubes are not spent as part of this production.



As there is only 1 free goods slot, you can place either 1 wood or 1 stone goods cube on this building tile.



At the start of each production phase, the two buildings on each player's starting tile activate. Add up to 3 stone goods cubes on the Mine, and 5 wood goods cubes on the Forest.



As there are no free goods slots, no additional goods can be placed on this building tile.



Construction Phase

Players perform this phase in clockwise order, starting with the player who has the starting player piece. On your turn, you can **perform one** of the following actions:

- Construct one building tile **or**
- Construct or upgrade as many trail tiles as you wish **or**
- Pass

Construct a Building

Choose any building tile from the central board, pay its goods cost by removing goods cubes from any building tile in your town (including your starting tile), and place the building in your town orthogonally adjacent to another building or trail tile.

Paying Goods

Check the goods cost of the building tile you wish to construct, shown in the top left corner of the tile. Remove the necessary number and type of goods cubes from any building tiles in your town, and place them back in the general supply.

Then, place the constructed building tile into your town. It must be placed orthogonally adjacent to an existing building or trail tile in your town.



Place 1 wood and 1 stone from your town back into the stock. Place the constructed building tile so that it orthogonally touches another tile in your town.

You cannot place a building tile so that only the corners are touching another tile.



If the constructed building tile has an immediate effect, gain the depicted goods cubes or  after placing the tile.



As soon as you construct the Sheepfold in your town, place 2 sheep goods cubes on the goods slots of the Sheepfold tile.

Draw a new building tile from the stack whose tier matches the constructed building tile, placing it on the newly empty space on the central board. The number of available building tiles should always be the same. If you construct a building from a stack of identical tiles on the central board, you do not need to draw new tiles. Any drawn building tile that is identical to a tile on the central board should be stacked atop that tile, as per setup. Continue drawing tiles until the space that was emptied is filled.

Constructing & Upgrading Trail Tiles

You can construct and/or upgrade as many trail tiles as you wish, provided you can afford to.

Constructing Trail Tiles

You can construct a straight or curved trail tile by paying the goods cost of either 1 stone or 1 wood. Trail tiles follow the same placement rules as building tiles—they must be placed orthogonally adjacent to an existing tile in your town. Additionally, you are not allowed to place a trail tile in such a way that it cuts off a pre-existing trail connection. You can also construct a T-junction trail tile (the back of a straight or curved trail tile) by paying the goods cost of 2 stone, 2 wood, or a combination of 1 stone and 1 wood.

Upgrading Trail Tiles

By spending 1 stone or 1 wood, you can upgrade an existing trail tile in your town by flipping it to its reverse, T-junction side. You can rotate this trail tile in any orientation you wish, so long as it doesn't break an existing trail connection.



Pass

A player can choose to pass if they are unable to, or don't want to, perform another construction phase action. Once you pass, you can't take any more actions for the remainder of the current round's construction phase. Once all players have passed, the construction phase ends.



Transportation Phase

The transportation phase is performed by all players simultaneously. During the transportation phase, you may move goods cubes throughout your town using the trail tiles you built, following the transportation rules below.

Transportation Rules

Goods cubes can only move along trail tiles (A). Adjacent building tiles must be connected by trail tiles to transport cubes between each other. For example, the Forest and Mine on your starting tile are adjacent, but not connected by trail tiles at the start of the game (B).

Goods cubes can pass through building tiles that do not have that goods type depicted on them (C), **but their destination building tile must depict the matching goods type** on at least one of its effects for the goods cubes to be moved there (D).

A building tile with no available goods slots cannot receive additional goods cubes, but goods cubes may travel through that building tile on their way to another destination.



Since the Forest is connected to the Charcoal Kiln via a trail, a player may move the wood goods cubes from one building tile to the other.

Adjacent building tiles that are not connected via trails cannot transport goods between each other.

**The Mine and Forest on your starting tile count as two adjacent buildings, and must still be connected via trails to transport goods between each other.*



Goods Destination Examples



Wheat only



Stone and Coal only



All goods types allowed



Processing Phase

The processing phase is performed by all players simultaneously. Each player must fully execute all possible processing phase effects on their building tiles. When a building tile processes a goods type, the specified goods cubes are removed from the building tile and placed back in the general supply. In exchange, the player receives either or other goods. Any goods cubes produced during the processing phase are placed on the goods slots of the building tile that created them.

Transport and Processing Example

1. Initial Setup

Kuly has these tiles in their town already, plus goods cubes from previous rounds/phases. Specifically, 2 coal on the Charcoal Kiln, 3 wood on the Forest, 2 sheep on the Butcher and 1 sheep on the Lambing Shed.

The construction phase has just finished, now the transportation phase begins.



2. Transportation Phase

- First, Kuly moves the coal from the Charcoal Kiln into the Butcher, filling the remaining slots.
- Next, they move the wood from the Forest into the recently emptied Charcoal Kiln.
- After that, they move the sheep from the Lambing Shed into the Ranch.



3. Processing Phase

The transportation phase has finished, so the processing phase begins.

- First, Kuly converts the wood on the Charcoal Kiln. They spend the 3 wood and gain 3 coal in return.
- Second, Kuly converts the coal and sheep on the Butcher. They spend two pairs of 1 sheep and 1 coal for 7 coins each, for a total of 14 coins.
- The Ranch doesn't activate until the end of the game, at which point each sheep there will score 3 coins.



Preparing for the Next Round

Once all players have finished their processing phase, the current round is over. The starting player piece is passed to the player on its left. Then, advance the round tracker token to the start of the next round.

Round 3 Setup

At the end of the second round, return all A tier building tiles from the central board to their stack. Replace these building tiles with B tier building tiles. The number of central board spaces occupied by B tier building tiles matches the number of A tier building tiles placed during setup (2 Players : 6 spaces / 3 Players : 7 spaces / 4 Players : 8 spaces). As during setup, any identical tiles drawn should be stacked, drawing new building tiles until the correct number of spaces are filled.

Final Round

During the fourth and final round of the game, the transportation and processing phases can be performed repeatedly and interchangeably by all players. Unlike in previous rounds, you can transport goods after performing any processing effects and vice versa. All players simultaneously repeat these actions as often as they like. Once all players are done, the game ends.

End of the Game

Once the fourth and final round has finished, the end of the game is triggered. Perform any end game effects on building tiles in your town. After end game effects are resolved, the player with the most 🐑 wins the game. In the case of a tie, the tied player with the fewest remaining goods cubes in their town wins. If there is still a tie, the tied player with the most tiles (building and trail) in their town wins. If there is still a tie, all tied players share the victory!



At the end of the game, gain 3 🐑 per sheep on this building tile. If you have 8 sheep goods on this building tile at the end of the game, you score an additional 6 🐑, for a total of 30 🐑.

Additional Information

Score Track: When you complete a lap of the score track, do the following:

- If you exceed 49 🐑, place your point token with the 50+ side faceup on the 0 space of the score track. Continue counting 🐑 as before.
- If you exceed 99 🐑, flip your point token to the 100+ side. Continue counting 🐑 as before.
- If you exceed 149 🐑, indicate this by placing a goods cube from the general supply on top of your score track piece, or by another other indicator.

Goods Cubes and Trail Tiles Supply: The goods cubes and trail tiles are meant to be unlimited. If you run out of either, substitute them in any way you like before continuing the game.

Expert Variant: Individual players can choose to follow the expert variant, even if other players are playing by the standard rules. The only difference in the expert variant is as follows: Goods cubes cannot pass through building tiles that do not have the goods type depicted on them.



Solo Rules

When playing the solo variant of Foxglove Farm, you begin with a predetermined combination of available building tiles and try to achieve a high score. The basic rules of the game are identical, aside from the following changes:

- **Setup:** When setting up the building tiles on the central board, select one of the solo setup variants described below, and arrange the building tiles to match the illustration. You will use 6 A/B tier building tiles and 4 C tier building tiles.
- **Construction Phase:** Any time a building tile is constructed, the building tile in the leftmost space of each row from the area the tile was constructed (A/B or C) is removed from the game. Removed building tiles are not placed back onto the building tile stacks, but should be set to one side. Slide all remaining building tiles to the left, and draw 3 new tiles to place on the central board. You will always remove 2 tiles, and place at least 3 tiles in total (1 to replace the constructed tile, and 2 to replace the removed tiles, plus any additional tiles to replace identical tiles added to stacks).

Solo Setup Variants

When setting up the solo game, choose one of the following combinations. After you finish your game, record your score in the table below. You can also take notes on how your game went, and cross off the achieved point threshold.

1: Random		60 80 100 120			
A tiles	Random 6 tiles				
C tiles	Random 4 tiles				

2: Bountiful harvest

60 80 100 120

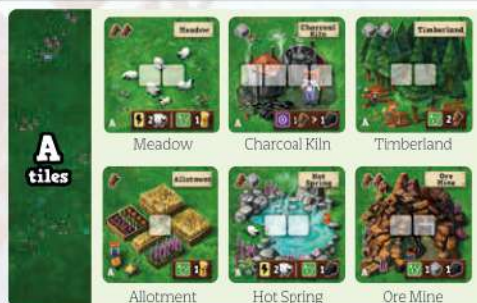


10/09/2025 105 Great success with the Industrial Farm and the granary!

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3: Food festival

60 80 100 120



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4: Taste of Home

60 80 100 120



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5: Resourceful Artisans

60 80 100 120



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6: Vibrant History

60 80 100 120



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/ / /	0
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/ / /	0

Building Tile Appendix

Starting Tile

Forest: Gain 5 wood each production phase.

Mine: Gain 3 stone each production phase.

A Tier

Allotment: Gain 1 wheat each production phase.

Alpine Meadow: Gain 1 stone and 1 wheat each production phase.

Barn: During the production phase, gain 2 sheep for each pair of sheep on this tile.

Charcoal Kiln: Convert 1 wood into 1 coal each processing phase.

Coal Mine: Gain 2 coal each production phase.

Coal Shed: Gain 2 per coal on this tile each production phase.

Fertile Plot: Gain 1 coal and 1 wheat immediately. Gain 1 sheep each production phase.

Granary: Gain 1 wheat immediately. Gain 2 wheat each production phase.

Hauler's Hut: At the start of each transportation phase, you may select up to 4 goods cubes on your other building tiles and place them on the goods slots of this building tile, ignoring transportation rules.

Hot Spring: Gain 2 sheep immediately. Gain 1 coal each production phase.

Industrial Farm: Gain 3 wheat each production phase.

Lambing Shed: Gain 2 sheep immediately. Gain 1 sheep each production phase.

Lean-to: Convert 1 wheat into 1 sheep each processing phase.

Meadow: Gain 2 sheep immediately. Gain 1 wheat each production phase.

Museum: Gain 2 for each unique goods type on this tile each production phase.

Ore Mine: Gain 1 stone and 1 coal each production phase.

Paddock: Gain 3 sheep immediately. Remove 1 sheep from this tile each production phase, if present.

Peat Bog: Gain 2 coal immediately. Gain 1 coal each production phase.

Quarry: Gain 2 stone each production phase.

Scrapyard: Gain 1 wood and 1 stone each production phase.

Sheepfold: Gain 2 sheep immediately.

Smallholding: Gain 1 wheat and 1 sheep each production phase.

Swidden: Gain 2 coal immediately. Gain 2 wheat each production phase.

Timberland: Gain 2 wood each production phase.

Volcano: Gain 2 coal immediately. Gain 1 stone each production phase.

Windmill: Gain 1 wheat and 1 coal each production phase.

Woolmill: Gain 2 per sheep on this tile each production phase.

B Tier

Bakehouse: Gain 1 wheat and 2 coal immediately.

Baths: Convert 2 coal into 5  each processing phase.

Brewery: Convert 2 wheat into 5  each processing phase.

Charcoal Kiln: Convert 1 wood to 1 coal each processing phase.

Charred Grounds: Gain 4 coal immediately. Lose 1 point per coal on this tile each production phase.

Community Centre: Gain 3  for each building tile directly connected to the Community Centre via trail tiles at the end of the game. Building tiles separated by other building tiles don't count.

Discount Store: Gain 1 stone, 1 wheat, and 1 coal immediately.

Emporium: Gain 5 of any one goods type immediately.

C Tier

Bakery: Convert 1 wheat and 1 coal into 6  each processing phase.

Butcher: Convert 1 coal and 1 sheep into 7  each processing phase.

Forager's Camp: Gain 1 wheat, 1 coal, and 1 sheep immediately.

Fountain: Gain 6  immediately. Gain 3  each production phase.

General Goods Store: Gain 1 wood, 1 wheat, and 1 sheep immediately.

Grazing Land: Gain 1 wheat and 2 sheep immediately.

Guildhall: Gain 3  for each surrounding building tile with a processing phase effect (maximum 8 tiles, 24 ) at the end of the game.

Hunting Lodge: Gain 2 coal and 1 sheep immediately.

Incinerator: Convert 1 of any goods type into 1 coal each processing phase.

Inn: Gain 2  for each surrounding building tile (maximum 8 tiles, 16 ) at the end of the game.

Monastery: Gain 1 point for each surrounding tile

(building or trail tile, maximum 8 tiles, 8 ) at the end of the game.

Pasture: Gain 4 sheep immediately. Remove 1 sheep from this tile each production phase, if present.

Pawnshop: Convert 2 of any goods type into 4  each processing phase.

Pond: Gain 2 of any goods type immediately.

Shepherd's Hut: Gain 3  for each sheep on this tile at the end of the game.

Silo: Gain 3 wheat immediately.

Sheepfold: Gain 2 sheep immediately.

Statue: Gain 5  immediately.

Town Hall: Gain 2  for each surrounding building tile that allows you to gain  (maximum 8 tiles, 16 ) at the end of the game.

Town Square: Gain 2  for each unique goods type depicted on surrounding building tiles (maximum 5 goods types, 10 ) at the end of the game.

Trading Post: Gain 1 good of each unique goods type depicted on surrounding tiles (maximum 5 types, 5 goods) immediately.

Well: Gain 2  immediately. Gain 1 point each production phase.

Wheatfield: Gain 2 wheat immediately. Gain 2 wheat each production phase.

Workshop: All surrounding tiles that produce  during the processing phase produce 1 additional  per use during the processing phase.

Trail Corners: Forms 2 trail connections between four buildings. This is not treated as a building tile once constructed.

Furniture Store: Convert 1 wood and 1 sheep into 6  each processing phase.

Grocer: Convert 1 wheat and 1 sheep into 7  each processing phase.

Market: Convert 3 goods of different types into 9  each processing phase.

Ranch: Gain 3  per sheep on this tile at the end of the game. Gain 6 additional  if there are 8 sheep on this tile at the end of the game.

Expert C! Tiles

Please remove these tiles for your first game.

Distillery: Convert 2 wheat and 1 stone into 10 each processing phase.

Factory: Convert 1 wood, 1 stone, and 1 coal into 10 each processing phase.

Farmyard: Convert 1 wood, 1 wheat, and 1 sheep into 11 each processing phase.

Marketplace: Convert 4 goods of different types into 14 each processing phase.

Restaurant: Convert 1 wheat, 1 coal, and 1 sheep into 12 each processing phase.

Smokehouse: Convert 2 coal and 1 sheep into 11 each processing phase.

Stonemason: Convert 1 stone, 1 wheat, and 1 coal into 11 each processing phase.

Tavern: Convert 2 wheat and 1 sheep into 11 each processing phase.

Trading Company: Convert 5 goods of different types into 20 each processing phase.

Wheat Market: Convert 5 wheat into 16 each processing phase.

Icon Reference

	Production phase		Wood
	Construction phase		Stone
	Transportation phase		Wheat
	Processing phase		Coal
	At the end of the game		Sheep
	Immediately		Any goods type
	Points		Any unique goods types

Gaining

Produce the depicted goods or .

Produce 1 stone goods.

Gain 2 points.

Converting

Spend the goods depicted on the left of the arrow to gain the goods or on the right of the arrow.

>

Spend one wheat and one coal from this tile to gain 6 .

Building Tile Overview

Construction cost

Goods that must be spent to construct this tile.

Tile name

Goods slots

Indicates how many goods can be placed on this tile. Each goods slot can hold one goods cube.

Tile tier indicator

(A/B/C)

Tile effect



Round Overview

Production Phase: Simultaneously, all players perform production effects on their building tiles.

Construction Phase: In turn, perform one action (construct a building, construct or upgrade trails, pass). Repeat until all players have passed.

Transportation Phase: Simultaneously, all players move goods through their town.

Processing Phase: Simultaneously, all players perform processing effects on their building tiles.

Scoring: Remember to advance your score track piece on the score track by the amount of gained.