



Good Neighbours

1–4 Players

Ages 10+

40–60 Minutes

Welcome to the Neighbourhood

Every farm on this island grows one crop and one crop only. Yours might be wheat, or apples, or a hillside of humming hives - but the market on the far shore wants a bit of everything, and it will not take a crate of turnips and call it dinner.

So you do what islanders have always done. You wander over the hedge. You pin a card to your neighbour's notice board, borrow the lad they hired last week, and walk home with the day's wages jingling. Meanwhile somebody is doing exactly the same at your gate - and paying you handsomely for the privilege.

Fill your fields, empty them into your barn, and load the boat for the island. The farm that everybody needs is the farm that wins.

You cannot run your farm alone.

- **105 crop cards** - five decks of 21, one deck per crop: Wheat, Vegetables, Orchard, Apiary and Dairy
- **13 island cards**, which tile together into the island
- **13 receipt tokens**, printed 4, 8 and 16 VP
- **5 crop tokens**, for seeding the island
- **5 Hired Worker cards** and **5 worker meeples**
- **Coins** - the bank
- **4 player aid cards**

The Five Crops

Every card belongs to one crop, and its back shows that crop's colour. Colour is the whole cross-table language of this game: you can read a neighbour's barn, hand and buildings at a glance, without reading a single word.



The Three Lives of a Card

A card does a different job depending on where it is. This is the engine of the whole game.

Where it is	What it is
In your hand	Everything: a building you may put up, a resource you may spend, or a card you may pay onto a building.
On a building	Face up on that building's stack, counting towards its threshold. Out of your hand, and not yet yours to spend.
In your barn	Face down beside your farm with its colour showing. Barn cards can only be spent on deliveries to the island.

Cards flow one way: **deck** → **hand** → **building** → **barn** → **island**. A card never travels back up the chain.

Neighbours

A **neighbour** is any other player at the table, not only the ones sitting beside you.

Reading a Card



Every building card carries the same six things.

- **Build cost** - the column of crop icons down the right-hand side, under the hammer. One icon per card you must pay from your hand. A sheaf means it must be that crop; a basket means any crop will do.
- **Activation cost** - the small icon at the top left, beside the ability. This is the crop you pay to **GROW** the building. A basket means any crop.
- **Threshold** - the big number at the bottom left. That many cards fill the building.
- **Victory points** - the number in the laurel wreath, scored at the end of the game simply for having built the card.
- **The ability** - the banner across the top, which fires when the owner grows the building.
- **The crop** - the tall badge down the left-hand edge, and the card's colour.

Power and End-game cards work differently: they cost £2 instead of cards, they never take a stack, and they simply sit in your farm doing their job.

Coins are fuel, not points

Coins buy hired workers, upgrades, Power cards and End-game cards. Left over at the end, they are worth almost nothing (see **Scoring**). Spend them.

1. **Choose your farm.** Each player takes one crop deck. Return the unchosen decks' three *starter* cards to the box.
2. **Lay out your farm.** Take your three starters and place them face up in front of you, base side up: your **Farmstead**, your **Barn** and your **Notice Board**.
3. **Deal yourself in.** Shuffle your remaining 18 cards. Take **5 into your hand** and put **1 face down into your barn**. The last 12 become your crop's deck.
4. **The central decks.** Put every crop deck face down in the middle of the table, kept separate, with room beside each for its own discard pile. Unchosen crops field their 18 non-starter cards.
5. **The Hiring Fair.** Lay the 5 Hired Worker cards in a row in the centre, each with its meeple on the sun space of its Working Week.
6. **Build the island** - see opposite.
7. **The bank.** Put the coins where everyone can reach them. **Nobody starts with money.**
8. The player who most recently ate a vegetable goes first. Play passes clockwise.

Your farm, laid out

Keep your three starters in a row, with room above each for its stack of cards, your barn face down to one side, and your coins in front. Everything except your hand is public.

First game?

Play with Wheat, Vegetables and Orchard. They teach the harvest, the delivery and the draw - the three things the rest of the game is made of.

Building the Island

The island is a three-level pyramid of island cards, and its size depends on how many are playing.

Players	Level 1	Level 2	Level 3
2 players	3	2	1
3 players	4	3	2
4 players	5	4	3

1. Lay the Level 1 cards in a row. Lay Level 2 above them so that each card straddles two Level 1 cards, then Level 3 above that.
2. Put the matching **receipt token** on every slot: 4 VP on Level 1, 8 VP on Level 2, 16 VP on Level 3.
3. Take the crop token of every crop being farmed, *plus one more* drawn at random from the crops that are not. Shuffle them and put one on each Level 1 slot.

Every Level 2 slot now demands the crops of the two Level 1 slots beneath it. Every Level 3 slot demands the three crops beneath it in turn. Nothing else about the island changes during the game.

Why one extra crop?

The island always wants one crop that nobody at the table is growing. Somebody is going to have to go and fetch it.



Wheat



Vegetables



Orchard



Apiary



Dairy

On your turn, take 1 action from the five below, and use your bonus slot once - before or after your action, whichever suits you. That is the whole turn.

Draw

Take the top card from **any two of the central decks**, or two from the same deck. **Keep one** in your hand and discard the other face up to its own crop's discard pile.

You may draw from any crop: the ones nobody is farming, and the ones your neighbours are.

Build

Play one card from your hand into your farm as a building, paying its build cost in cards from your hand. Spent cards go to their own crops' discard piles.

- You may build a card of **any crop**, not just your own.
- A new building arrives **empty**.
- Power and End-game cards are built by paying £2 to the bank instead of cards.
- Building is also how you **hire** a worker, and how you **upgrade** a starter.

Grow

Activate **one of your own** buildings that is not full. Pay **1 card matching its activation cost** from your hand onto its stack, then resolve the building's ability.

You may only ever activate your own buildings, and only by growing them.

Harvest

Choose **one of your own full buildings** and move its whole stack into your barn, face down. That building is now empty and back in business.

Harvesting scores no points by itself. The cards are the prize.

Deliver

Spend cards **from your barn** to claim one slot on the island, and take its receipt token (see *The Island*). You may never deliver from your hand.

Your Bonus Slot

Once per turn, at any point in your turn, do **one** of these - or neither:

1. **Work your own Hired Worker**, free of charge.
2. **Visit a neighbour**, and get paid for it.

Both are explained over the page. The bonus slot is the only way to take a second action in a turn, so a farmer who never leaves the farmyard plays at half speed.

Hand limit

Your Barn prints your hand limit. Check it **at the end of your turn only** - you may go over it in the middle of a turn - and discard down to it if you are over.

Empty decks

Each crop has its own discard pile, and the five crops are never shuffled together. If a deck runs out, shuffle that crop's discard pile to make a new deck. If both are empty, that crop simply cannot be drawn.

A typical turn

Ben grows his Wheat Field. He pays a wheat card onto its stack, draws a card for the Field's ability, and the Field now holds 2 of the 2 cards it needs - it is full.

Then he takes his bonus slot. He pins a dairy card he has no use for onto Ana's Notice Board, and works her Draw Worker: he sees 3 cards and keeps 2. Ana takes £1 from the bank as the worker's wage.

One action, one favour, three cards better off. Ana gained a dairy card headed for her barn, and a coin she did not have to work for.

Every building in your farm is a small machine with the same three moving parts. It takes cards onto its stack. It does something when its owner activates it. And when it is full, it stops until it is harvested.

Putting a Card on a Building

There are exactly three ways a card ever lands on a building. The only questions are *whose* building it is, and *what you get*.

	Your own	A neighbour's
You take the ability	GROW	never
You do not	SOW	VISIT or SOW

- **GROW** - your action. Pay **1 matching card** onto one of your own buildings and take its ability.
- **VISIT** - your bonus slot. Put **any 1 card** on a neighbour's Notice Board and take the payment.
- **SOW** - granted by card abilities only. Put a card on a building without activating it. **Sowing never needs to match**: any card, any building. The ability that grants it always names where the card comes from and where it goes.

The teach line

Putting a card on a building does nothing at all - unless it is **your grow**, and you get the ability, or **your visit**, and you get paid.

Only the Owner Activates

A building's ability fires for its owner and for nobody else. You never need to read a neighbour's cards to take your turn - and you never gain anything from your own Notice Board.

Full and Clogged

The moment a building's stack reaches its threshold, it is **full**. A full building is out of action:

- Nobody may put another card on it - not you, not a visitor.
- It cannot be grown, and its ability cannot fire.

It stays that way until its owner spends a Harvest action to empty it into their barn. A full Notice Board is closed for business: no visits, and no way in to the worker you hired.

Cheap and patient, or dear and hungry

Cheap buildings tend to have high thresholds: they soak up cards for a long time before they clog. Expensive buildings have low thresholds: they pay out at once, but you will be harvesting them constantly. Every clog costs an action to clear.

Upgrading

Your Barn and your Notice Board each have a better side. As your Build action, pay **£2** to the bank and flip one of them over. Any cards on its stack stay where they are.

Your Farmstead is different. It is never bought: it flips **free**, the instant you build your **third building of your own crop colour**.

Remember it like this

Money buys capacity. Loyalty earns identity.

Worked example - filling a building, and clearing it

1 · Grow



Ben's Rye Field has a threshold of 3. He grows it: one wheat card onto the stack, and he takes the ability. One down, two to go.

2 · Full



Two turns later the third card goes on - a green vegetable card, sown there by an ability. The Field is full, and now clogged: no more cards, and no more abilities.

3 · Harvest



Ben spends an action to harvest. All 3 cards go face down into his barn - including that vegetable, which is exactly what the island wants from him. The Field is empty and ready again.

The Visit

As your bonus slot, put **1 card from your hand**, face up, onto a neighbour's **Notice Board**. Any card will do - the Notice Board takes every crop - and it must not already be full.

Then take **one** of these two payments:

1. **£1 from the bank**; or
2. **Work one of that neighbour's Hired Workers:** carry out its printed action as though it were your own, advance its meeple one space, and *its owner* takes the wage shown on the space the meeple moves onto - from the bank.

You may never visit your own Notice Board, and you may not visit a full one.

Your junk is their treasure

Pay with your worst card. The card you pin to their board rides into *their* barn at their next harvest, arriving as exactly the odd colour the island demands of them - and you got an action or a coin for a card you were never going to use. Both of you come out ahead, which is the whole point.

Where the Money Comes From

Every wage in this game is paid **by the bank**, never out of a neighbour's purse. Visiting does not move money around the table: it puts new money on it. That is why nobody minds being visited, and why the busiest farm on the island is the richest one.



The Notice Board. Every farm has one, and it is the only place you may visit.

Your Notice Board takes **any** crop and holds **5** cards. It is the only building in the game that a neighbour may put a card on for payment, and you can never use your own.

Keep the gate clear

A full Notice Board earns you nothing, shuts your hired worker away from the people who would pay to use him, and holds five of your own barn cards hostage until you spend an action harvesting it.

Worked example - one visit, two ways to take the money

1 · Pin a card



Cal puts a spare dairy card on Ana's Notice Board. It had 2 cards on it; now it has 3 of its 5. He may not do this if it already held 5.

2a · Take the coin

Cal takes **£1 from the bank**. Simple, always available, and enough to buy something every second visit. Ana gains nothing right now - but Cal's card is in her barn as soon as she harvests that board.

2b · Or borrow the worker

Or Cal works Ana's Harvest Worker instead: he harvests one of *his own* full buildings, for free, on top of his action this turn. The meeple advances, and **Ana** takes the wage on the new space from the bank.

The Hiring Fair

Five Hired Workers wait in the centre of the table, one for each of the game's core actions.

Worker	What it does when worked
Harvest Worker	Harvest
Deliver Worker	Deliver
Draw Worker	Draw 3, keep 2
Sow Worker	Sow 1 card onto one of your buildings
Build Worker	Build

There is no Grow Worker. No card ability may fire twice in one turn.

Hiring one

- Use your **Build action** and pay £2 to the bank to take a Worker from the Fair into your farm.
- **One hired Worker per player, ever.**
- Its meeple starts on the sun space, and you may work it that same turn.

Working one

- **Your own:** free, as your bonus slot. No wage - you never earn from your own farm.
- **A neighbour's:** only by visiting them.
- **Every use advances the meeple,** your own free uses included.
- Whatever your Farmstead does for your actions, it does for a Worker's action too. It is your action; you have simply hired the muscle.

The choice that matters

Work your Worker yourself and you get a free action - but you burn a day of his week for nothing. Leave him alone and your neighbours will queue up to use him, paying you £1, then £2, then £3 for the privilege.

Three visits from rivals is £6 in your pocket. Three days of your own free labour is £0, and a very quick week.



A Hired Worker card: the hire cost, the action, and the Working Week along the bottom.

The Working Week

Each Worker prints a track of pay days. Every time the Worker is used, its meeple moves one space along - and if the person using it was **not** the owner, the owner takes the wage on the new space from the bank.



The Draw Worker's week is shorter: sun, £1, £2, home.

When a meeple would move off the end of the track, the week is over. The Worker and its meeple go back to the Hiring Fair, meeple on the sun space, and anybody may hire it again for £2.

Worked example - a working week

Ana has hired the Draw Worker, and its meeple sits on the sun space.

Ana's turn: she works it herself. She draws 3, keeps 2, and the meeple advances to the £1 space. She earns nothing - it is her own farm.

Ben's turn: he visits her, pinning a spare card to her Notice Board, and works the Draw Worker. He draws 3 and keeps 2; the meeple advances to £2, and **Ana** takes £2 from the bank.

Cal's turn: he does the same. The meeple would move off the end of the shortened track, so the week ends: Ana takes nothing more and the Worker returns to the Fair for anybody to hire.

Every crop deck begins with the same three buildings. They answer the three questions a new farmer has: *what am I good at, where does everything go, and how do I get any money?*



The Farmstead

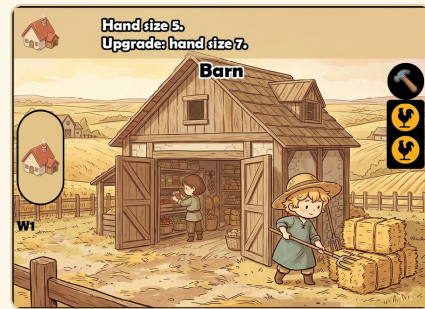
Your crop's special power, working from turn one. It has no stack, no threshold and no activation cost; it can never be visited, and it can never be bought.

It flips to its stronger side, **free**, the moment you build your third building of your own colour.

The Notice Board

The money. It takes **any** crop and holds **5** cards, and it prints the deal you offer every neighbour: *"Visitor: take £1 from the bank."*

Upgrade it for **£2** to **the County Show**: visitors may take £2, or pin 2 cards and take £3. A better show pulls a bigger crowd - and every card that crowd leaves behind ends up in your barn.



The Barn

Your hand limit, printed on the card, and the place your harvests pile up. There is no limit on how many cards your barn may hold.

Upgrade it for **£2** for a bigger hand and a bonus particular to your crop.

You never profit from your own gate

You may not visit your own Notice Board, and working your own Hired Worker pays you no wage. Everything you earn from other people, you earn by being useful to them.

The Five Crops

Each crop is built around one of the five actions, and its Farmstead sharpens that action for you.

Crop	Its action	Farmstead, from turn 1	Farmstead, flipped	Hand limit
Wheat	Harvest	Your Harvest may take a building holding 2 or more cards, even if it is not full	Your Harvest may take a second full building as well	5 → 7
Vegetables	Deliver	When you Deliver, gain £1	When you Deliver, gain £2	5 → 6
Orchard	Draw	When you Draw, see 1 extra card	When you Draw, keep 1 extra card	4 → 7
Apiary	Sow	You may Grow paying a card of any crop	When you Grow, you may also sow 1 card onto a second building	5 → 7
Dairy	Build	When you Build, any card may stand in for any other	When you Build, you may Build a second time	6 → 8

Crop powers reach further than you think

Your Farmstead applies to any action you take, including one you take by working a Hired Worker. An Orchard farmer working the Draw Worker sees 4 cards and keeps 2. A Wheat farmer working the Harvest Worker can take a building that is not even full.



A three-player island. Shaded slots have been claimed, and the name is whose receipt token sits there.

Delivering

As your action, choose one **unclaimed slot**, spend the cards it asks for **from your barn**, and take its **receipt token**. The token sits in front of you for the rest of the game. You also take the coins printed on the slot, from the bank.

Level	Cards	Which crops	VP	Coins
Level 1	2	1 must be its crop	4	£2
Level 2	3	1 of each of its 2 crops	8	£3
Level 3	3	1 of each of its 3 crops	16	£4

The crop tokens on a slot show which crops must be among the cards you spend. Any card left over may be any crop at all. Spent cards go to their own crops' discard piles.

Working Up the Island

Receipt tokens interlock. Every token has one socket, and every token above Level 1 has a tab.

To claim a slot on Level 2 or Level 3, your token must slot into a free socket on a claimed token in the level below. No open socket, no delivery - and it does not matter whose token you plug into.

Each level has one slot fewer than the level beneath it, so there is always one spare socket in the system, and never quite enough to go round.

Worked example - a Level 2 delivery

Ana wants the middle Level 2 slot, which demands **vegetable and orchard**. It is worth 8 VP and £3.

It sits on two Level 1 slots. Her own vegetable receipt is on one of them, claimed last turn, and nothing is plugged into it yet - so there is a free socket.

She spends **3 cards from her barn**: 1 vegetable, 1 orchard, and 1 wheat card that a neighbour pinned to her Notice Board two turns ago. Two of the three are what the slot asked for; the third may be anything.

She takes the **8 VP receipt**, slots it into her Level 1 token, and takes **£3** from the bank. That socket is now used: the next player wanting a Level 2 slot must find another.

Barn only

You can never deliver from your hand. Every card you deliver has been drawn, spent onto a building, and harvested first. That is why a full barn is a loaded gun, and an empty one is a problem.

The island is the clock

Roughly half the points in the game are sitting on the island, and it only ever gets fuller. Watch how quickly the top level is filling: that is how much game is left.

The moment a player **delivers to a Level 3 slot**, the end is called. Every other player takes **one more turn**, so that everybody has had the same number of turns, and the game then ends.

That is the only trigger, and it is in plain view all game.

Nobody wants to fire it?

Somebody always does. A Level 3 slot is 16 points, four times a Level 1 slot, and the player who takes it ends the game while holding it.

Scoring

Add up four things. All of them are on the table in front of you.

1. The **VP printed on your receipt tokens** - 4, 8 and 16 by level.
2. The **VP printed on the buildings you have built**, upgraded starters included.
3. Your **End-game cards**, each scored as it says.
4. Every **£5 you have left is 1 VP**, rounded down.

The highest total wins. If two players tie, the one holding more receipt tokens wins. If they are still tied, they share the victory.

Worked example - scoring Ana's farm

Receipt tokens. Ana delivered three times: a Level 1 slot, a Level 2 slot, and the Level 3 slot that ended the game.

$$4 + 8 + 16 = 28 \text{ VP}$$

Buildings built. Her farm holds four buildings printing 1 VP, two printing 2 VP, and her upgraded Barn at 2 VP.

$$4 + 4 + 2 = 10 \text{ VP}$$

End-game cards. She bought the Trading Commission, worth 1 VP for each Depot she built. She built three.

$$3 \text{ VP}$$

Coins. She finishes with £7 - one lot of £5, and change.

$$1 \text{ VP}$$

Ana scores $28 + 10 + 3 + 1 = 42$ points.

Note how the island alone is two thirds of it. Deliveries win this game; everything else is trimming.

Odds and Ends

Two players

The game plays exactly as written. Two things are worth knowing: your single neighbour's Notice Board is the only one you may visit, so a clogged board hurts twice as much, and a Working Week burns down faster with only two of you using it.

Small rulings

- Take your bonus slot before or after your action, but never in the middle of resolving one.
- An ability that says "you may" is optional. An ability that does not, is not.
- If an ability cannot be carried out in full, carry out as much of it as you can.
- Cards spent or discarded always go to *their own crop's* discard pile, whatever farm they were sitting on.
- Barns and coins are public. Hands are private.

The hot-air balloons

This module is in play only when somebody is farming Vegetables.

Four hot-air balloons drift between the farms. Each player has a **Port**, and at setup the balloons are shared out as evenly as possible, any spare going to the Vegetable farmer.

Instead of delivering to the island, you may use your Deliver action to **move one balloon** from a neighbour's Port onto your own. Spend **2 cards of different colours from your barn**: one goes into that neighbour's barn, the other is discarded. Then take that balloon's reward - **Draw 4**, or **Sow up to 4 cards** onto your own buildings, or **Build at a discount of 4 cards**, or **gain £4**.

A balloon sitting on your own Port does nothing at all. Only moving one triggers its reward, so to use the same balloon twice you must first let it go.

Your Turn

1 action, plus 1 bonus slot, before or after the action.

The five actions

- **Draw** - top card of any two decks, or two from one. Keep 1, discard the other face up.
- **Build** - pay a card's cost from your hand and put it up. Any crop. Power and End-game cards cost £2. Hiring and upgrading are Build actions.
- **Grow** - pay 1 matching card onto one of your own buildings that is not full, and take its ability.
- **Harvest** - move one of your full buildings' stacks into your barn.
- **Deliver** - spend barn cards to claim an island slot. Take its receipt token and its coins.

The bonus slot - choose one

- **Work your own Hired Worker** - free, no wage, advance its meeple.
- **Visit a neighbour** - put 1 card on their Notice Board, then take £1 from the bank *or* work one of their Hired Workers. The owner takes the wage from the bank.

End of turn: discard down to your Barn's hand limit.

Cards on Buildings

- **Grow** - your building, matching card, you take the ability.
- **Visit** - their Notice Board, any card, you take the payment.
- **Sow** - any building, any card, nothing happens. From card abilities only.
- Only the owner ever activates a building.
- A **full** building takes no cards and does nothing until it is harvested.

Money

- **In:** £1 for a plain visit; the Working Week wage when a rival works your Worker; island coins; card abilities.
- **Out, and everything costs £2:** hire a Worker, upgrade your Barn, upgrade your Notice Board, buy a Power card, buy an End-game card.
- Every wage is paid by **the bank**.
- You never earn from your own farm.

Hired Workers

- Hire with a Build action for **£2**. One per player.
- Working Week: ☀ → **£1** → **£2** → **£3** → **home**. Draw Worker: ☀ → **£1** → **£2** → **home**.
- Every use advances the meeple, yours included. Only a rival's use pays a wage.
- Off the end of the track: back to the Fair, for anybody to hire.
- Your crop power applies to a Worker's action.

Worker	Action
Harvest	Harvest
Deliver	Deliver
Draw	Draw 3, keep 2
Sow	Sow 1 onto one of your buildings
Build	Build

The Island

Level	Cards	VP	Coins
Level 1	2	4	£2
Level 2	3	8	£3
Level 3	3	16	£4

- Deliver from your **barn**, never your hand.
- The crop tokens show which crops must be among the cards you spend. Spares may be anything.
- Levels 2 and 3 need a **free socket** on a claimed token below.

Upgrades

- **Barn and Notice Board:** flip for £2, as your Build action.
- **Farmstead:** flips free when you build your third building of your own colour.

End and Scoring

- A delivery to **Level 3** ends the game. Everybody else takes one more turn.
- Score receipt tokens, VP on buildings built, End-game cards, and 1 VP per £5 left over.
- Ties: most receipt tokens, then share the win.

If you forget everything else

Pin your worst card to somebody's notice board every single turn. It is a free action or a free coin, and it costs you a card you were never going to use.