

LA FAMILIA HORT

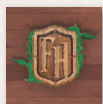


Granny Hortensia, owner of the lands of an eccentric farmer's family, dies one day without leaving a will. One night, the moon turns reddish and the grandmother reappears as a ghost to put her four grandchildren to the test. She will visit them three times, always coinciding with the red moon. After her three appearances, whoever has become the most experienced farmer will inherit all her land.

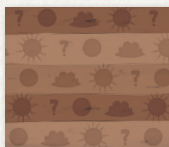
Game components



4 double-sided player boards



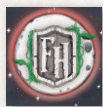
27 normal tiles



6 round cards



20 coins of value 5 and
24 coins of value 1



14 red moon
tiles



Water counters



Fertilizer
counters



5 water counter
tokens

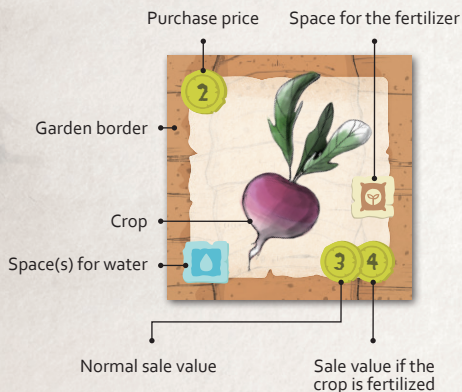


4 experience markers

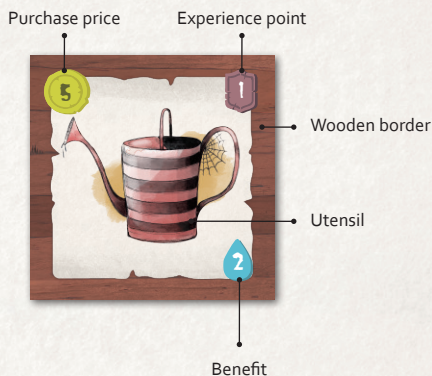
Description of normal tiles and red moon tiles

Their reverse sides are different, but they both work the same on the front side. There are also two types of front side:

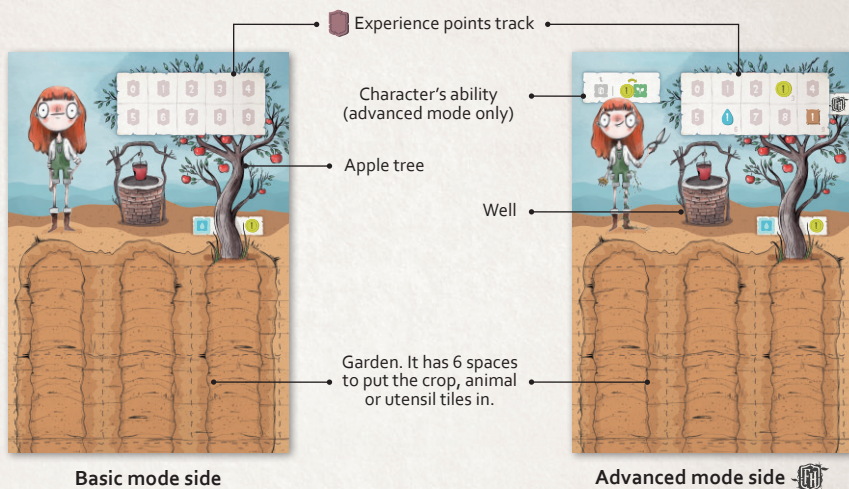
Crop tile (vegetables, mushrooms and flowers): they have a garden border.



Animal or utensil tiles: they have a wooden border.



Description of the boards



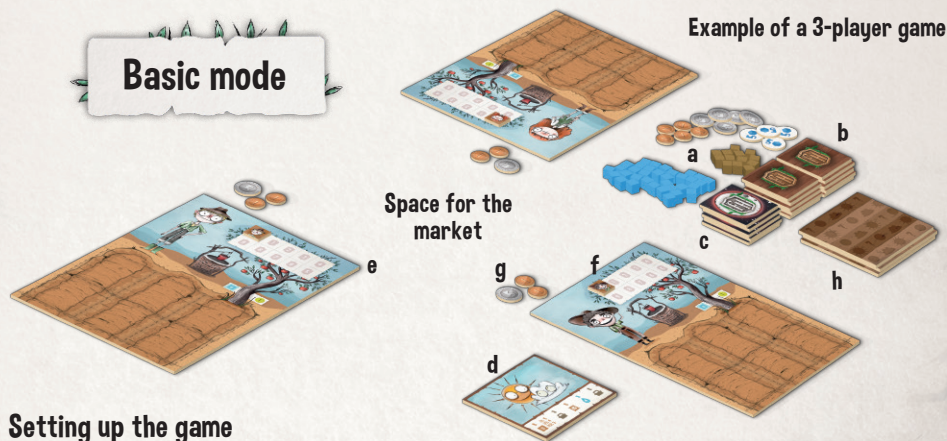
Aim of the game and game modes

The aim of the game is **to have the highest number of experience points** after Granny Hortensia's three visits. There are two ways to play the game:

Basic mode: for a simpler game or to get used to it.

Advanced mode (with the moon tile icon): for a more strategic format. Each player has a special ability that enhances the interaction between rivals.

Basic mode



Setting up the game

1. Set aside the **coins**, the **water** and **fertilizer** counters and the 5 water counter tokens and place them to one side of the table. This will be **the bank** (fig. a).
2. Mix the **normal tiles** together and place them on one side of the table, face down (fig. b). Do the same with the **red moon tiles** (fig. c).
3. Randomly choose a player to take **the starting round card** (wooden border) (fig. d). They will be the starting player.

4. Each player takes a **board** and places it in front of them with the basic mode side facing up (in this mode it doesn't matter which character the players play with) (fig. e).
5. Each player takes their **character's experience marker** and places it on the zero space of their experience track (fig. f).
6. Each player receives **coins** worth 7 from the bank (fig. g).
7. Shuffle the **remaining 5 round cards** and form a face-down deck with them (fig. h).

Game sequence

The *Hort Family* is played in rounds. Each round has 5 steps determined by the active round card. **The starting round card is used for the first round.** After finishing the fifth step of the round, the player to the left of the starting player will be the new starting player for the next round. This player will take the round cards that have already been played, take a new round card at random and start the next round, unless it is the final round (see *End of the game*, page 4).

Steps of a round

The different steps are indicated on the round card. It is only necessary to respect the player order during the *purchase* and the *fertilizer steps*. The rest of the steps can be carried out simultaneously.

The 5 steps indicated on the round cards are:

Red moon round card



1) Market: Each player draws **one** tile from the pile of the indicated type (normal or red moon) and places it in the centre of the table, face up; these will form the market.

Only during the first round, the number of normal tiles per player will be: 5 for 2 players (10 in total), 4 for 3 (12 in total) and 3 for 4 players (12 also).

Example. In a 3-player game, during the market step of the first round, you will draw 12 normal tiles (4 per player). During the next round, a red moon round card appears. During the market step, you will draw 3 tiles (1 per player) of the red moon type.



2) Purchase: Starting from the starting player and going clockwise, **each player will be able to successively buy one tile from the market**, paying to the bank the purchase price with their money.

After that, they will place the purchased tile in one of the 6 spaces of their garden that is empty. The step will end when all players are unwilling or unable to buy more. If there are any unpurchased tiles, they remain face up and can be bought in later rounds.

Example. In a 3-player game, Ramiro pays 2 coins to the bank to buy a pumpkin and places the pumpkin tile on an empty square in his garden. The next player is Enric, who pays 3 coins to acquire a bee. Then Ren plays, who decides not to buy anything, and the turn goes back to Ramiro, who now buys a sunflower. The purchase step continues until everyone passes.



3) Fertilizer: Each player receives a fertilizer counter from the bank. The fertilizer is used to get the highest sales value of a crop during the *sale step*. If on the round card the

arrow points to the fertilizer icon (), the players place the received counter in the **fertilizer space of**

one of their crops. If the arrow starts from the fertilizer icon (), they must place the counter in a **crop belonging to one of their two neighbouring rivals**: the one on the left or the one on the right. If no crops can be fertilized, the fertilizer remains in the bank.

Example. During the first round, the arrow starts from the fertilizer icon , so the players must fertilize their rivals' gardens. Ramiro is the first to do so and places the fertilizer counter on the fertilizer space of Enric's aubergine, the rival on his left. The others will do the same following the turn order.



4) Watering: Each player receives from the bank as many water counters  as indicated on the round card, placing them in the well on their board. Each player can then give water to their crops, their animals and their apple tree. To do so, they place **one** water counter per crop or animal tile in the corresponding water spaces and / or **one** water counter on their apple tree. **You can't place two or more water counters on the same crop during the same round.** Unused water counters accumulate in the well for subsequent rounds. You don't have to water a tile or the apple tree. If there are not enough water counters left in the bank because one player has accumulated lots of them in their well, that player can put a 5 water counter token  in their well and return 5 counters to the bank.

Example. During the first round, the players take 4 water counters. Ren uses them to water his rose, his pumpkin and his apple tree. He has one unused water counter, so he keeps it in his well to be able to use it in subsequent rounds.



5) Sale: During this step, products are sold in exchange for coins and experience points. All **crops that have been completely watered**, that is, all their water spaces have been filled, **must be sold**. Crops that have not been completely watered cannot be sold. The player will receive as many coins or experience points as indicated by the normal sale value (the lowest value). If the crop has been fertilized, they'll receive the fertilized crop's sale value (the highest value). The player will return the sold crop tile to the market so that it can be bought again in subsequent rounds, and the water and fertilizer they have used to the bank. After that, the players will do the same with the apple tree, which allows them to receive a coin if it has been watered. When they receive experience points awarded by some tiles, the players use the experience markers on their boards to indicate the experience points they have at any given time. If they reach 10 points, they flip their experience marker over to indicate that they already have 10 points, and they count again from space zero (10, 11, 12 points...).

Example. Enric first sells his unfertilized radish and receives 3 coins. In addition, he receives a coin because he has watered the apple tree. He receives 3 experience points for selling a fertilized lily, so he advances the experience marker on his board 3 spaces. He returns the radish and the blue lily to the market, and all the water and fertilizer counters he has used on these tiles and on the apple tree to the bank.

End of the game

The game goes on through rounds until the third red moon round card appears, and consequently, Granny Hortensia makes her third visit. **Players go through the 5 steps of this last round and then the game ends.** At the end of this round, the winner is the one with the most experience points, that is:

- those recorded on their board and...
- ...1 point for every 5 coins they have (these points won't be recorded on the board).

In the event of a tie, the winner is the one who has the most coins left (you don't count the ones you just converted into experience points). If there is still a tie between two or more players, the one with the most water in their well wins.

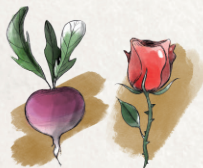
"Depending on how the different round cards appear, the game can last 4, 5 or 6 rounds. Beware of what you buy, since you won't be able to sell the crops that you cannot fully water during the last round!"



Description of the tiles

Crops

There are **vegetables and mushrooms** (corn, radish, aubergine, pumpkin, sinister mushroom and mandrake) and **flowers** (sunflower, lily, rose and carnivorous flower). These tiles have a garden border as in the garden spaces. Vegetables and mushrooms are sold for coins, and flowers give experience points.



Animals

Once purchased, these tiles **remain in the garden indefinitely**. They are not returned to the market, and their benefit can be received every round.



Hen: during the *sale step*, the player receives **one experience point** if they have given the hen a **water counter** and are at that moment **returning a completed crop to the market** (that is, with all the necessary water; it doesn't matter if it has been fertilized or not). They don't receive the sale value of this crop (since the hen has eaten it). It is not mandatory to use the hen in each round and the player decides which crop is "eaten" by the hen in each case.



Diabolic Goat: it works the same as the hen, but the player receives **two** experience points.



Bee: the player receives **two coins** during the *sale step* as long as they have **at least one flower** in their garden, even if that flower is sold during the same round. If the player has more than one flower in the garden, they still receive 2 coins.

Utensils

Once purchased, these tiles **remain in the garden indefinitely**. When bought, the player instantly receives **one experience point**. Additionally:



Scarecrow: it has no additional use.



Watering can: the player receives **two** extra water counters  in each *watering step*.



Worm compost bin: the player receives **an** additional fertilizer counter  at each *fertilizer step* to use for their crops. In addition, it allows them to store fertilizer counters if they don't want or if they can't fertilize at that moment, so that they can use them in later rounds.

"During the three red moon rounds, red moon tiles will appear, with more eccentric and sinister products. These tiles are less common and more expensive, but they have a faster yield!"



Advanced mode



In this mode, players must think carefully about which character to choose, as **each one has a different ability that can be used once per round**. To set up the game, follow the same steps as in the basic mode, but with the following modifications in step 4:

4. The boards are placed in the centre of the table with the advanced side facing up (marked with the label ). The player sitting to the right of the starting player will be the first to choose a character. The characters will continue to be chosen in an anti-clockwise direction. The starting player will be the last to choose a character.

Bonuses on the experience points track

Players will receive the bonus indicated on the experience point spaces on their board each time their experience marker gets to this space (this can happen multiple times).

- Space 3. One coin.
- Space 6. One water counter that will go directly to the well.
- Space 9. One fertilizer counter that can be placed directly on a personal crop or on the compost bin. Otherwise, it is lost.



The four grandchildren and their abilities

Leticia Hort and her gardening business. She charges the rivals to prepare their crops!

After the market step, Leticia can place **one** of her coins on top of any **crop** (not utensil nor animal) available in the market (as long as it hasn't already got a coin on it). The player who buys it keeps that coin, but pays Leticia the price of the crop instead of the bank. If Leticia buys the crop, she pays the bank and keeps the coin.

Example. Ren, who controls Leticia, decides to put a coin on top of the carnivorous flower. After that, the purchase step begins. Maite buys the carnivorous flower and pays Ren 4 coins, instead of the bank. Maite keeps the coin that is on top of the carnivorous flower.



Jorge Hort and the poop bat. Fertilize more crops with extra fertilizer!

After the fertilizer step, Jorge can take a fertilizer counter from the bank and fertilize one of his crops or store it in the compost bin. If he does so, he'll have to do the same with another player, whenever possible.

Example. Ramiro, who controls Jorge, has already fertilized a mandrake. After finishing the fertilizing step, he decides to take an extra fertilizer counter and places it on his sunflower. By doing so, he has to take an extra fertilizer from the bank and place it on a rival crop or compost bin. He chooses Maite's radish. If his rivals did not have a compost bin or an empty fertilizer space, Ramiro would not have had to add fertilizer to any rival.



Julia Hort, the agile bucket hauler, waters twice as fast!

After the watering step, Julia can water one of her crops again with one of the water counters from her well. If she does so, she will have to do the same with another player's crop (never the apple tree!) with water from their well, whenever possible.

Example. Enric, who controls Julia, decides to water his rose again during the same round, using a water counter from his well. Then he uses a water counter from Ren's well and waters Ren's pumpkin. If no rival had had water in their well, he wouldn't have had to water a rival's crop.



Pablo Hort, the experienced grandson. Exchange points for coins!

After the sale step, Pablo can sell or buy an experience point from another player for 4 coins, whenever possible. The other player may not refuse.

Example. Maite, who controls Pablo, has one experience point. She decides to lose the experience point on her board to go to zero and to add one on the board of her rival, Enric. She also takes 4 coins from Enric for having "sold" him that experience point. Enric cannot refuse.

Example 2. In a later round, Maite already has 9 experience points. Her rival, Ramiro, has 11 points. Maite decides to use her ability to "buy" a point from Ramiro. Now they both have 10 points and Maite pays Ramiro 4 coins for this forced purchase.

