



2-10



6+



15mn

FUN FARM

CONTENT

• 6 FOAM ANIMALS: 1 SHEEP (BLUE), 1 GOAT (GREEN), 1 PIG (PINK), 1 HORSE (RED), 1 COW (BLACK AND WHITE), 1 CHICKEN (YELLOW)

- 24 CARDS
- 1 WHITE DIE
- 1 BLACK DIE
- THIS RULEBOOK



GOAL OF THE GAME

The animals have escaped from the farm! You need to bring them back before they get into trouble – and you want to do so faster than your opponents so that you can save more than they can!

SET UP

- Place the six animals on the table in a random circle. Leave some space between animals and place them so that all the players can reach them easily.
- Shuffle the cards, then place the deck outside the circle, face down.
- The last player who cuddled a pet is **the Farmer** and will play first.

ROUND OF PLAY

- The Farmer draws the top card from the deck and places it face up in the circle of animals so that everyone can see it. If other cards are in the circle from earlier rounds, they must all be visible.
- The Farmer rolls both dice in the circle of animals.
- Each card that shows at least one die that matches one of the rolled dice is **activated**, and the players must "capture" – i.e., grab – the animal shown on that card. (See "Clarifications about capturing".) If no die matches any visible card, nothing happens.
- Each player who correctly captured an animal collects the corresponding card and places it in front of him, face down.
- After collecting cards, the players place the animals in a circle once again.
- If cards remain in the deck, the player to the left of the Farmer becomes the new Farmer and starts a new round of play.



CLARIFICATIONS ABOUT CAPTURING

- All of the cards in the circle of animals are in play.
- Only one rolled die needs to match the die depicted on a card to activate it. (If both rolled dice match both dice on a card, that card is activated like normal.)
- All players compete in every round, and the fastest player to capture an animal collects the card.
- If an animal appears on more than one card, the player who captures that animal collects only the card that has been activated in the current round.
- If two cards that show the same animal have been activated – one by the white die, one by the black – the player who captures the animal gains both cards.
- The dice roll might activate two or more cards, and all of the animals shown on these cards can be collected.
- A player can use both hands to capture two or more animals in the same round – but if he drops an animal before placing it on the table in front of himself, another player can capture it.
- If a card is activated, but no one notices it before a new card is drawn by the next Farmer, that animal has escaped and can't be captured now. If it appears on another activated card later, then the animal can be captured at that time.
- Non-activated cards remain on the table for future rounds until either someone claims them or the game ends.

ERRORS

If a player captures the wrong animal, he must draw a card at random from those he claimed in previous rounds and place it face up in the circle of animals; this card will be in play from the next round on, like any other card. If this player has no cards, then he suffers no penalty for his mistake. In the next round, the Farmer draws a new card as usual.

END OF THE GAME

The game ends at the end of the round in which the final card of the deck is played. The player who has collected the most cards wins.

If two or more players tie for the most cards, they play one or more additional rounds – leaving cards still in the circle of animals in place and shuffling the claimed cards to form a new deck – until one of these players has collected more cards than each of the other tied players (If possible, a player who is not involved in the tie should roll the dice each round).

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