FARMANIMO

DJECO

4-8 ans years años Jahre

F GB D NL E

I P DK S RUS

FarmAnimo

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Inhoud • Innehåll • Indhold • Conteúdo • Игровой комплект

x 8

x 12

x 4

x 1

x 1

GB Game rules

FARMANIMO

4 to 8 years **1 to 4 players** **10 min**

Quick! You have to lead all the animals to the meadow before the farmer gets back from the village!

Contents: 1 starting tile (farmyard), 1 finishing tile (meadow), 5 middle tiles, 1 pond tile, 4 large animal pieces (a cow, a sheep, a donkey and a pig), 1 large tractor piece, 12 small animal pieces (for each animal, there are 2 small white versions and 1 small black version) and 1 bag.

Aim of the game: Farmanimo is a cooperative game – you have to reach the meadow with at least one of the animals before the farmer gets back to the farm in his tractor. To move the animals, you'll need to find their smaller versions in the bag using only your sense of touch. But beware, you'll need to find the white ones – not the black!

Setting up the game: The path of 7 tiles (**starting** point, 5 **mid-way** points and the **finishing** point) should be set up on the table in between the players. The **pond** tile should be placed close by. The 4 large animal pieces should be placed on the starting tile, the tractor on the finishing tile and the 12 small animal pieces in the bag.

Playing the game:

The youngest player starts. Play moves clockwise around the table.
The first player begins by drawing an animal from the bag.

- **If the animal is white,** they should move the corresponding large animal piece one tile towards the meadow. The player should then place the small piece drawn onto one of the 5 spaces on the pond tile.
- **If the animal is black,** move the tractor one tile towards the farm. The player should then place the small piece drawn onto one of the 5 spaces on the pond tile.

You can talk amongst yourselves to decide which animal it would be best to find in the bag, but the final decision always rests with the player whose turn it is.

Then, it is the next player's turn.

When all the spaces on the pond tile are occupied, put all the small pieces back in the bag!

Tip:

The small pieces in the bag are scale models of the bigger pieces on the table.
Use the different shapes of the animals to identify them by touch:
- The sheep and the pig are smaller.
- While the sheep is bumpy and the pig is smooth.
- The cow and the donkey are bigger.
- While the donkey has a long neck and the cow is rounder.

End of the game:

If one of the animals arrives at the meadow before the tractor arrives at the farm, everybody wins! If not, everyone will lose.

A game by Karin Hetling.