

MANUAL

Age: 3+

Number of players: 2-4 players

Duration: around 15 minutes

Contents: 15 road cards

(printed on both sides)

37 animal cards (with 3 different animal FORMs)

3 wild cards (may be used for any animal FORM)

4 farmers

4 game mats



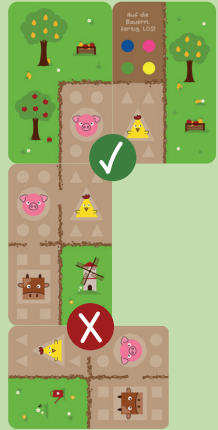
GAME OBJECTIVE

Help your farmer reach the red barn as fast as possible, using the right animal FORM cards.

PREPARATION

First, let's set up the field using the double-sided road cards. Your path starts with the card saying, "Farmers at the ready, set, go!", and ends when you reach the goal card, showing the red barn. Here, it is up to you to decide whether you want to travel along one single straight and short road, along a long road full of turns or even along multiple roads which lead you to your goal. One-ways are also possible!

Your set-up can expand into any direction. Just align the long edge of your road cards with each other when you place them to create a continuous field. Align them accordingly when placing road cards along their short edge (see Figure). This way, both your field and the duration of the game can be designed individually and vary for each game. Put remaining road cards aside, as they won't be used for this game.



Shuffle the animal FORM cards and the wild cards (3 animal FORMs) together and place them face-down as a draw pile.

GAMEPLAY

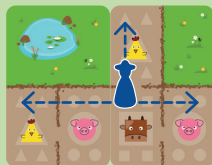
At the beginning, each player draws 4 animal FORM cards from the draw pile and place them face-up (on the game mat) in front of them. The youngest of the groups starts with the first turn and plays the matching animal FORM card according to the animal FORM depicted on the next road card. The played card is placed face-up next to the draw pile, forming the discard pile. Then, move your farmer one space ahead on the road card. Here, it does not matter whether one or more other farmers already occupy this space. The player can take another turn as long as they have animal FORM cards in front of them (on the game mat) to match the upcoming spaces on the road cards. If a player manages to use all the animal FORM cards in front of them, they are allowed to draw 4 new animal FORM cards from the draw pile and continue their turn(s).



Once no more matching cards are available, meaning another turn cannot be played, pick up cards from the draw pile until the number of cards in front of you is 4. The player next to you (clockwise) then starts their turn.

If a player does not possess a matching animal FORM card at the beginning of their turn, they select one of their 4 cards (free choice) and discard it, followed by drawing a new card from the draw pile and placing it in front of them. Their turn then ends, and it is the next player's turn.

In case of running out of cards to draw, shuffle the discard pile and place it face-down as the new draw pile.



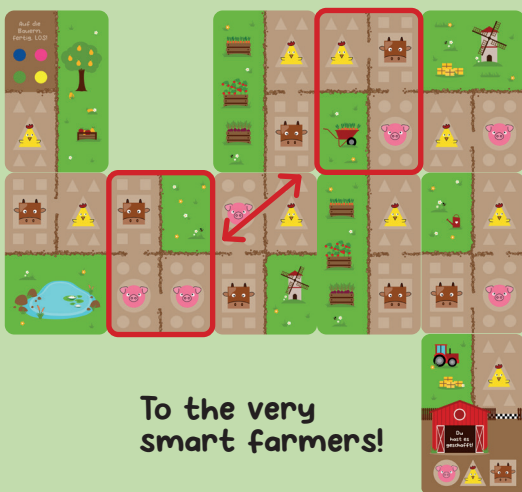
ATTENTION: Farmers can move forward, backward, and to the side, but are not allowed to cross the grass.

END OF THE GAME

The game ends once a player's farmer reaches the barn (goal card). Congratulations! Well done!

EXPERT VERSION

If a player manages to use all the animal FORM cards in front of them - before they draw 4 new animal FORM cards from the draw pile to continue their turns - they may swap one road card on the field with another road card (either from the field or from the left-over cards (preparation)). Both the goal card and the road cards with farmers on them should not be moved. This way you can design a new path towards the goal!



To the very
smart farmers!

Do you have any questions, comments or advices for improvement we would like to hear your feedback:

Matoga OG, Margeritengasse 1/9, 2700 Wiener Neustadt
www.matoga.at, kundenservice@matoga.at

Visit us on Instagram and Facebook:



[matoga_official](https://www.instagram.com/matoga_official)



[Matoga_Official](https://www.facebook.com/Matoga_Official)



Version 1.0