



# CHAOS AT THE FARM

A COOPERATIVE AND A COMPETITIVE  
BOARD GAME!

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XY

RULEBOOK

The farm is in chaos! The animals have wandered everywhere. Now it's up to you to bring them all back to their own paddocks. You can play this game in two ways:

**COOPERATIVE** – make sure the animals get back to their own paddocks. But watch out! All animals must be back before dark, or everyone loses!

**COMPETITIVE** – cross your fellow player(s) by blocking the paddock. Will you be the first to drive your livestock into their own paddocks?

## CONTENTS



1 gameboard



5 horses



5 chickens



5 pigs



5 goats



5 cows



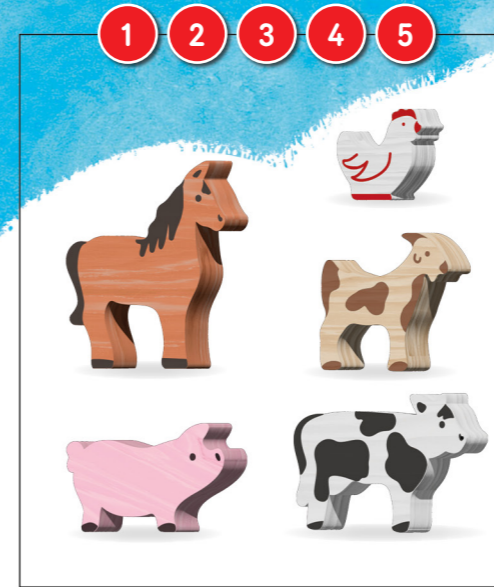
1 farmer



5 fences



1 dice



## TWO GAME VARIANTS

In the **coöperatieve variant** of the game (**working together**), all of you play against the game. In the **competitive variant** of the game (**playing against each other**), one of the players wins.

### SETUP COOPERATIVE

Distribute all of the animals 1 2 3 4 5 among the five meadows 12 13 14 15 16 on the board: one horse, one cow, one goat, one pig and one chicken in each meadow. Place the five fences 6 7 8 9 10 around the farm in the middle of the board. Place the farmer 11 on the farm 17.

### SETUP COMPETITIVE

Every player chooses a type of animal, and distributes five animals of that type among the five meadows 12 13 14 15 16 on the board, one in each meadow. When there are less than five players: return the animals that have not been chosen to the box. Place the five fences 6 7 8 9 10 around the farm 17 in the middle of the board. The farmer does not participate, and stays in the box.

## COOPERATIVE VARIANT (WORKING TOGETHER)

### GOAL OF THE GAME

If all of you have returned all animals to their own meadows before dark, you win the game!

### THE GAME

Whoever has been to a petting farm, begins. Then it is the next player's turn, in a clockwise direction. If it is your turn, roll the dice.



If you roll a 1, 2 or 3, discuss among yourselves which animal is going to take 1, 2 or 3 steps. Then move the chosen animal. The following rules apply:



- One step means: moving one animal from a meadow to the meadow next to it.
- You can only move one animal per turn, and only in one direction, meaning in a clockwise or counterclockwise direction.

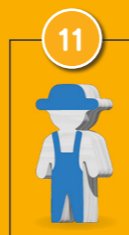


- An animal is never allowed to move to a meadow that it has already stood in during that turn.
- You can never take fewer steps with an animal than you have rolled, but you can choose to take no steps at all on that turn.



If you roll a moon, move the farmer 11 one step forward.

- From the farm 17 to 1 counts as one step, from 1 to 2 is one step, and so on. From 5 to the moon is one step.
- With every step the farmer takes, it gets darker. If the farmer ends up on the moon, night has fallen and you lose the game.



If you roll a fence, discuss among yourselves which fence you will move. You must move a fence from around the farm to a space between two meadows. The following rules apply:

- No animals can be moved across a fence between two meadows.
- From now on, animals may enter the farm 17, via the opening where the fence used to be. Like a meadow, the farm counts as one step. As soon as you have moved a second fence, animals will be able to walk through the farm to a different meadow.
- If all fences around the farm have been moved to the meadows, one fence has to be returned to the farm every time a fence is rolled. When all the fences have been returned to the farm, the next fence will be moved to a space between meadows again, and so on.
- No two fences can be placed in the same spot.



Example: fence 8 has been moved and now blocks the path between the two adjoining meadows 12 and 13. Animals in meadow 13 can still enter the farm 17.

## END OF THE GAME

If all of the animals have been returned to their own meadows before the farmer reaches the moon, you have won the game. Well done!

If the farmer reaches the moon before all of the animals are back in their own meadows, then the day has passed and you have lost the game. Give it another try!



## DIFFICULTY VARIANTS

If you would like to make the game **EASIER**, play it as follows:

All rules stay the same, but the fences are not part of the game and stay in the box. If one of the players rolls a fence, they can roll again. The animals can only walk from meadow to meadow and are not allowed to enter the farm.

If you would like to make the game **HARDER**, play it as follows:

All rules stay the same, but the farmer starts on 1, and as soon as the farmer reaches the moon, it is dark.

If you are already **GOOD** at the game, play it as follows:

All rules still apply, but four rules are slightly different.

- The farmer starts on 2, and as soon as the farmer reaches the moon, it is dark.
- If you roll 1, 2 or 3 with the dice, do not choose one animal to move, but choose one type of animal in a meadow of your choice, and take the steps you rolled with all animals of that type from that meadow at the same time.
- You must take the amount of steps that you have rolled. You still cannot take fewer steps, but now you can no longer take no steps at all either. You will have to move.
- If the farmer stands in between a meadow and the farm, no animals can pass through there, even if there is no fence.

If you would like to play the game **BY YOURSELF**, that is also possible!

All rules still apply, but now you take all decisions on your own.

## COMPETITIVE VARIANT (PLAYING AGAINST EACH OTHER)

### GOAL OF THE GAME

Whoever has returned all of their animals to their meadows first, wins the game.

### THE GAME

Whoever visited a petting farm, begins. Then it is the next player's turn, in a clockwise direction.

When it is your turn, you have two options to choose from, after which your turn will be over:



ROLL THE DICE



MOVE A FENCE



# 1

## ROLL THE DICE



If you roll a 1, 2 or 3, you can take 1, 2 or 3 steps with one of your animals.



- One step means: moving one animal from a meadow to the meadow next to it.
- You can only move one animal per turn, and only in one direction, meaning in a clockwise or counterclockwise direction.
- An animal is never allowed to move to a meadow that it has already stood in before during that turn.
- You can never take fewer steps with an animal than you have rolled, but you can choose to take no steps at all on that turn.
- Animals cannot be moved across a fence around the farm, nor across a fence between two meadows.



If you roll a moon, your turn is over immediately.



If you roll a fence, you must move a fence to a different space between two meadows or around the farm. It is up to you which fence you move and where you place it. The following rules apply:

- No two fences can be placed in the same spot.
- You can never move a fence back to the spot from which it came on the previous turn.
- When a fence around the farm has been moved, animals from an adjoining meadow can enter the farm via the opening. Like a meadow, the farm counts as one step. As soon as a second fence has been moved, animals will be able to walk through the farm to a different meadow.



Example: fence 8 has been moved and is now blocking the path between two adjoining meadows, 12 and 13. The animals can still enter the farm via the opening where the fence used to be.

# 2

## MOVE A FENCE WITHOUT ROLLING THE DICE

If two of your animals are standing on either side of a fence, these two animals can move the fence together. Instead of rolling the dice, only move the fence on this turn. Both animals stay where they are.

- This is a smart choice if, for example, you cannot move any animal because all of your animals are stuck between fences, and if all of your other animals are already in their own meadows.
- If you really want to move a fence, but you only have an animal standing on one side of the fence, you will first need to get one of your other animals to stand on the other side of the fence.
- Please note: you can never move a fence back to the spot from which it came on the previous turn!

Example with 3 players: fence 7 can be moved by the player with pigs, because there are pigs standing on either side of the fence. Fence 9 can be moved by the player with chickens, because there are chickens standing on either side of the fence.



## END OF THE GAME

The player who is first to move all of their own animals to their corresponding meadows, wins the game!



## DIFFICULTY VARIANTS

Would you like to make the game **EASIER**, then play it as follows: All rules still apply, but the fences are not part of the game. If one of the players rolls a 🌙, that player can roll again.

Would you like to make the game **HARDER**, then that is also possible: All rules still apply, but two rules are slightly different:

- If you roll 1, 2 or 3 with the dice, do not move one animal, but move all of your animals from a meadow of your choice and take the steps you rolled with all of them at the same time.
- You must take the amount of steps that you have rolled. You still cannot take fewer steps, but now you can no longer take no steps at all either. You will have to move.

COOPERATE  
AND  
COMPETE?

Would you like to play the game with a winner, but also keep the tension of the slow fall of night? Then play it as follows:

Use the rules of **the competitive variant (playing against each other)**. The following rules apply:

- In the starting setup, also place the farmer in the farm.  
For 5 players: place the farmer in the middle of the farm. For 4 players: place the farmer on the 1. For 3 players: place the farmer on the 2. For 2 players: place the farmer on the 3.
- If you roll a moon, move the farmer one step forward.

## END OF THE GAME

If your animals are back in their own meadows before the farmer reaches the moon, you have won!

But if the farmer reaches the moon before one of the players has returned all of their own animals to their meadows, then the day has passed and nobody wins.



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**WARNING!** Choking hazard. Not suitable for children under 3 years. Contains small parts. The items in this game may vary from the images in the rulebook.