



Marie &
Wilfried Fort



Luke Ives

TROUPO



4+



10min



2-4

KIWI
ZOU



Retrouvez la page du jeu et la règle en vidéo

Find the game's webpage and the rules in video

Encuentra la página web del juego y las reglas en video

Guarda il video delle regole e la pagina web del gioco

Vind de webpagina van het spel en de spelregels in video

Finde die Webseite des Spiels und die Spielregeln als Video

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The herd is calm in the meadow. Which farmer will be the most skilled at gathering as many animals as possible on their farm? To do so, you'll need boldness and must reveal as many animals as possible each turn... while staying cautious, because if two cards showing the same animal are revealed, the animals return to the meadow!

Aim of the game: Be the player with the most animals on your farm.

Game setup:



1. Each player chooses a Farm card and places it in front of them.
2. Shuffle the Herd cards and spread them in a face-down pile in the center of the table: **this is the herd.**

How to play:

The player who most recently visited a farm starts. Play then continues clockwise.

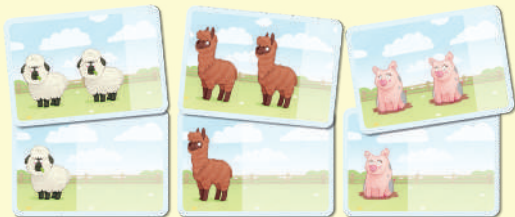
Turn overview:

At the start of each turn, the active player **must reveal a herd card**: they flip over a card **that has not yet been revealed** (face down) and place it above their Farm card. Then they choose whether to continue or stop.

- If they continue, they choose another herd card, either face down or already revealed, and place it above their Farm card.
 - If the player ends up with two cards showing the same animal above their farm (regardless of quantity)...
Too bad! The animals start bickering! All cards collected during this turn are returned to the herd face up, and their turn ends immediately.
 - If the player reveals a different animal from the one they already collected: **well done!** They may choose again to continue (and repeat this step) or to stop.
- If they stop (after 1, 2, or 3 cards), they slide the collected card(s) under their Farm card. Each animal will be worth 1 point at the end of the game.

Then the turn passes to the next player.

During a single turn, a player cannot collect cards showing the same animal, regardless of quantity. There are 3 different animals, so it is impossible to collect more than 3 cards. If a player collects 3 cards showing 3 different animals, they must stop.



Broken Fence cards:

Oh no, the fence is broken and the animals are escaping!

If the active player reveals a Broken Fence card during their turn, all revealed cards (in the herd or above their farm), as well as the Broken Fence card, are removed from the game.

If no cards had yet been revealed when the Broken Fence card appears, no animals escape: only the Broken Fence card is removed.

The active player restarts their turn so that the game can continue.





End of the game:

The game ends

- when there are no cards left in the herd

or

- when only revealed cards remain in the herd.

Each player's Farm card is placed on the left side of the table, stacked vertically. Each player then lines up all the animals they collected in front of their farm, each card slightly overlapping the previous one.

The player with the longest row of animals is declared the winner: they collected the most animals!



Credits:

Authors: Marie & Wilfried Fort

Illustrator: Luke Ives

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