

©Game Rules – ©LIFE ON THE FARM®

OBJECT OF GAME

Be the first to “Retire”. This is accomplished when you build your herd to 60 cows plus \$10,000.

BEGIN WITH

A barn, 15 cows and \$10,000. (Suggested breakdown: 7 - \$1000's, 4 - \$500's, 6 - \$100's, 5 - 50's, 5 - \$20's and 5 - \$10's)

Alternate method of starting: Begin with a barn and \$10,000 as above, but each player rolls 2 dice to determine how many cows they will begin the game with.

For a longer game: Begin with a barn and \$10,000

Alternate method of Play: “The Helpful Neighbor version” - Every time a player receives income by passing over the Collect **“Milk-check”** square or by shaking dice, player puts 10% on the barn. (Player receives \$300, player puts \$30 on the barn) Then, if and when a player lands on the emergency at home square and gets sent back to the bridge without collecting their milk-check, they receive all money sitting on the barn.

HOW TO PLAY

Shake two dice –then **“Moo”ve** your **barn** in a clockwise direction along the **“cowpath”** the number of squares shown on the dice. Cross over the short-cut bridges **only** when landing on a square which says to do so. Follow the directions on the square you land upon. **You may buy cattle ONLY when you land on a “Cattle Auction” square or draw a “Cattle Auction” expense card.** Collect your **“Milk-Check”** after completing each round, whether or not you land on the “Collect Milk Check” space. **If at any time you do not have enough money to pay a bill,** you must sell some or all of your cows to the bank for \$300 each, or may choose to sell cows as a “Private Sale” to anyone willing to pay more than \$300 each. If you cannot pay a bill even after selling your herd, you are out of the game.

CARDS

Cow Cards: The cow cards are used to keep track of the number of cattle a player has at any given time.

Farm Income & Expense cards: You must follow instructions given on the card you draw. When income or expense is denoted as “\$_____”, you determine the current market value by shaking one or two dice as required. Each digit on the dice is worth \$100. **(if you roll a 5 - that roll is worth \$500).** When a card says: **“Slaughter one cow - collect \$300”** you must collect \$300 from the bank and remove one cow from your herd. This does not apply when bull calves are sold for income. Then you collect money directly from the bank without losing any cattle from your herd. If you have no cattle and you draw a **“Slaughter Cow”** income card, the card is discarded and you cannot collect any money from the bank. When a **CATTLE AUCTION** expense card is drawn, you may buy as many cows as you want by paying the bank \$500 each.

SQUARES

Farm Income & Expense: Draw an income or expense card and follow the instructions on that card.

Cattle Auction: Purchase any number of cows wanted by paying the bank \$500 per cow.

Cows get out!: Pay the neighbors sitting to the right and left of you \$10 for each cow you own to help compensate them for damage your cows did to their farm: **(You own 5 cows, you pay each neighbor \$50.)**

Pay Taxes: Pay bank \$100 for each cow that you own: **(You own 5 cows, you pay bank \$500.)**

Collect Milk Check: You receive from the bank \$100 for each cow you own, when passing over or landing on this space.

Fate Spaces: You follow directions on the square that you land upon. If you lose a cow you give it back to the bank without receiving payment for it. If you receive a cow, you receive the cow from the bank without making payment for it. **Exception: Square marked Livestock Sale – Cheap: You may pay bank \$500 and receive three cows only.**