

LIFE ON THE FARM® Game Rules

OBJECT OF GAME: To be the first player to retire. This is accomplished when a player builds his herd to 60 cows plus the money he or she started with.

Each player begins with a pawn and \$10,000. (*Suggested breakdown: 7 - \$1000's, 4 - \$500's, 6 - \$100's, 5 - 50's, 5 - \$20's and 5 - \$10's.*)

Moving in a clockwise direction, each player takes turns shaking the two dice and moving their pawn the number of squares shown on the dice. Players may cross over the short-cut bridges only when they land on a square which tells them to do so. Players must follow the directions on the square they land upon. Players may buy cattle only when they land on a "Cattle Auction" square or draw a "Cattle Auction" expense card. Players collect their "Milk-Check" after completing each round, whether or not they have landed on the square. If at any time a player does not have enough money to pay a bill, he or she must sell some or all of their cows to the bank for \$300 each. If a player cannot pay a bill even after selling their herd, the bank forecloses and the player is out of the game.

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

FARM INCOME AND EXPENSE CARDS: Players must follow instructions upon the card they draw. When income or expense is denoted as "\$____", The player determines the current market value by shaking one or two dice as required. Each digit on the dice is worth \$100. (Example: player rolls a 5 - that roll is worth \$500). When a card says "Slaughter one cow - collect \$300" the player must collect \$300 from the bank and loses one cow from their herd. This does not apply when calves are sold for income. Then the player collects money directly from the bank without losing any cattle from their herd. If the player has no cattle and draws a "Slaughter Cow" income card, the card is discarded and player cannot collect any money from the bank. When a **CATTLE AUCTION** expense card is drawn, players may buy as many cows as they like by paying the bank \$500 each.

MEANING OF SQUARES:

FARM INCOME OR EXPENSE: - Player draws an income or expense card and follows the instructions on that card.

CATTLE AUCTION: Player may purchase any number of cows wanted by paying the bank \$500 per cow.

COWS GET OUT!: Players must pay the neighbors sitting to the right and left of player \$10 for each cow player owns to help recompensate them for damage to their crops.

Example: Player owns 5 cows, player pays neighbor \$50.

PAY TAXES: Player must pay bank \$100 for each cow that player owns. *Example: player owns 5 cows, player pays bank \$500.*

COLLECT MILK CHECK: Player receives from bank \$100 for each cow player owns.

Example: Player owns 5 cows, player collects \$500.

FATE SPACES: Player follows directions on the square that player lands upon. If a player loses a cow player gives it back to the bank without receiving payment for it. If a player receives a cow player receives the cow from the bank without making payment for it.

Exception: Square marked "**Livestock Sale – Cheap**": Player may pay bank \$500 and receive three cows only.

Congratulations on purchasing your new "LIFE ON THE FARM" board game. We are sure you will enjoy it. Be sure to look for new products from WE R. FUN Games on our website at **www.werfun.com** - we promise that all our products will be interesting and fun to play!

THANK YOU – If you have enjoyed this game please tell others about it! And make sure to set a play date to enjoy your new "Life on the Farm" Board Game with them!

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