

A player may only hold a maximum of five cards of any one animal; 20 cards overall. Whenever a player has five cards of the same animal he may not take further ones even if he lands on a relevant square. Once a player has placed a particular animal in his farmyard, he may not hold cards for it.

End of Game

The winner is the first player to collect all four animals for his farmyard.

Optional Rules

For older children it can be more exciting to make the buying of animals slightly more difficult.

Only on the market square with the green flag may a player stop, if his dice throw would normally have taken him past. An exact throw is needed to land on the other three market squares.

Players may also continue collecting cards of animals which they already have in their farmyards. These can be used as "swaps". When two farmers meet, ie when their tractors land on the same square, they may exchange cards if they both agree.

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Market Day

A fun-filled game for young children collecting horses, cows, pigs, and sheep from the market.

Age 5-10

2-4 Players

Author: Michael Hicks-Beech

Design: Katrin Lindley

Contents:

1 playing board, 4 tractors, 16 animals, 60 cards, 1 dice

Object of the Game

Each quarter of the board depicts a farm belonging to one of the players. Missing from each farm are the most important animals: the horse, the cow, the sheep

and the pig. Each player tries to be the first to buy all four animals at the market and so complete his farmyard.

Preparation

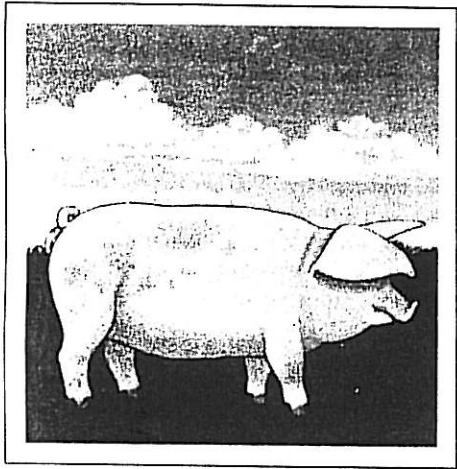
The animals are pushed out of the board and laid nearby. The cards are sorted out into four separate piles, one for each animal. These are laid face up near the board. Each player takes one of the tractors and places it on the "start" square.

Play

Starting with the youngest, players take turns to roll the dice and move their tractors round the board accordingly.

More than one tractor can stand on a square at the same time - there is no sending back.

The picture on each square indicates to the player what he should do:

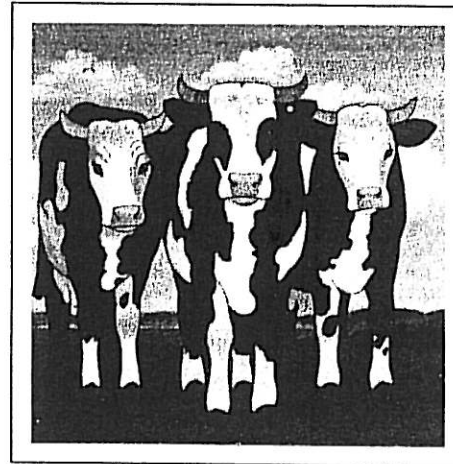


One animal. On this square a player may take from the pile **one** card with the relevant animal.

If ever there are not enough cards in the pile for any reason then the player is unlucky and receives fewer than normal. Occasionally a player might be unfortunate enough to receive no cards.



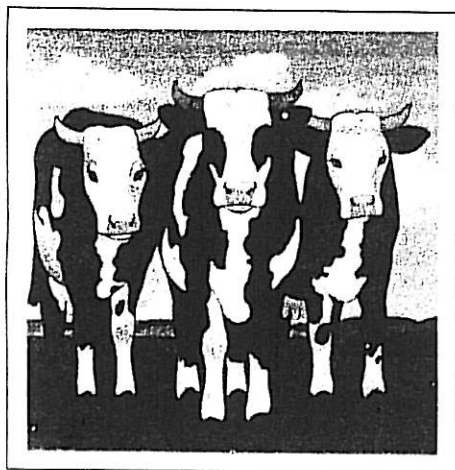
Two animals. Here a player may take **two** cards showing the relevant animal.



Three animals. A player may take **three** cards with the relevant animal.



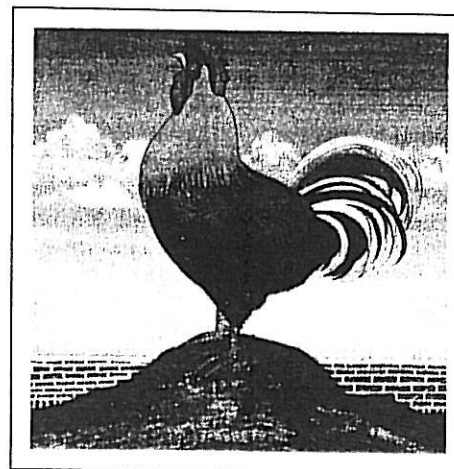
The picture shows an animal escaping. Here a player must return one relevant card to the pile. If he doesn't have one, nothing happens.



Three animals. A player may take **three** cards with the relevant animal.



The picture shows an animal escaping. Here a player must return one relevant card to the pile. If he doesn't have one, nothing happens.



The crowing cock brings luck! Here a player may take **one** card of his choice from the pile.



The farmers are playing cards. The player receives **one** card from each of his opponents. The opponents choose which cards to give.



The tractor has a puncture.
Miss a turn!

Buying Animals

The cards are vouchers. Everyone collects them with the aim of using them to buy animals. To be able to buy an animal a player needs **four** cards of the same animal. The purchase can take place only at the four markets, situated in the four corners of the board. Players do not need exact throws to land on a market square; any extra points are given up.

When a player has four or five cards of the same animal, he tries to reach a market square. Once there, he may exchange these cards for the animal. The cards are simply returned to their pile and the relevant animal is taken and put in its correct place in the player's farmyard.

At the market square with the green flag, a player may buy **two** animals, providing of course that he has the necessary cards.

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