

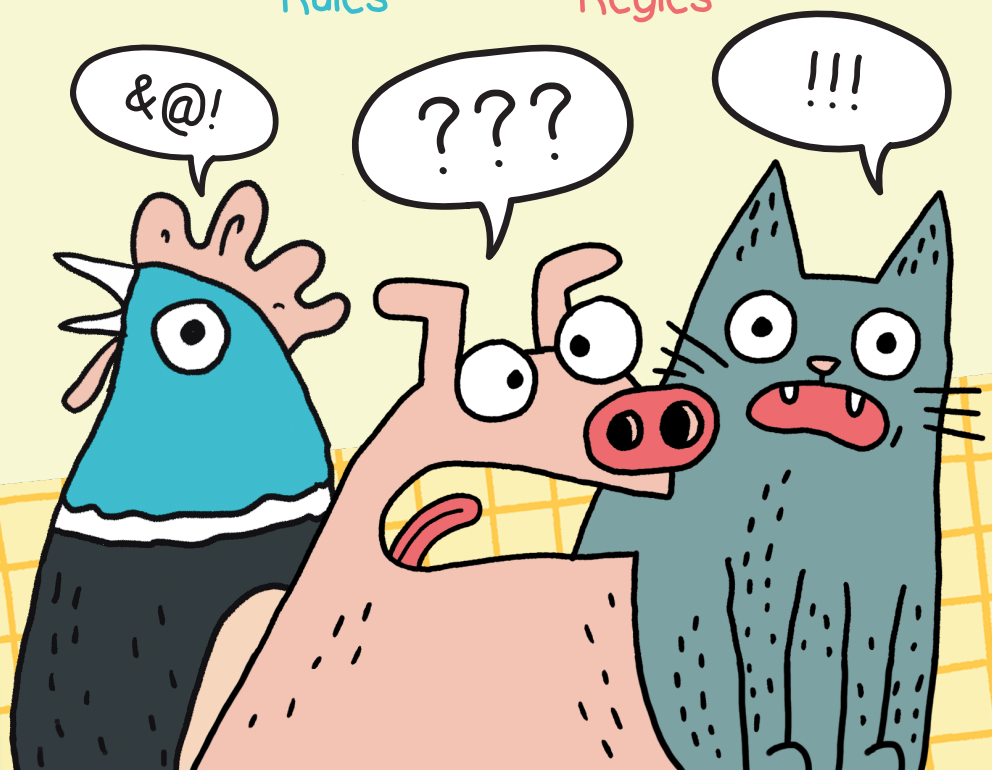


How To Play  
Comment jouer

# CRAZY FARM

## TINTOUIN!

Rules • Règles





# CRAZY FARM

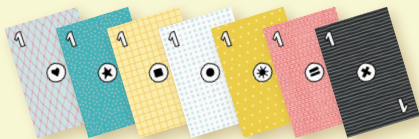


## CONTENTS

★ 5 Animal cards: a different animal on each side.



★ 49 Number cards: from 1 to 7 with different patterns and colors.



★ 3 tokens



★ 1 rulebook

★ 1 Crazy Farm card



## Animal sounds

In Crazy Farm, every animal makes a different sound:



## GAME OBJECTIVE

Find a number or a pattern that matches your card and shout the sound of your opponent's animal. Try to get rid of all your cards to quiet the crazy farm animals!

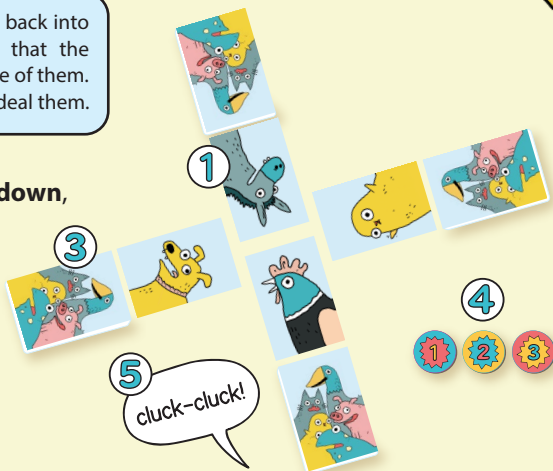
## SET UP

- 1 Each player chooses an Animal card and places it in the center of the table, as shown on the illustration below. Put the remaining Animal cards back in the box.
- 2 Mix the Crazy Farm card with the other Number cards.  
Give the same amount of cards to each player face down:
  - ☆ 2 players : 25 cards
  - ☆ 3 players : 16 cards, remove any 2 cards
  - ☆ 4 players : 12 cards, remove any 2 cards
  - ☆ 5 players : 10 cards

### NOTE

Any cards left? Put them back into the box, making sure that the Crazy Farm card is not one of them. If so, shuffle again and redeal them.

- 3 Place your deck of cards **face down**, below your Animal card.
- 4 Place the 3 tokens, number face up, in the center of the table.
- 5 The first player to shout the sound of **their own** animal starts. Play proceeds clockwise.



# HOW TO PLAY

## 1 Flip a Card

On your turn, flip the top card of your deck. If you already have a card in play, place the newly flipped card on top of the previous one. It's then the player on your left's turn.

### NOTE



Reveal your card toward the other players so everyone can see it at the same time.

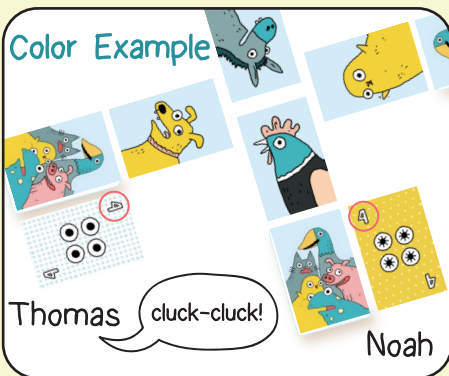
## 2 Spot a Match

As soon as you spot a **number** or a **pattern** that matches your own card, shout the sound of your **opponent's animal**. The fastest player wins.

## 3 Win the Duel

The winner gives the cards from their discard pile to the other player, who places them face down **under** their own deck of cards. The player who lost the duel flips the next card.

### Color Example



Thomas reveals a 4. The number 4 matches Noah's card. Thomas shouts "cluck-cluck !" and wins the duel.

If you spot a match on **multiple cards** in play (patterns or numbers), shout the sound of **one** opponent's animal. The **fastest** player wins.

### NOTE

As long as matching cards are visible on the table, an active players is allowed to shout an opponent's animal sound. As soon as a new card covers one of the matching cards, the duel is annulled and the game proceeds as normal. **A player who's own card isn't part of a duel can't point out a match.**

## Mistake

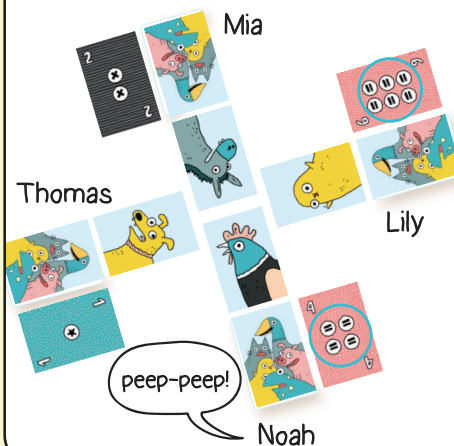
- ★ If you shout the **wrong animal sound**, you lose the duel and pick up the cards of your opponent's discard pile and place them under your own deck of cards. Play proceeds with the player who lost the duel.
- ★ If you shout the sound of an opponent's animal and there is **no match**, take the cards in your discard pile and place them under your deck. Play proceeds clockwise with the player who made the mistake.

## Tie



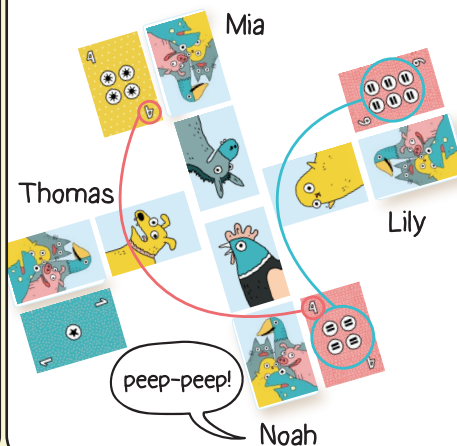
- ★ If 2 players shout an animal sound at the **same time**, the active players swap their discard piles and place them under their deck of cards. The player on the left of the last player to reveal a card proceeds.

### Pattern Example



On Noah's turn, he reveals a pink 4 and notices that his card is the **same pattern** as Lily's card. Noah quickly shouts the sound of Lily's animal, which is a chick: "peep-peep!". Noah gives the cards from his discard pile to Lily, since he won the duel. It's Lily's turn next.

### Multiple Matches Example



On Noah's turn, he reveals a pink 4 and notices that it is the **same pattern** as Lily's card and the **same number** as Mia's card. Noah quickly shouts the sound of **one of his opponent's** animal, in that case Lily's animal: peep-peep! Noah gives the cards from his discard pile to Lily, since he won the duel. It's Lily's turn next.

## End of round

When you reveal the Crazy Farm card, the round ends. Turn over the token that shows the number 1. The player who turned over the Crazy Farm card takes **their discard pile** and deals it equally between all players in clockwise order, starting with the Crazy Farm card. The other players place the new cards dealt and their cards from their own discard pile under their respective decks. The player on the left of the player who ended the round proceeds.

Repeat the same steps for token number 2. When you reveal the Crazy Farm card a third time and flip the 3rd token, the game ends **automatically**.



The game can end in 2 ways:

- ★ During any round, when you don't have any cards left in your **deck** and your **discard** pile, you win immediately.
- ★ When the third token is turned over, the game ends immediately. The player who has the **least** cards in their deck wins. In case of a tie, the player with the least amount of cards in their discard pile wins.



## Expert Variant

The animals in the barn are fighting for victory! Every time you lose a duel against another player, flip your animal card on the other side to reveal a new animal. The other players have to be careful to shout the new animal's sound.

# REMINDER / RAPPEL

1

Choose your favorite animal.

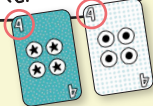
Choisis ton animal favori.



2

Spot patterns and numbers matching your card.

Trouve des motifs ou des chiffres correspondants à ta carte.



3

Quickly mimic the sound of opposing animals to win!

Imite rapidement le son des animaux adverses pour gagner!



MEOW-MEOW!  
miaou-miaou!



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**⚠ WARNING: CHOKING HAZARD!**  
Not suitable for children under 3 years.  
Keep this information.



**⚠ MISE EN GARDE : RISQUE D'ÉTOUFFEMENT!**  
Ne convient pas aux enfants de moins de 3 ans.  
Conservez cette information.

