

Ages four and up
2 to 4 players

4 Tractors and a Cow!

Object: To land your tractors on item spots on the board to match the item card in the hand to win that card. The winner is the player with the most cards.

Setup: Each player chooses a tractor color set and places all tractors in one barn group with one tractor on each barn facing in toward the item field. Place Elizabeth the Cow on the pasture corner. Shuffle the cards and place them face down on the table.

Play: Whoever spins #1 first on the spinner starts, and play continues clockwise. That first player is the dealer and play continues clockwise with a new dealer every round. The dealer deals a card face up in front of every player including himself and then spins the spinner. EACH player then moves a tractor the number of spaces shown on the spinner in an attempt to land on the item that matches the card dealt to that player. Each player must wait in turn to move their tractors.

All players must play on the spin and must take all moves. If a match is made, then the player flips the card face down in front of herself; if no match is made, then the card is discarded and placed face up on the large barn in the corner.

All players rotate being the dealer; only the dealer selects the cards and spins the spinner.

Movement: When moving tractors, players may move any one of their tractors but only ONE per turn. Plays cannot be split between tractors. A tractor can only move forward on its original path. A tractor can jump over another tractor or the cow. No two tractors or a cow can share a space. When a tractor lands on the last space on its path, then the tractor is moved off

the board and out of the game. A tractor does not have to land directly on the last space; it can go beyond the last space to be removed from the board.

Elizabeth the Cow: Elizabeth blocks the tractors throughout the game. When a player receives a cow card, then he must immediately place the cow on the game board in the path of one of his opponents. The player also must receive another card to continue the game. The cow can be jumped over by tractors but cannot share a space with a tractor. Discard all cow cards face up on the large barn in the corner after using. Cow cards must be used as soon as received.

Gas Cans: When a player gets a gas can card, this indicates that one of his tractors is running out of gas. If she gets a total of three gas can cards, then she must remove one of the tractors from the game along with the three gas cards. Each time a player gets one of these cards, he gets another playing card to continue play. Even if a player loses a tractor due to three gas cards, he receives another card to continue play.

Out of Game: When all the players' tractors are out of the game, that player is also out but continues to keep his obtained cards and awaits the end of the game.

End of Game: The game is over after all tractors have finished crossing the board or are out of the game. If a tractor is blocked by the cow at the end of the game, the game continues until the tractor jumps over the cow or the cow is moved by a card.

WINNER: The winner is the player with the most cards. Gas cards are not counted. If a tie occurs, then these breaker rules apply: The person with the most pairs wins OR the highest total of one matched item wins.

