

Barnyard critters

hide and seek in the barnyard
by Reinhard Staupe

Players: 2-8 **Age:** 4 years and up **Length:** 15 minutes

Contents: 25 cards with animals (dog, cat, horse, cow,
and pig) in different colors (red, blue, green,
yellow, and purple)
25 cards with four different animals each

IDEA OF THE GAME

Farmer Brown is proud of his animals. He has cats, dog, horses, cows and pigs in his barnyard. And as he is so proud of them, he walks around his farm every evening and counts all the animals. But the animals like to surprise him, and so are always hiding from him. Farmer Brown has looked everywhere, but cannot find the missing animals. Can you help him to find his animals again?

OBJECT OF THE GAME

On the cards with four different animals, one of the five animals and one of the five colors is missing. You have to find the corresponding animal card on the table. Whoever has found the right animal first receives the animal card. The player with the most cards at the end of the game is the winner.

PREPARATION OF THE GAME

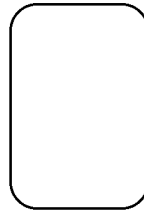
Separate the cards with the sad farmer on their backs from those with the smiling farmer on their backs into two decks. Shuffle the two decks separately. Place the deck of cards with the sad farmer on their backs face down in the middle of the table. Spread the cards with the smiling farmer on their backs face up in a rough circle around the table.

Attention: Place the face up cards so that each player can easily touch and recognize each card.

PLAYING THE GAME

The youngest player starts. He turns over the card on top of the deck. There are four different animals in four different colors on the card. The fifth animal with the fifth color is missing. This animal must be found among the face up cards spread around the table. Who can find the animal first?

Example: *The card on the deck shows a yellow dog, a purple cow, a blue horse and a green pig. The red cat is missing.*



As soon as a player has found the missing animal with the right color among the face up cards, he quickly puts his finger on the card and shouts: "Here is the red cat" (see example). Whoever has touched the right card first, wins the top card of the deck. He places it in front of him and turns over the next card of the deck.

In this way, the game continues with players searching for the missing animals.

Leave the 25 face up cards where they were placed on the table at the beginning. They are not removed when found.

ENDING THE GAME

The game ends when the last card of the deck has been turned over and the animal on the card is found. The winner is the one who has taken the most cards by finding the missing animals. He is the one who has made Farmer Brown happy again.

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