

How to Play “Back to the Barn!”

for 2–4 kids age 4+ · about 20–30 minutes

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All the animals are grazing on the big meadow in the middle. In the evening the farmer calls – every animal family has to run along the farm track around the farm into its own barn. The first player to get all their animals into the barn wins!

What you need

- Game board (glue the two halves together) or the mini board
- 16 animal pieces with slot-in stands: 4 cows, 4 pigs, 4 sheep, 4 chickens
- 1 die (fold your own or use a normal one)
- 24 farm cards (for the expert level)

How to play

- Each child picks an animal family and puts its animals on the 4 meadow spots in its color.
- Take turns rolling the die. With a 6 one animal may go through its meadow gate onto its start space (the space with the animal head). Then roll again.
- Move one animal clockwise (follow the arrows) as many spaces as you rolled. After a 6 you may roll again.
- Just before your start space is your barn entrance (arrow in your color). Turn into your barn there and move into the stalls. You must land on the stalls exactly.

Back to the meadow

- If you land exactly on another player’s animal, send it back to the meadow. It can start again with a 6.
- Every animal is safe on hay bale spaces and start spaces.

Special spaces

- Hay bale: safe space – nobody can be sent back here.
- Tractor: the tractor gives you a ride to the next tractor space. If that would take you past your barn entrance, better stay where you are.
- Mud puddle: you’re stuck – miss a turn. Pigs love mud and move 2 spaces forward instead!
- Farm dog: the dog herds you 3 spaces forward.
- Farm card: draw a card and do what it says (expert level only, otherwise a normal space).

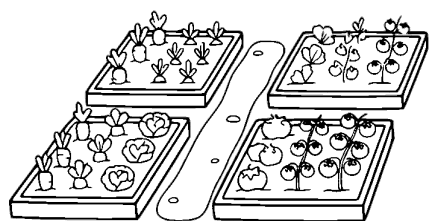
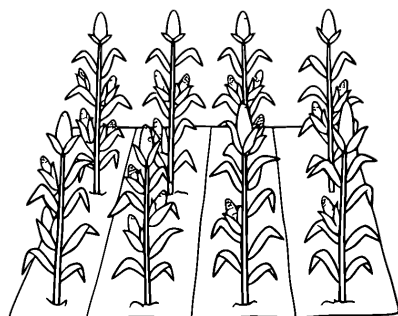
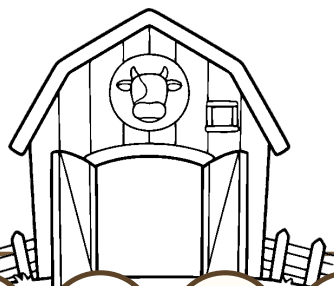
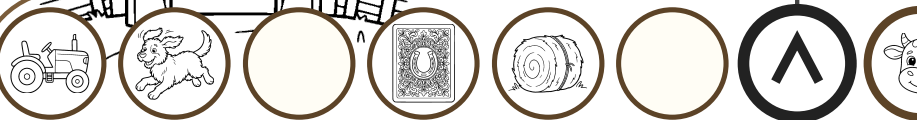
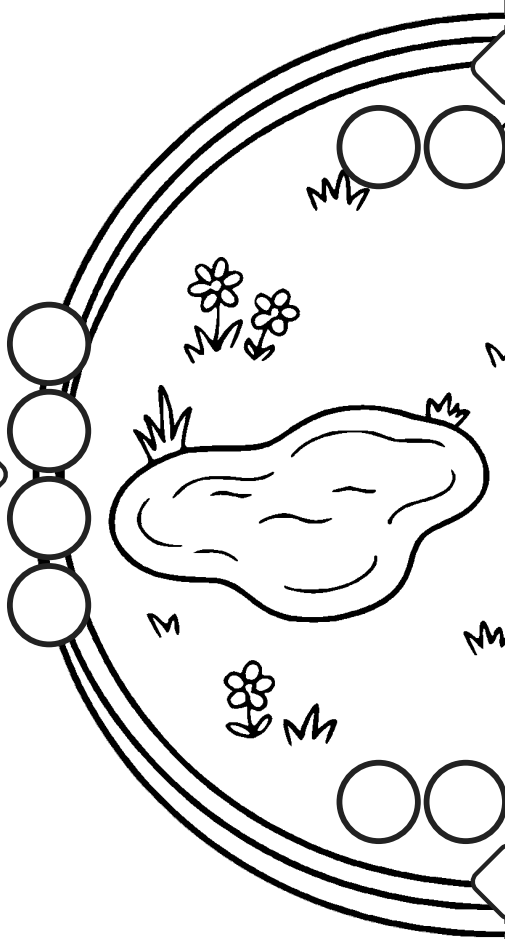
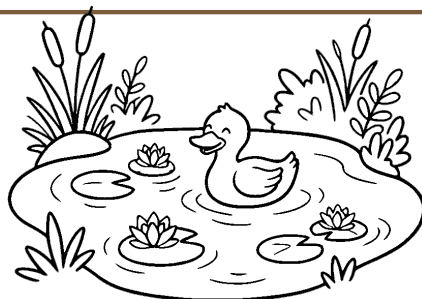
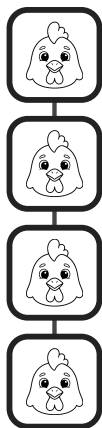
Three levels

- Little farmers (age 4+): only 2 animals per family, no sending back, no farm cards. You may start with any number.
- Family (age 6+): 4 animals per family, sending back and special spaces.
- Expert (age 8+): plus farm cards and animal powers (see below).

Animal powers (expert, once per game each)

- Cow – chewing the cud: you may re-roll once.
- Pig – mud pro: mud puddles move you 2 spaces forward instead of missing a turn (always).
- Sheep – flock: two of your sheep on one space form a flock. Nobody may jump over them until they move on.
- Chicken – flutter: flutter over a space with another player’s animal and land one space further.

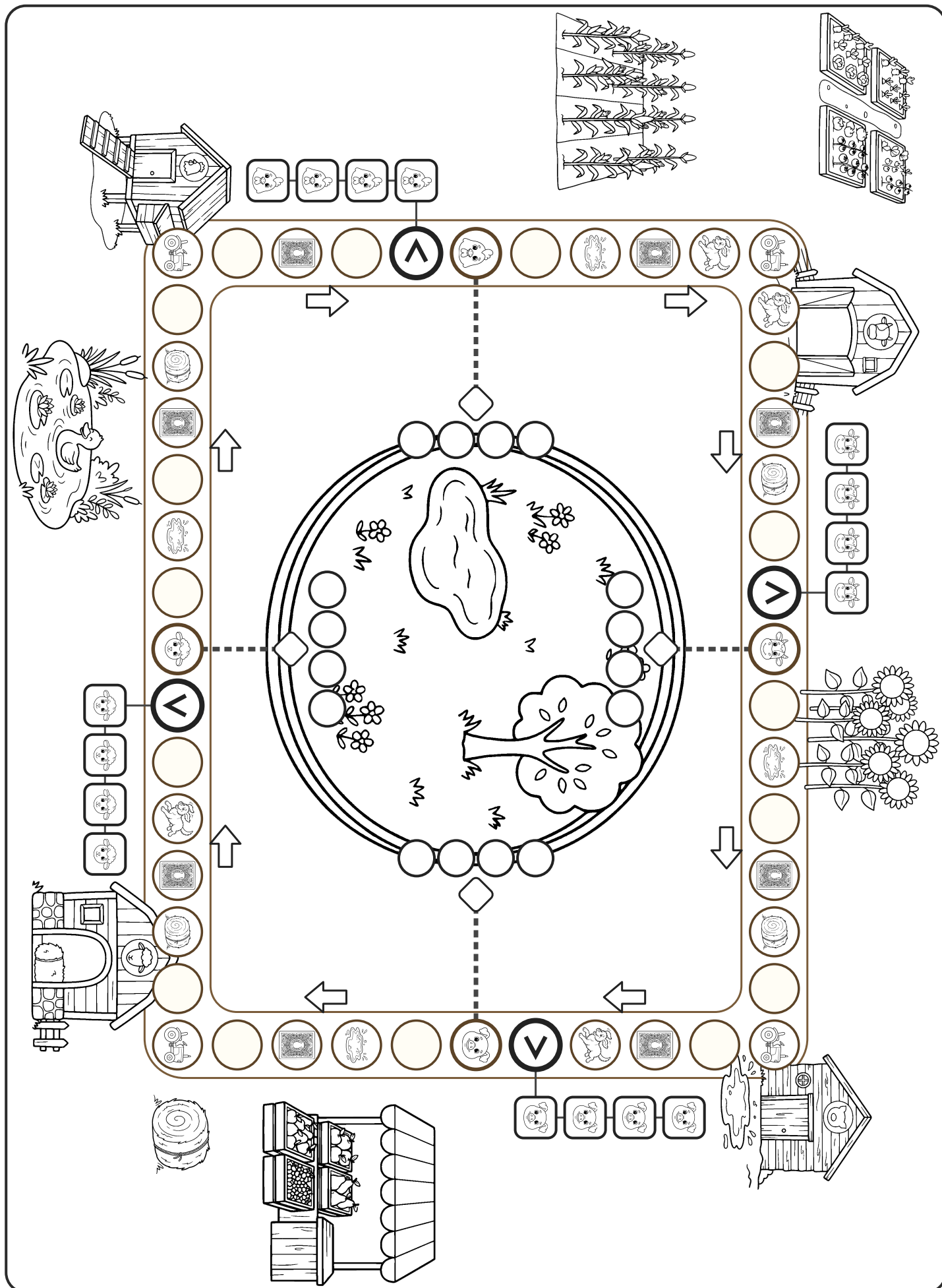
Tip: print the board on thick paper or glue it onto cardboard. Color in the coloring version before you play.



Back to the Barn!

Mini board on one page (for travel) · to color

print at 100%

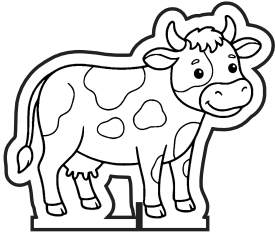
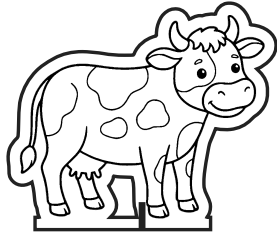
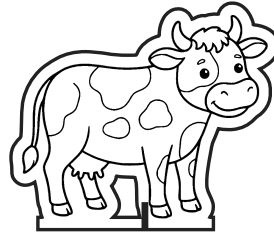
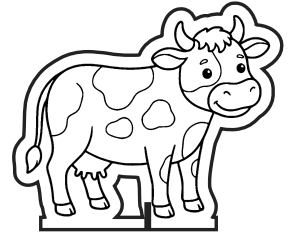


Back to the Barn!

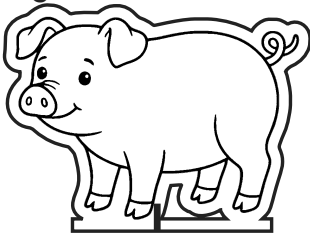
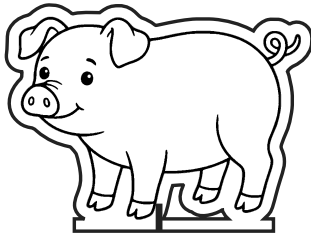
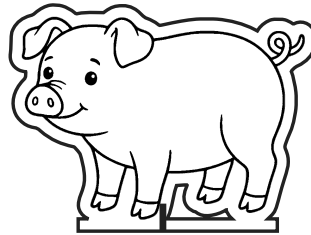
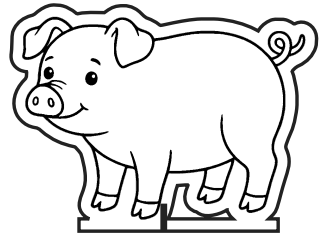
16 game pieces with slot-in stands · to color

print at 100%

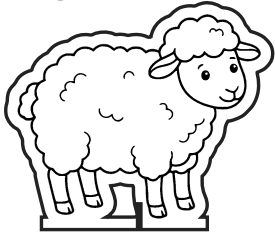
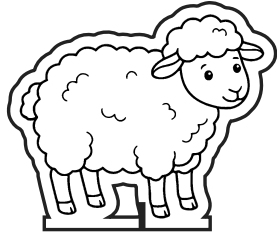
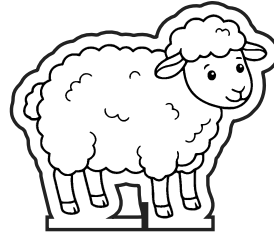
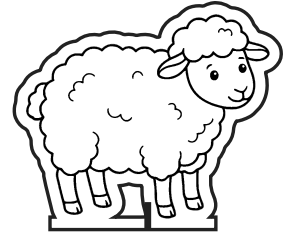
Cows



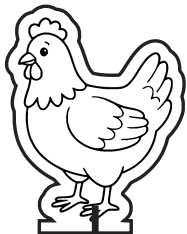
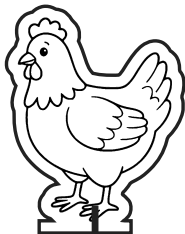
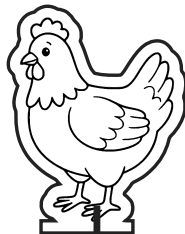
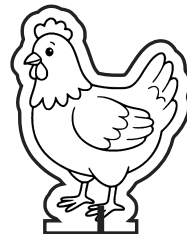
Pigs



Sheep



Chickens

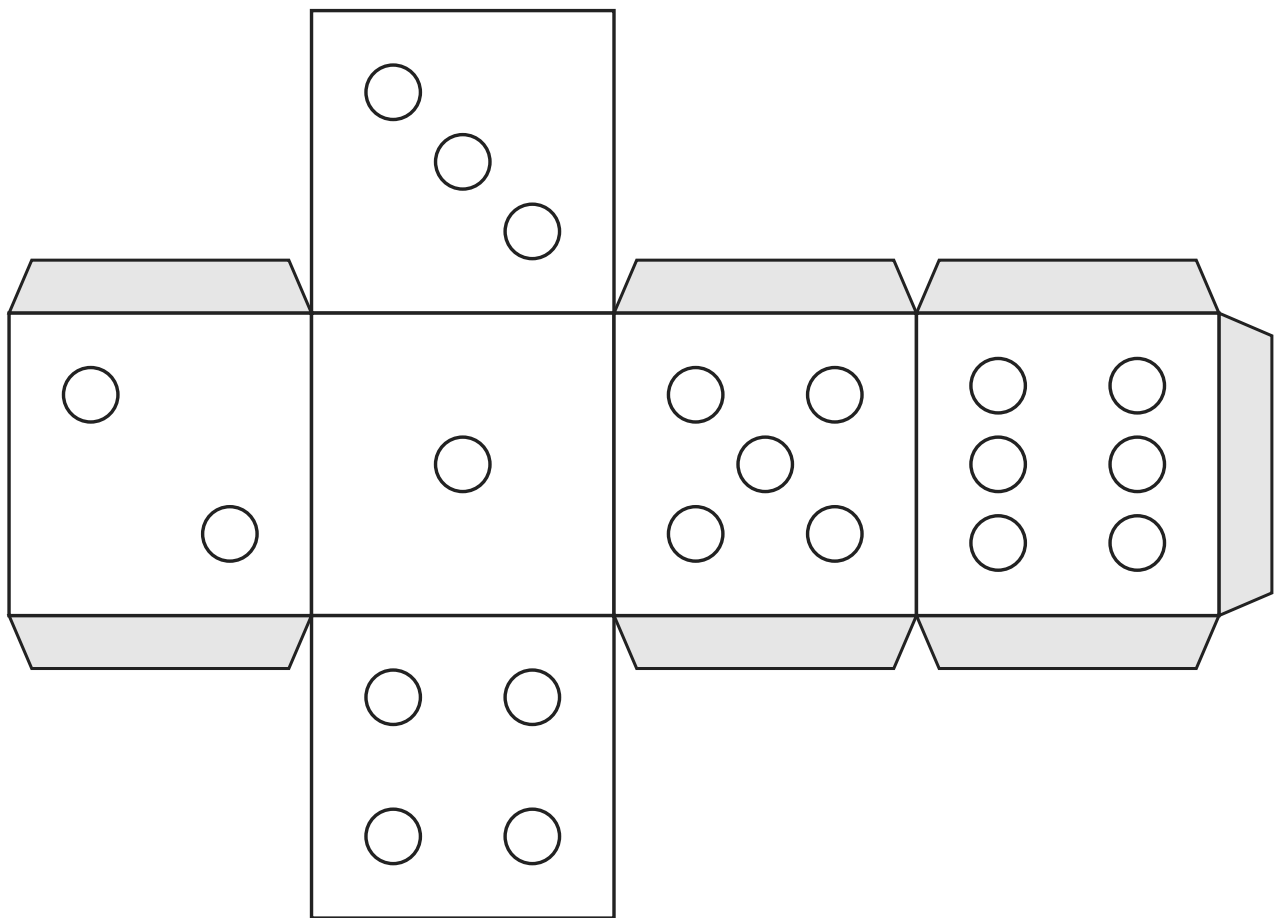


1. Cut out the piece and snip the short slit at the bottom.
2. Cut out the stand and snip its slit from the top.
3. Slide both slits into each other crosswise – your animal stands up!

Back to the Barn!

Fold-up die · to color

print at 100%



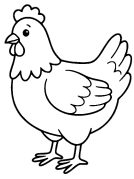
Cut around the outside, fold along all edges of the die and glue the gray tabs inside.

Tip: print on thick paper – or simply use a normal die.

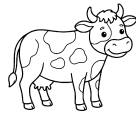
Back to the Barn!

24 farm cards · page 1/2 · to color

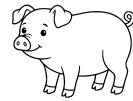
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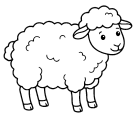
A hen lays an egg almost every day. Cluck cluck – move 2 spaces forward!



Cows chew their food twice – it's called chewing the cud. Roll again!



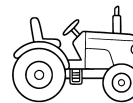
Pigs bathe in mud to cool off. Splash! Miss a turn.



Sheep like to stay in a flock. Move up to the animal in front of you (no more than 6 spaces).



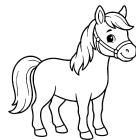
The farm dog rounds up the animals. Move 3 spaces forward!



The farmer gives you a tractor ride: go to the next tractor space!



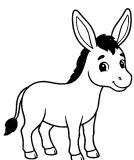
Time for a rest in the hay. Move forward to the next hay bale space.



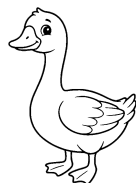
Horses can sleep standing up. You doze off – miss a turn.



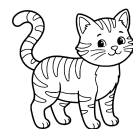
Goats are great climbers. Jump 4 spaces forward!



A donkey is sometimes stubborn and stops. Move 1 space back.



The geese honk loudly to warn the farm. Everyone else moves 1 space back!

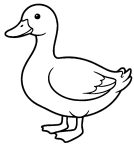


The farm cat chases a mouse – it startles you! Move 2 spaces back.

Back to the Barn!

24 farm cards · page 2/2 · to color

print at 100%



The ducks waddle to the pond. Waddle along: 2 spaces forward!



A chick needs 21 days in the egg before it hatches. Roll: on a 1 or 2 move 5 spaces forward!



A calf can walk soon after it is born. Move 3 spaces forward!



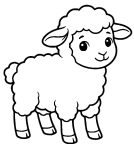
Thunderstorm! All animals take shelter. Go back to the last hay bale space.



The vet comes to check on your animal. Miss a turn – then you feel great!



The farmer scatters tasty feed. Move 2 spaces forward and roll again!



A lamb knows its mother by her voice. Baa! Move 2 spaces forward.



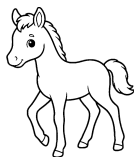
Piglets love to play tag. Swap places with any animal behind you – or stay where you are.



Cock-a-doodle-doo! The rooster wakes the whole farm. The player with the fewest animals in the barn rolls right now.



Rabbits hop fast. Hop 3 spaces forward!



A foal always stays close to its mother. Move up to your next own animal (no more than 6 spaces).



The turkey fans its tail and everyone gasps. All players move 1 space forward!