

Contents:

4 barn playing boards (with 4 separate door pieces), 20 animal cards, 1 two-part spinner

Setting up

- Each player chooses a barn playing board and matching door piece and places it, picture side up, in front of them with the door piece turned to show the straw bales.
- Shuffle the animal cards and spread them face down on the table.
- Assemble the spinner by separating the plastic arrow from the base and attaching it to the spinner board. Place the spinner in reach of all players.

Object

To be the first player to fill their barn playing board with matching animal cards and then shut their barn door.

To play

- Take it in turns to turn over one of the animal cards.
- If the animal card matches the colour of your barn playing board, place it face up over one of the spaces. Play passes to the next player.
- If the animal card does not match, show it to the other players and return it, face down, to the table. Play passes to the next player.
- Once you have filled your barn playing board, on the same turn, spin the spinner to try to shut your barn door and keep all the animals inside.
- If the spinner lands on an image of an open barn door you cannot shut your door and play passes to the next player.
 Try again on your next turn.
- If the spinner lands on an image of a closed barn door you may turn over your door piece to shut your door and win the game!

The winner

The winner is the first player to cover their barn playing board board with matching animal cards and shut their barn door.

