BATTERIES:
Refer to the instructions you will find on the battery packaging.
You must put the new batteries (1.5 V) into the holder with the positive side facing the right direction.
• Only recharge rechargeable batteries.
• First remove chargeable batteries from the game before starting to recharge them.
• Only recharge rechargeable batteries under adult supervision.
• Don't use different battery types together.
• Don't use new and old batteries together either.
• Only use 1.5 V batteries of the recommended type.

• Remove the batteries as soon as they run out.
• Don't let the different poles touch.
Once upon a time...

Farmer Brown runs a jolly but sometimes crazy farm! A horse with a cow's bottom or a sheep with a pig's head just can't be right, can it? Can you help the animals to be themselves again? Listen carefully to the sound of the animal coming from the stable. Take the part of the animal that goes with the sound. This leads to the craziest animal combinations imaginable. But luckily, every now and then you can swap parts and relieve your horse of the crazy cow's bottom. The first player to complete a horse, sheep, cow or pig wins the game!

Box contents:
Game board
20 animal parts: 1 middle piece for a horse, a cow, a sheep and a pig, 2 heads for each animal, and 2 hindquarters for each animal.
1 stable
4 fence pieces
1 farmer on a stand
1 dice (1,2,3, 1,2,3)

Preparations:
Slide the farmer into the stand.
Place the game board on the table. Put the fence together by sliding the four pieces of card into one another. Place the fence around the big playing field on the game board. Place all the animals' heads and hindquarters in this field. Place the stable in the smaller, dark green field next to the big one. Place the farmer in one of the spaces with the stable on it. The players each choose the middle piece of an animal. If you are playing with three people, the fourth piece isn't used. However, the heads and hindquarters of the animal in question are. If two of you are playing, each of you chooses a middle piece. You set the other middle pieces aside for a bit, but the heads and hindquarters of these animals go in the big field too. Roll the dice, the highest number goes first then continues to the right. Right, it's time to play the game.

Object of the game:
You have to try to put together a complete horse, cow, sheep or pig. The first player to do so is the winner. It doesn't matter which animal it is, as long as it's complete. And it has to be with the right pieces for each animal the head, hindquarters and middle section! If you're playing with two people, you each have to put together two complete animals: first one and then the other. In other words, you first put together one animal properly and then start again with your second middle piece.

Start!
The first player throws the dice and moves the farmer the number of places shown on the dice, moving clockwise. See the next page for what the spaces mean and remember that the game board has a total of eight spaces. The party animals form one space together and the same goes for the sad animals.

• The stable: Press the roof of the stable. You will hear an animal noise. You must then take the head or hindquarters of the animal that belongs to the sound from the field. So if you hear a pig grunting you take the head or hindquarters of the pig. Click the piece chosen onto your middle piece, even if it belongs to another animal.

NB! You can also create an animal with two heads or two bottoms. Once you have two pieces attached to your middle section you can start to swap. In other words, you take a new piece that matches the sound you hear and you put back one of the pieces you took earlier.

• Swapping: Choose a player to swap a piece with. You can even swap middle pieces with another player. You can swap a head for a bottom and the other way around, but you cannot swap a head or a bottom for a middle piece!

• Party time! The animals are having a party, so you may choose a piece from the field. If you already have two pieces, you can choose a new piece and put back one that you already had.

• Bad luck! The animals are sad, so you have to put a piece back into the field. If you only have one middle piece, you may keep it.

The winner:
The game continues until one of the players puts together a complete cow, sheep, horse or pig. This player becomes the King or Queen of the farm. If there are only two players, the winner has to complete two animals!

Batteries:
Once the stable batteries run out, unscrew the little panel and replace the button batteries. Refer to the instructions on the battery packaging. Make sure you put the new batteries into the holder with the positive side facing the right direction.