

# FUNNY FARMER

A fun day of harvesting with an original SIKU tractor, for 2-4 players from 5 years of age by Carlo A. Rossi

It is harvest time and all the farmers, young and old alike, are out and about and in a great mood. The happy farmers are celebrating a good harvest. Help them to bring in their abundant harvest. Take Johnny the tractor out to the field. However, how successful you are at bringing in the harvest and how many vegetables you can safeguard depend on how well you can drive Johnny. Watch out! A thunderstorm can ruin your harvest! A fun day of harvesting can commence...

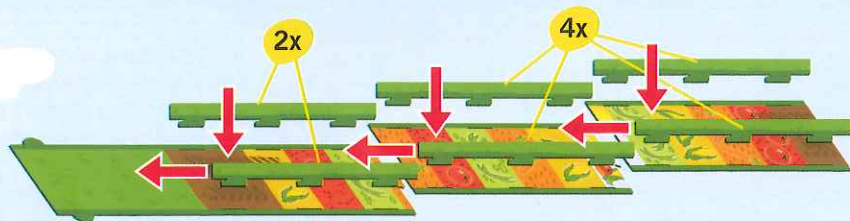


## Game material

- 1 SIKU tractor
- 24 harvesting jobs
- 8 thunderstorm cards
- 72 vegetable chips (18 x carrots, mangetouts, tomatoes, sweetcorn)
- 1 harvest field (comprising several parts, including ramp)

## Preparing to play

Before playing for the first time, carefully remove all parts from the punched boards. Assemble the harvest field as illustrated. Shuffle the harvest orders with the thunderstorm cards and place them in a pile face-down next to the harvest field. Uncover the top three cards and position them face-up next to the harvest field (if a thunderstorm card is uncovered, place it at the bottom of the pile and uncover a new card in its place). Also place the vegetable chips next to the harvest field as your stocks. Now all you need to do is park Johnny next to the ramp, and you are ready to start harvesting!



## Objective of the game

The first player to complete 4 harvesting jobs (4 players) or 5 harvesting jobs (2 or 3 players) wins the game.

## How to play

The youngest player starts the game, continuing in a clockwise direction. Each turn comprises two steps:

### 1. Harvesting vegetables

When it is your turn, lift the ramp up and let Johnny set off from any position on it you like by letting him free-wheel. Then harvest as many vegetable chips from the stocks as you can see on the field beneath the access steps of the tractor. If the access steps are located precisely between two fields, you can pick either of the two fields.



#### Example:

If Johnny stops on a field where 2 tomatoes are illustrated, he harvests 2 tomato chips. You can then take two chips from the stocks.

#### Watch out!

If you lose control of Johnny, and he stops at a position off the game board, you lose your turn and you cannot harvest any vegetables.

### Completing the job

If you complete the harvesting job to be performed, place the necessary vegetable chips from your stock back onto the other vegetables next to the harvest field. Place the completed harvesting job down in front of you. A new order card is uncovered from the pile (3 harvesting orders must always be uncovered). If you cannot perform a job, it is the next player's turn.

#### Oh no, a thunderstorm is on its way!

If you have uncovered a thunderstorm card, the vegetable on the card is blown away by the storm. All players have to return the chips of this vegetable they have already harvested yet not used to complete a job, to the stock of vegetable chips. After you have put down your spoilt vegetables, the thunderstorm card is removed from the game and a new harvesting job is uncovered.



#### Special field Sun

If Johnny lands on this field, you can harvest the vegetable of your choice.



The jobs you have already completed are safe and cannot be blown away by the storm.

### End of the game

The game ends as soon as a player has completed 4 harvesting jobs (4 players) or 5 harvesting jobs (2 or 3 players). This player wins the game!

