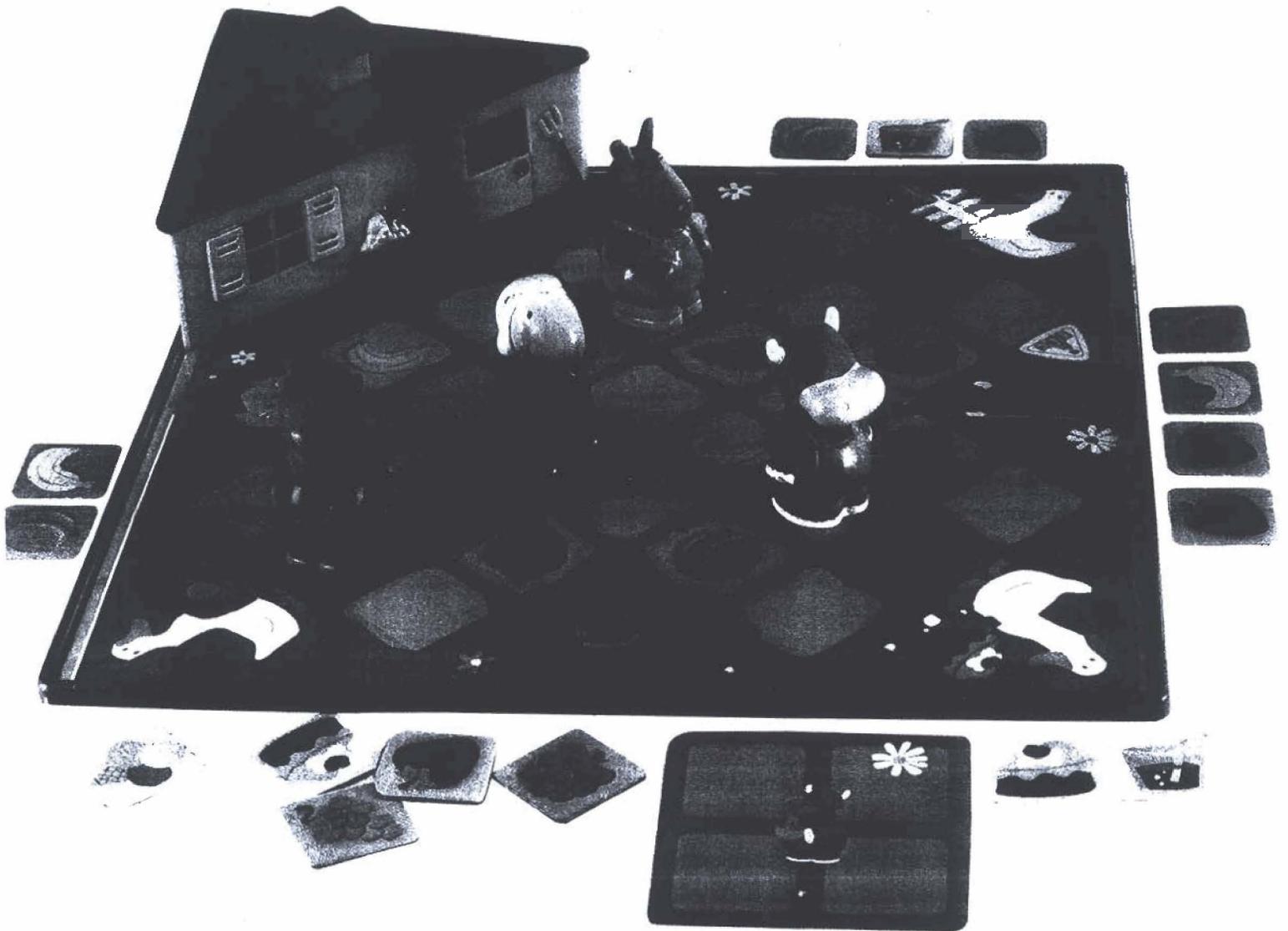


ages 4-8 years

tea at the farm



SKU: 110191

Early Learning Centre® Swindon SN3 4TJ England.
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ages 4-8 years

tea at the farm

2 Game Modes

Game 1 : 1 - 4 players (individual play)

The aim is to collect the 3 treats that the geese have as quickly as possible.

Game 2 : group play

The aim is for all players to play as a team and collect a defined number of treats (3 more than the number of players). Any one player can collect a maximum of 3 treats (1 of each type). In this game, the number of turns is limited.



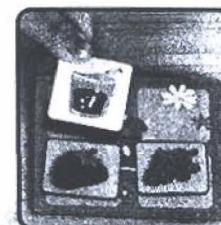
Before the game begins:

- Choose between individual and group play.
- Switch the unit on. You will then be asked to choose a game.
- Once selected you will need to decide which characters to play with by pressing their picture on the board. Place the corresponding character on its picture square, as this will be its start point.
- If all characters are selected, the game starts automatically.
- If 1, 2 or 3 characters are selected, press the chimney after the characters have been placed on their squares. Don't forget to press down on the squares! The game can now begin.

For group play, there must be at least 2 players.

For both game modes, the way to collect treats is the same:

- Go to the fruit squares to collect fruit.
- Go to the goose squares to exchange fruit for treats. Remember you can only exchange your fruit for a treat on a goose square!
- Each goose has its own treat and will exchange it for 2 pieces of fruit it likes. Each goose likes different fruit, which changes in every new game.



Game 1

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Select individual mode (see above). Place the characters on their corresponding picture squares and press down. Press the chimney after the required number of characters have been pressed down on their squares.

The game selects who will play first and asks the player to move forward one square.

The characters can only move one square at a time, in any direction (except back to the picture square). A character cannot be placed on an already occupied square. It must either be moved in a different direction or jump over this square and placed on the next free square.

There are 4 different types of squares on the board:

- Character square: starting point for each character. When the character has moved away from it, this square can then be pressed to repeat the last instruction.
- Fruit square: here, players can collect fruit to obtain treats.
- Goose square: here, the player offers the fruit they have in their basket to the goose who will either exchange the fruit for a treat if it likes the fruit or tell the player which fruit it likes. Remember you can only exchange your fruit for a treat on a goose square and you need to find a goose that likes the fruit you have in your basket!
- Neutral square: empty square on the board with no action required.

Each player's basket contains 4 spaces to put in either fruit or treats. When the basket is full of fruit, the player has to exchange the fruit for a treat with a goose.

If a player makes a wrong move, (or cheats!) the other players can punish him by sending him back to the start.

If this happens, at any time during the game:

- Players press once on the chimney to tell the game that a wrong move has been made.
- The player is identified by pressing on his picture square - the character shall then be moved to this picture square and start again from there on his or her next turn.

If the punished player is the one whose turn it is, their turn is over immediately. If the punishment takes place when it is the turn of another player, that player's turn continues after the punishment has taken place.

At any time, the last instruction can be repeated by pressing on any free picture square. The game is over when a player has collected 3 treats and is declared the winner.



Game 2

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Select individual group play mode see above.

Place the characters on their corresponding picture squares and press down. Press the chimney after the required number of characters have been pressed down on their squares. The game selects who will play first and asks the player to move forward one square.

The characters can only move one square at a time, in any direction (except back to the picture square). A character cannot be placed on an already occupied square. It must either be moved in a different direction or jump over this square and placed on the next free square.

There are 4 different types of squares on the board:

- Character square: starting point for each character. When the character has moved away from it, this square can then be pressed to repeat the last instruction.
- Fruit square: here, players can collect fruit to obtain treats.
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- Neutral square: empty square on the board with no action required.

Each player's basket contains 4 spaces to put in either fruit or treats. When the basket is full of fruit, the player has to exchange the fruit for a treat with a goose. A player can only get a treat once the fruit it is in their basket and they can only exchange it on a goose square. If a player makes a wrong move, (or cheats!) the other players can punish him by sending him back to the start.

If this happens, at any time during the game:

- Players press once on the chimney to tell the game that a wrong move has been made.
- The player is identified by pressing on his picture square - the character shall then be moved to this picture square and start again from there on his or her next turn.

If the punished player is the one whose turn it is, their turn is over immediately. If the punishment takes place when it is the turn of another player, that player's turn continues after the punishment has taken place. At any time, the last instruction can be repeated by pressing on any free picture square. In this mode the players play in a group and have to collect a defined number of treats, so each player needs to collect some on his or her turn.

The game board will regularly remind the players how many treats they still have to collect before they can start their snack. If the requested number of treats is collected within 18 turns (1 turn = 1 move per player), the team wins. If not, snack time will start without the team, and the game is lost.