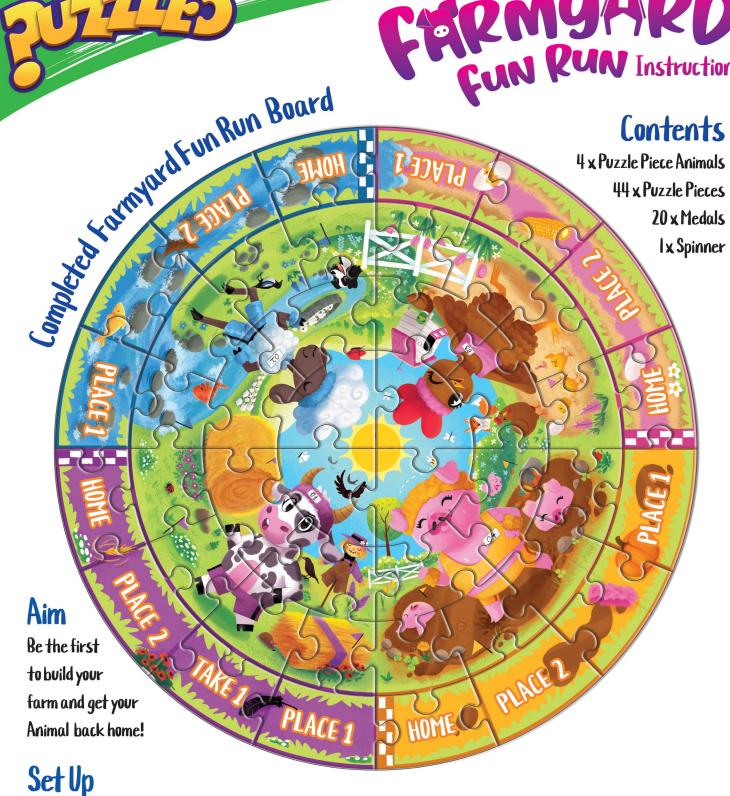
ARMYARD CUN RUN Instructions



Each player chooses and assembles their Animal and takes their matching coloured puzzle pieces.

Players then build the outer game board. Build the whole outer game board even when playing with fewer than four players. Each player places their Animal on their coloured Thome space.







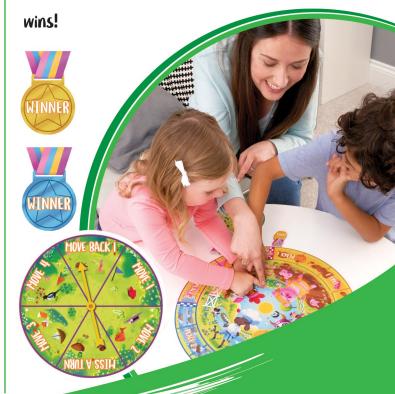


## To Win

The first player to build their farm completely and travel around the board back to their home wins!

## Bonus Game - Spin and Spot!

On the spinner there are a number of pictures which are hidden on the game board. Find the picture on the board that matches the image on the spinner before the other players. The first player to spot the picture collects a "Winner" Medal. First to collect 5 Medals



When playing with 2 or 3 players, players should work together to build the missing farms, before starting the game.





## Play

Youngest player goes first. On your turn spin the spinner. The spinner shows how many spaces (forwards or backwards) you move on your turn, or whether you should miss a turn.

When you land on a space, it will tell you to pick up a puzzle piece to build your own farm, to spin again or to take away one piece from another player!

Play continues clockwise.

See our full range of toys and gifts at: www.playmonster.co.uk



Designed and manufactured by: PlayMonster UK Ltd.
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## WARNING

For Ages 3 years +

Not suitable for children under 36 months due to small parts that may represent a choking hazard. Read the instructions before use, follow them and keep them for reference.

Authorised Representative in the EU (for the purposes of Toy Safety Directive): Delphic HSE (Europe) B.V., The Base B, Evert van de Beekstraat 104, Schiphol, 1118CN, Netherlands.

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