

# Farming Game Kids

**FARMING GAME KIDS™** was invented by the second generation of The Weekend Farmer Company, the home of the original **THE FARMING GAME™**. We, like hundreds of thousands of other farm children, grew up playing **THE FARMING GAME™**. For some of us, **THE FARMING GAME™** was such an important part of family tradition that a holiday or weekend didn't go by without the game. But the youngest siblings were often left waiting on the sidelines until they "came of age" and were able to handle the math and reading needed to play the game.

Now we, the children of **THE FARMING GAME™**, are having children of our own, and we think it's time they experience the same fun without waiting until they're "of age." So we created a children's board game that has three independent playing levels for children as young as 3 and as old as 9. This adaptation of **THE FARMING GAME™** takes the most important aspects of learning and fun and delivers them in a winning form, **FARMING GAME KIDS™**. Now children as young as three years old can "harvest the fun."

Real-life farmers bring their harvests to farmers' markets to sell. Prices for farm goods like butter go up and down in the grocery store as well as at farmers' markets. Farmers also cannot sell all of their produce every time they come to market. **FARMING GAME KIDS™** helps children learn about the farming life as they travel to the fruit stand at the end of the game track. They harvest their crops and, in the more advanced levels of the game, "sell" their produce, with the roll of a dice and a chart determining how much "profit" they made on each sale.

## Contents

Board game

Game Piece: 4

Dice: (1 white 1-6 dice; 1 red 1-3 dice)

Money: (\$0.50, \$1, \$5, \$10)

Produce Cards: (96 total)

Rate Chart: 1 (two sides: Level 2 Rate Chart and Level 3 Rate Chart)

## There are three levels of play in Farming Game Kids™

- **Level 1 allows for easy play for beginning game players.**
  - **Skills involved: Color and pattern recognition; basic counting; game play**
- **Level 2 provides young players with varied game experiences.**
  - **Skills involved: Basic addition; varied dice use; money counting; basic chart reading; multi-step game play**
- **Level 3 provides challenging game play, basic business skills and readies players for the original Farming Game™.**
  - **Skills involved: Basic multiplication; chart reading; advanced money counting**

## Object

**Level 1:** To have the most produce at the farmers' market. Players collect produce cards (apples, corn, watermelon, and eggs) as they move through the farm toward the fruit stand. When the first player reaches the fruit stand, play stops and all players count up their produce cards.

**Levels 2 and 3:** To make the most money selling produce. Players move through the farm and sell their produce (apples, corn, watermelon, and eggs) by rolling the dice, consulting a sales rate chart and collecting the profits. When the first player reaches the fruit stand, play stops and all players count their money.

## How to Play

### Level 1

**Note:** Level 1 does **not** use the money, rate charts, or white dice. Level 1 requires no reading. **Ages 3 and up.**

**Set up:** Play requires the red 1-3 dice and the produce cards, which should be placed on the appropriate squares on the board. Each player selects a game piece and places it on the **start** space.

**Play:**

1. The youngest player takes the first turn by rolling the **red 1-3 dice** (this dice only has 1, 2, and 3 on it) and moving their marker the number of spaces shown on the dice.
2. When players land on a **produce space** (apples, corn, watermelon, or eggs), they draw a matching **produce card** and keep it until the end of the game. Then, the next player on the left takes a turn.
3. When players land on a **school bus** or **playground** space, they collect nothing. The next player on the left takes a turn.
4. Play continues until the first player reaches the **fruit stand**.

**Winning the game:** When a player reaches the **fruit stand**, all players count the **produce cards** they have collected. The player with the most produce cards wins.

### Level 2

**Note:** Level 2 does not use the produce cards. **Ages 4 and up.**

**Set up:** Play requires both dice, the money, and the Level 2 Rate Chart. Each player selects a game piece and places it on the **start** space.

**Play:**

1. The youngest player takes the first turn by rolling the **red 1-3 dice** (this dice only has 1, 2, and 3 on it) and moving their marker the number of spaces shown on the dice.
2. When players land on a **produce space** (apples, corn, watermelon, or eggs), they roll the **white 1-6 dice**. Using the **Level 2 Chart**, they find how much money they are to collect. The player collects the money, and the next player on the left takes a turn.

*For example, a player who lands on an **Eggs** space and rolls a 5, gets \$5 based on the rate chart.*

3. When players land on a **school bus** or **playground** space, they collect nothing. The player to the left takes a turn.
4. Play continues until the first player reaches the **fruit stand**.

**Winning the game:** When the first player reaches the **fruit stand**, all the players count their money. The player with the most money wins.

---

### Level 3

---

**Note: Ages 6 and up.**

**Set up:** Play requires both dice, the money, and the Level 3 Rate Chart. Place the produce cards on the appropriate squares on the board. Each player selects a game piece places it on the **start** space.

**Play:**

1. The youngest player takes the first turn by rolling the **red 1-3 dice** (this dice only has 1, 2, and 3 on it) and moving their marker the number of spaces shown on the dice.
2. When players land on a **produce space** (apples, corn, watermelon, or eggs), they draw a matching produce card and put it face-up in front of them. Then, they roll the **white 1-6 dice**. Using the **Level 3 Chart**, they find how much money they get, based on the number of produce cards they hold. The player collects the money, and the next player on the left takes a turn.  
*For example, if a player with one Eggs card lands on an **Eggs** space, he or she draws another Eggs card. The player now holds two Eggs cards. If he or she rolls a 5 with the **white dice**, the rate chart says \$5.*
3. When players land on a **school bus** or **playground** space, they collect nothing. The next player on the left takes a turn.
4. Play continues until the first player reaches the **fruit stand**.

**Winning the game:** When the first player reaches the **fruit stand**, all the players count their money. The player with the most money wins.

#### More advanced play

For players who have been playing Level 3 for a while, they can add this twist to make the game more challenging: Before a player rolls the red dice to move, that player can trade produce cards with any other player. Once the red dice has been rolled, all trade stops.