

HAY IS FOR HORSES™

A Game of Recognition and Reaction.

CONTENTS

11 Chore Cards
56 Action Cards
Playing Mat
Rule of Play

OBJECT

Feed the horses and clean their stalls to earn Chore Cards.

SETUP

Place the Chore Cards face down beside the playing mat. Deal the Action Cards equally between the two players.

HOW TO PLAY

Both players draw 3 Action Cards and hold the cards in their hand. When you both are ready, the oldest player draws one Chore Card and places it on the Chore Card space face up and play begins.

To win the Chore Card, you must be the *first* to match your Action Cards with the Chore Card images and clear *all* played cards from the board.

Every image on a Chore Card, must be matched by one Action Card. **HORSES** are to be matched with **HAY**, and **BARNS** are to be matched with **PITCH FORKS**. (Example: A Chore Card has 2 **horses** and 2 **barns**. A correct match, is 2 **HAY** Action Cards and 2 **PITCH FORK** Action Card). Action Cards are to be played one at a time and they may also be replenish from their draw pile one at a time so they always have 3 Action cards in their hand.

After the winning player clears the cards from the mat he/she quickly draws the next Chore Card, from the Chore Card pile, and places it face up on the empty Chore Card space and play continues.

NOTES

If neither player can play, they each may discard one of the three cards in their hand and draw another Action Card from their pile. This is the only time an Action Card can be discarded. **DO NOTHING** card is a disadvantage card. It is to remain in the player's leaving them with only 2 playable cards. **WILD CARD** can be used as either a pitch fork or hay card.

ENDING THE GAME

The players continue to turn over Chore Cards until each card has been matched and cleared from the mat. The point value on each Chore Card is added up and written down. There is an additional bonus of 20 points for the player with the most Chore Cards. The cards are then shuffled and set-up again. The first player to 300 points wins!