

FIX THE FENCE™

A Game of Concentration and Memorization.

CONTENTS

24 Cards

2 Game mats

Rules of Play

OBJECT

Find fencing supply cards and match them with broken fence spaces on your playing mat.

SETUP

Each player receives a playing mat. One player shuffles the fencing supply cards and scatters them, face down, in front of both players. The cards should not overlap.

HOW TO PLAY

Starting with the youngest player, take turns flipping individual cards face up so both players can see them clearly. Players are looking for fencing supplies cards that match broken sections of fence on their playing mat.

Fix the Fence cards must be found in a certain sequence. First, each player must find the three bottom posts. Second, each player must find the three top posts. Finally, each player Fixes the Fence™ by finding the wires that connect the posts.

If the card turned over is a match (according to the sequence above), pick it up and place it on its cor-

responding space. For successfully covering a space you get another turn. If the card that is turned over is not a match, or its space has already been covered, the player must turn it back over and remember its location. Watch out—if you find a broken fence card, you lose your turn! Players take turns until one player has successfully fixed their fence.

ENDING THE GAME

The first player to cover all the broken fence spaces on their mat in the correct sequence wins.

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BOARD GAMES:

THE FARMING GAME™

AGES 10 AND UP, 2-6 PLAYERS

FARMING GAME KIDS™

AGES 3-9, 2-4 PLAYERS

THE CONSTRUCTION GAME™

AGES 10 AND UP, 2-6 PLAYERS

RACING 'N RODEO™

AGES 8 AND UP, 2-4 PLAYERS

CARD GAMES:

HAY IS FOR HORSE™

AGES 6 AND UP, 2 PLAYERS

FIX THE FENCE™

AGES 6 AND UP, 2 PLAYERS

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The Weekend Farmer Co.
PO Box 896 • Goldendale, WA 98620
800-222-GAME • FAX 509 773 6464
www.farmgame.com
GAME BY DAVID ROHRBACHER