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Players: 3-6  
 Age: 8 years up  
 Playing time: 15-25 min.



#### Materials:

- 99 playing cards
- 72 hand cards:  
18 x sheep, pig, horse, cow each
- 12 „Nobody wants it“-cards:  
3 for each species
- 15 „minus points“-cards:  
12 x 2 points,  
3 x 4 points
- Rules



#### The story

*What a mess! A herd of cows has escaped and many horses, pigs and sheep followed through the hole in the fence. Luckily, most of the animals are pretty tame and easy to get. They are traded back and forth among their owners. But there are three of each species which are truly stubborn. Nobody really wants to get those – and that is where the tricky animal trade begins!*

### Aim of the game

In each game three rounds are played. Each player tries to get as less points as possible in each round to win the game in the end.

### Game preparations

- All 15 „minus points“-cards are sorted in „2“ and „4“ and put in two face-up piles on the table.
- All 12 „Nobody wants it“-cards are also sorted by species and round (1 round up, 3 round beneath) and put on the table in 4 face-up piles.
- The oldest player shuffles all hand cards and

deals 9 cards face-down to each player, beginning with his left neighbour. The players take them on hand.

- The rest of the cards is put on the table as drawing pile.



### Course of the game

The game is played in clockwise direction. The left neighbour of the dealer starts the first round.

One of the following three possibilities has to be chosen by the player whose turn it is:

- [discard one card](#) or
- [discard two cards \(pair\)](#) or
- [pass](#)

- [discard one card](#)

The player puts a sheep, a pig, a horse or a cow face-up next to the draw pile and starts the discard pile.

Then the corresponding Action has to be executed depending on the species.

**Sheep:** no Action.

It is the next players' turn.

**Pig:** the left neighbour has to either take top card of the draw pile or the discard pile on hand.

**Horse:** each player choses one hand card and puts it face-down in front of him. Then all players simultaneously move their chosen cards on to their left neighbour who has to take it to his hand cards.

**Attention:** if the horse is the last hand card of the player, no more cards are passed on.

**Cow:** Whoever plays a cow has to take the upper card of the draw pile by himself.

- [discard two hand cards \(pair\)](#)

If a player discards two cards of one kind none of the above mentioned actions is executed. Instead, the corresponding „Nobody wants it“-card comes into play (or is passed on).

1. If the „Nobody wants it“-card of this species and round is still on the pile it is given to the left neighbour of the player who discarded the pair.

#### Example in round 1:

*Maya discarded 2 pigs. Now her left neighbour Max has to take the „Nobody wants it“-card for the pig and place it face-up in front of him.*

2. If the „Nobody wants it“-card is already laying in front of any of the players, it is moved on to his left neighbour.

#### Example in round 2:

*Linus has discarded two horses but the „Nobody wants it“-card for the horse is already laying in front of Max. He now moves it on to his left neighbour fastly. Wheu, it is gone for the moment.*

- [Pass](#)

The player announces „I'm passing“ and takes the top card of the draw pile or the discard pile. Now his move is over.

Whenever an action has been executed, it is the next players' turn.

**Tip:** when the draw pile is empty the cards of the discard pile are shuffled well and rearranged as draw pile.

### End + evaluation of a round

A round ends as soon as one player does not have any hand cards anymore after his turn!

- The player with the most hand cards has to take one of the „minus 4“-cards.
- The player with the second most cards has to take a „minus 2“-card.

If more players have the same most amount of cards left none of them gets a „minus 4“-card but they all have to take a „minus 2“-card. The player with the second most cards does not get any minus points in this case – lucky him!

If more players have an equal second most amount of cards left at the end of a round, each of them gets a „minus 2“-card.

„Nobody wants it“-cards and „minus point“-cards that a player had to take are turned around and kept until the end of the game.

If one of the for this round determined „Nobody wants it“-cards has not come into play, it is sorted out.

The player who ended the round shuffles all hand cards and deals 9 cards face-down to the other players. The next round starts with the left neighbour of the dealer.

### End of the game and winner

The game ends after 3 rounds.

Each player adds up the points of his „Nobody wants it“-cards and „minus point“-cards of all three rounds.

The one with the less points wins the game!

In case of a tie, there may be several winners. **Congratulation!**

**How about another game?**  
**Have fun playing the slightly mean animal trade over and over again!**

