

STARTING A NEW ROUND

1. Collect all played cards and shuffle them together with the draw pile and the discard pile. Do not shuffle cards that players have placed on their scoring piles. Collect all tokens as well.
2. Set up the game again as described in "SETTING UP THE GAME". Players who did not place a card on their scoring pile during the previous round start the next round with 1 extra Delay Token compared with the normal starting setup.
3. The player to the left of the player holding the Chairperson Token starts the next round. Their turn begins with Clean Up, then Draw a Card, then Play an Animal Card.

THE VERDICT: END OF THE GAME

After the third round, all players add up the points in their scoring piles. The player with the most points wins. In the event of a tie, the player who currently has the Chairperson Token wins. This is the player who most recently called for a vote. If that does not decide the winner, the tied player who would be first to take a turn in the order of play wins.

EACH ANIMAL AND ITS SPECIAL TRICK

PROUD ROOSTER

You like to be first! Whenever a vote is called, you are obligated to vote to Reveal before the Witness Cards are revealed.

LOYAL DOG

During the reveal, you may show this card from your hand. The players next to you do not score points if they played the Curious Cat, even if the Farmer is guilty.

CURIOUS CAT

During the reveal, you may show this card from your hand. The players next to you do not score points if they played the Loyal Dog, even if the Pig is guilty.

NOSY COW

Stick your nose into someone else's business: swap this card with an Animal Card played by another player. You may now use the tricks of the card you received in the swap.

BOSSY HORSE

You're in charge here! Blindly draw 1 card from another player's hand, then give that player the same card back or a different card from your own hand.

STUBBORN GOAT

You won't be pushed around. You are protected from the effects of the Bossy Horse and the Nosy Cow. If you are chosen anyway, nothing happens.

MEAN RAT

Take control of the game: draw 3 cards from the draw pile and put them back in any order you choose.

CLEVER MOUSE

Think smart! Draw the top card of the draw pile. You must either discard Clever Mouse and play the card you drew, or discard the card you drew and continue playing with Clever Mouse.

HASTY HARE

No time to waste! You must call for a vote during this turn. First carry out your basic trick: look at a Witness Card.

PATIENT SHEEP

Patience is a virtue. You have no basic trick on your own turn. Whenever another player calls for a vote, you may look at a Witness Card before you vote.

SILLY GOOSE

You don't know who is guilty, but you do know it isn't the person suspected by the player to your right! Your suspicion is therefore the opposite of the suspicion held by the player on your right. If that player also has a Silly Goose, determine their suspicion first.

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TUCKER'S
FUN FACTORY™



Panic has broken out on the farm: all the food is gone! Did the farmer forget to feed the animals, or did the pig eat it all?

Rumours are flying, tricks are being played, and nobody can be trusted. Who is telling the truth, and who is trying to manipulate everyone else?

Gather clues, play your animals at the right moment, and lead the others astray. Can you embrace the chaos and unmask the guilty party?

TUCKER'S
FUN FACTORY™

THE GOAL

Score points by having the correct suspicion at the right time. Gather information and play cards based on your suspicion. This is the only way to discover who is responsible. After 3 rounds, the player with the most points wins!

WHAT'S IN THE BOX

- 6 Witness Cards (3 Farmer, 3 Pig)
- 44 Animal Cards (4 of each of 11 animals)
- 17 Voting Tokens (5 Reveal, 12 Delay)
- 1 Chairperson Token

SETTING UP THE GAME

1. Shuffle the 6 Witness Cards and, without looking at them, place 3 face down in the middle of the table. Return the other 3 Witness Cards to the box without looking at them.
2. Give each player 1 Reveal Token and 2 Delay Tokens.
Exception: In a 5-player game, each player gets only 1 Delay Token.
3. Shuffle all the Animal Cards and place them face down to form the draw pile.
Exception: In a 2-player game, remove all 4 Proud Roosters and all 4 Patient Sheep.
4. Leave room next to the draw pile for a discard pile.
5. Deal each player 1 Animal Card face up from the draw pile and place it in front of them.
6. Leave room for each player to have a scoring pile. These piles are empty at the start.
7. Each player draws 2 Animal Cards from the draw pile and takes them into their hand.
8. The player who most recently visited a farm is the starting player. They take the Chairperson Token and place it in front of them.



HOW TO PLAY

Each of the 3 rounds revolves around one question: who is guilty? At the end of each round, it is revealed whether the farmer forgot to buy the food or the pig ate all the food.

If most of the 3 Witness Cards show the Farmer, the Farmer is guilty. If most of the Witness Cards show the Pig, the Pig is guilty. Play proceeds clockwise.

Each turn has three mandatory phases:

1. **CLEAN UP**
Remove the animal card in front of you and place it face up on the discard pile.
2. **RAW A CARD**
Draw 1 Animal Card from the draw pile and add it to your hand.
3. **PLAY AN ANIMAL CARD**
Play 1 of the 3 cards in your hand face up in front of you and, if possible, carry out its associated actions. These actions are called "tricks". You may play the card you just drew.

Note: If the draw pile is empty when you need to draw an Animal Card, shuffle the discard pile to create a new draw pile.



TYPES OF TRICKS

There are two types of tricks. Each animal has a special trick and a basic trick. The special tricks are described on the cards and explained in more detail below. Carry out the special trick first, then the basic trick.

Note: The Patient Sheep has no basic trick, but it does have a special trick!

Note: For the Hasty Hare, carry out your basic trick first, then your special trick.

Performing tricks is optional unless there is an exclamation mark next to the icon.



THE BASIC TRICKS

1. LOOK AT A WITNESS CARD

Look at 1 of the 3 Witness Cards in the middle of the table, then return it face down to the same place. Make sure nobody else sees the card.



2. CALL FOR A VOTE

- The player who calls for a vote takes the Chairperson Token and places it in front of them.
- All players, including the chairperson, choose a Voting Token and hold it hidden in their hand.
- Count down from 3 to 1. Everyone then reveals which token they chose.



THERE ARE 2 POSSIBLE OUTCOMES:

• DELAY

At least 1 player votes to delay. Put all Delay Tokens that were played back in the box. Players always get their Reveal Tokens back, so these can be used again later.

Nothing else happens, and the next player takes their turn.



• REVEAL

If all players vote to reveal, the round ends immediately and the Witness Cards are turned face up. The guilty party is revealed.



END OF THE ROUND: THE REVEAL

1. Turn the 3 Witness Cards in the middle of the table face up. Check who is guilty: the Farmer or the Pig. The majority of the cards determines the guilty party.
2. The suspicion shown by the animal card currently face up in front of you is your personal suspicion.
3. Only players whose suspicion is correct choose 1 of the 2 remaining Animal Cards in their hand and place it face down on their own scoring pile. This is their score for the round.



'The Sheep Suspects the Pig'