



Materials required:
 - 1 board
 - 1 regular dice
 - 6 cow tokens per player

Directions

1. Place all the cow tokens (6 for each player) in the "Open Pasture" space
2. Roll the dice to determine who will go first - lowest roll wins
3. On the players turn they will roll the dice and move one cow token the correct number of spaces
 - a. Each player starts off with one active cow token, but they can add another cow token to the board once they pass a **50%** space
 - b. Cow tokens can not jump over other cows, so if you run into another cow, the turn ends with the moving cow stopped one space behind the cow that was already there
4. First player to get all six of their cow tokens from the "Open Pasture" to the "Railyards" space wins!

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If you land on top of a **50%** space, you get an extra turn
 landing on, or passing a **50%** space lets you start your next cow token on the board

