



SABOTAGE!

The animals have just discovered a spy with sinister intentions is among them.

Thankfully, Owl has a plan to find out who is who. Each animal will use their unique sound to uncover the spy!

The stage is set. The animals have gathered beneath the great old tree.

Time to uncover the spy and thwart their dastardly plans to ruin the farm!

GAME CONTENTS

ANIMAL

- (10) Chicken
- (10) Pig
- (10) Turkey
- (10) Cow
- (10) Dog
- (10) Cat
- (10) Lamb
- (10) Horse
- (10) Donkey
- (10) Duck

POWER

- (6) Swap
- (3) Reverse
- (3) Skip
- (4) Sunset
- (4) Night

IDENTITY

- Each animal

THE RULES

- English/Spanish

OVERVIEW

Give away **all** of your cards to avoid being named the spy!

1. Flip cards to reveal animals.
2. If you match an opponent, be the first to make their animal sound.
3. If you make the right sound before they do, give them your discard pile.
4. Once a player runs out of cards, the game ends. The player with the most cards left is the spy!

SETUP

- Shuffle the identity deck.
- Deal one identity card to each player (A), face up.
- Share your identity and sound. Then, place it where everyone can see it.
- Shuffle the animal deck. Include the power cards for an advanced game, leaving room for a power discard (B).
- Deal these cards, face-down to each player until none remain (C).
- Players pick up their pile (C) of animal cards, keeping them face down, and gets ready!



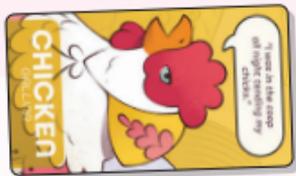
PLAY

1. The last person to finish a farm task or chore will be the first player.
2. In clockwise order, take turns flipping the top card of your hand face up in front of you, making a personal discard pile for **all** players to see **(A)**.
3. If a player flips a card that matches another player's top-revealed card **(B)**, those players **must** make the **identity** sound of their opponent.
4. Whoever makes the correct **identity** sound first gives their personal discard pile, including the one that was just flipped, to the losing player **(C)**.
5. The losing player adds this pile, face down, to the bottom of their hand.
6. Whoever won the battle goes next.

END OF GAME

The game ends when a player has no cards left in their hand and was able to give away their discard pile. They are the Sleuth! The player with the most cards remaining is the Spy!

IDENTITY



A



IDENTITY

BAAA!



IDENTITY



B



IDENTITY

X

MOOOO!

IDENTITY



A



IDENTITY

ADVANCED



Add the power cards (listed below) to the deck! If a power card is revealed, remove it from the game by discarding it to the center of the table.

Then, perform the action listed on the card. Play continues as before, with the next player flipping their card.

FOR YOUR FIRST GAME:

- **Swap card.** Swap your cards and your Identity with another player.
- **Reverse card.** Reverse the direction of play.
- **Skip card.** Skip the next player's turn.

FOR A CHALLENGE:

- **Sunset.** The person with this card, **must** flip their Identity card over (from face-up to face-down or the opposite if their card is face-down).
- **Night.** All players **must** flip their Identity card over (from face-up to face-down or the opposite if their card is face-down).

BARN RULES

SIMPLIFIED

Do not include any power or identity cards. Instead, if a player flips a card that matches another player's top-revealed card, players make the sound of the matching animals.

YOUR CHOICE

Rather than using the identity deck, simply let people decide which animal they want to play.

EXTENDED PLAY

Rather than ending when one player runs out of cards, play continues until only one player is left with **all** of the cards! They are the spy!



CREDITS

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