

# Quick Start Instructions

## Not It! Farmland Frenzy (3-6 players)

### Setup:

- Shuffle the cards and **deal 5 cards to each player**. Place the remaining cards face down to form a **discard pile** to the side.
- **Note:** Each of the 3 dice features a unique attribute: animals, colours, and patterns. All the cards show some combination of these 3 attributes.

### How to Play:

- Decide who will go first and give this player all 3 dice.
- On your turn, drop the 3 dice in the top of the **dice rolling barn**. The player who rolls the dice is called the **Farmer** for that turn.
- All other players (not including the farmer) race to find a card in their hand that **does NOT MATCH any of the 3 attributes shown on the dice**. If you find one, quickly lay this card face-up and shout **“NOT IT!”**
  - For example, these dice show a pig, the colour blue, and a checkered pattern. A player could play a card that shows a cow, the colour green, and a polka dotted pattern.
- If a player can't find a correct card to play with the dice rolled, they can choose not to put anything down for that dice roll.
- If more than one player puts down a card, the **Farmer** should notice which player was **last** to say “NOT IT!”. That player must pick their card up and add it back to their hand.
- The **Farmer** should also pay attention to see if any players **forget** to say “NOT IT!”. If a player did not say “NOT IT!”, they must pick up a **card** from the discard pile.
- The **Farmer** then also checks to see if any players played a card that **DOES** match an attribute shown on the dice. If anyone played an incorrect card, they must **pick up their card and a penalty card** and add them both to their hand.
- Discard all successfully played cards to the side.
- The next player now gets to be the Farmer.



### Game End:

- The first player to **play all of their cards** and have none left is the winner!