

START



Early rains sprout new seeds. Move ahead 4 spaces.



Beautiful day! Roll again.

Tornado destroys newly planted field. Return to Start.



Snow delays planting. Go back 1 space.

Late frost. Return to Start.



WEATHER HARVEST



GREAT HARVEST

Hail damages your crop. Go back 3 spaces.

Beautiful day! Roll again.

A gentle rain waters your crop. Go ahead 3 spaces.



The 5-day forecast is for warm and clear weather. Move ahead 5 spaces.



Flooding destroys seedlings. Return to Start.

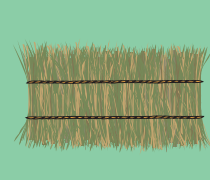
Farmers work with nature.

Soil nutrients, planting, weed and insect control, machinery work, crop records and harvest are things farmers can control and manage. Farmers cannot control the weather.

Crops may need to be planted more than once in the spring. Most crops are ready for harvest in late summer and fall but may be wiped out by a single weather event. Play the weather harvest game to see if you will be able to bring in your crop.



A severe drought dries up your crop. Return to Start



Too many days of cold wet weather delay crop. Go back 4 spaces.

Beautiful day! Roll again.



Lightning causes crop to burn. Go back 4 spaces.

Rains delays your harvest. Go back 2 spaces.

Early snow delays harvest. Go back 4 spaces.

Number of players: 1-4

Goal: Harvest your crop first.

Before the game:

1. Draw small pictures of crops that appear on the game board and tape them to pennies. These are your playing pieces.
2. Find a die or create your own by numbering six small pieces of paper from 1-6; fold them up and select them from a cup.

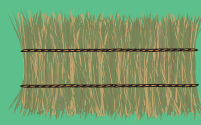
How to play:

1. Each player puts a crop on START and takes turns rolling the die, moving the crop, and following the directions on each square. Some squares are crop images. Each kind of crop appears three times. If you land on the crop image that is your playing piece, roll again.
2. Keep playing until each player brings in his or her crop. You don't need an exact roll to bring in your harvest.
3. The first person to bring in his or her harvest wins.

Waiting for better weather. Skip your next turn.

Early frost destroys half your crop. Go back 4 spaces.

Rain causes mold to ruin your cut hay crop. Go back 6 spaces.



Beautiful day! Roll again.

High winds lay your wheat crop down. Go back 4 spaces.



Warm dry day makes an easy harvest. Move ahead 1 space.

