

New to America, Have you HERD? is a fascinating game from Europe that nearly anyone can play and win. It also has a long and amazing history, as found at the end of these rules.

## OBJECT

The object is to “multiply” one Rabbit into an entire Herd of five different animals, as pictured below:



You **win** the moment you possess a Herd containing these: a Rabbit, a Sheep, a Pig, a Cow, and a Horse.

On each turn, you roll the unique dice to determine what herd animals you are entitled to multiply, or what hazards/rewards come your way.

A fun aspect of the game is how you trade one type of animal to get another. You'll learn all about this under “PLAY.”

## EQUIPMENT

1 silo container, 2 special 12-sided dice, 120 animal tiles including: 52 Rabbits, 24 Sheep, 20 Pigs, 15 Cows, 4 Horses, 4 Dogs and 1 Skunk.

## SETUP

Sort the Animal tiles by type and keep to one side. Place the silo so all players can see the trading chart printed on the back. This is used as a reference during the game. Give each player 1 Rabbit tile.

***IF YOU'RE PLAYING FOR THE FIRST TIME, take a Sheep tile as well, to speed up the game.*** During subsequent games, players start with only one Rabbit tile. Youngest player will play first; play rotates to the left.

## PLAY

On your turn, you begin by making a **TRADE** if you can, and wish to do so. (Trading is described below.) Then you **ROLL** the dice. You may **TRADE** again before ending your turn.

A turn is best described as **TRADE ONCE • ROLL BOTH DICE • TRADE AGAIN**

## ROLLING THE DICE

After you roll both dice, you can earn herd animals of the type rolled. You earn a new tile for each “pair” showing (tiles in hand plus symbols rolled).

**A.** Let’s say you roll a Rabbit and a Pig, and you have in your Herd one Rabbit tile and no Pigs. You have one “pair” of Rabbits showing (your tile plus the symbol on the die), so you earn one more Rabbit tile. Since you don’t have a pair of Pigs (just the one showing on the die), you do not earn a Pig.

**B.** As the game progresses, you may earn several animals on a turn. For example, if you began your turn with 4 Rabbits, and rolled two more on the dice, you’d have a total of three pairs. This permits you to take 3 more Rabbit tiles (so now you’ll have 7 Rabbit tiles in all).

**C.** You might even earn two different types of animals on the same turn. For example, you roll a Rabbit and a Sheep and you have one tile of each. Thus, you have a pair of each animal, so take 1 Rabbit and 1 Sheep tile.

**D.** Even if you have no tiles of an animal, rolling a pair of this animal earns you a free tile.

**E.** Ignore “odd” amounts. For example, you have 6 Rabbits and roll one

3 more Rabbit tiles. Or you have 2 Pigs and roll 1; you'd earn 1 more Pig tile (not two).

**F. DOUBLES:** *Roll again (before trading) if you roll “Doubles” on the dice (that is, two identical herd animals, like two Rabbits).*

## TRADING

You may trade at the beginning of your turn and once more at the end. Take a look at the Trading Chart:

You may only trade animals according to this chart. For example, if you had 5 Rabbits, you could trade them for 1 Sheep tile. If you had 2 Sheep, you could trade them for 1 Pig tile. If you had 2 Pigs, you could trade them and get 1 Cow tile, etc.

You can only trade “one way”–up. This means you may trade 5 Rabbits for one Sheep, but you can't go “down” by trading one Sheep for 5 Rabbits. Also, you can't trade to get 2 of any animal (like 10 Rabbits for 2 Sheep; that would count as two trades).

LIMIT: You may never have more than 12 Rabbits, even if a roll would give you more. Ignore the excess. Also, no player may have more than 1 Horse at a time.

|   |   |     |   |
|---|---|-----|---|
| 5 |  | = 1 |  |
| 2 |  | = 1 |  |
| 2 |  | = 1 |  |
| 2 |  | = 1 |  |
| 1 |  | = 1 |  |
| 1 |  |     |   |

## SPECIAL EVENTS

A “Special Event” occurs when you roll the FOX, WOLF, SKUNK, DOG or T.

Rolling any TWO of these four special rolls causes them to cancel each other out. For example, if you roll the Skunk and the Fox, you will DO NOTHING. None of your herd animals multiply. Go on to the final “Trade” portion of your turn before passing the dice to the next player.

Rolling **one** of these is a “**special event.**”

### THE GUARD DOG

A Guard Dog tile protects your herd from loss if the Wolf is rolled. *In the Trading Chart to the left you’ll notice that you can trade for a Guard Dog tile by exchanging 1 Rabbit and 1 Sheep. This is usually a good idea.*

Take one free Dog tile if you don’t have a Dog when you roll the Guard Dog. *No player may have more than 1 dog at a time.*

### THE WOLF

The Wolf is very bad (unless you have a Guard Dog). You cannot multiply your animals on a turn when you roll a Wolf. You must ignore any herd animal rolled on the other die.

Now roll both dice again. You lose one of each herd animal rolled. (Ignore a Dog, Fox, Skunk, Wolf or T should you roll them now.) Note: You cannot lose your last Rabbit.



If you have a Guard Dog tile, do not roll again. The Dog chases the Wolf away and you do not lose any herd animals. *Unfortunately, your Dog does not return, so you must discard the tile.*

### THE FOX

The Fox is bad, but not as bad as the Wolf. You cannot multiply your animals on a turn when you roll a Fox. You must ignore the symbol on the other die. The Fox eats **all but one** (discard these tiles) of your Rabbits if you don't have a Guard Dog.

If you have a Guard Dog, he chases the Fox away. Keep your Dog. He doesn't run off.



### THE SKUNK

If you roll the Skunk, **give the Skunk tile** to an opponent of your choice. Bad news for him!

The Skunk causes your opponent to lose his next turn. On his next turn he discards the Skunk instead of trading or rolling. If you have the Skunk tile when another player rolls it, that player takes it and “awards” the tile to any opponent (which includes you, so you might get it right back).



“**T**” means you can only trade with another player after multiplying, not with the game's supply. For example, if you wanted to trade 5 Rabbits for 1 Sheep, you'd give your 5 Rabbits to another player and take 1 Sheep from him. Or, if you wanted a Dog, you'd trade 1 Rabbit and 1 Sheep to him and take his Dog. You can only trade for what an opposing player has



then you can't trade for this animal on this turn. The player you trade with cannot refuse the trade. Note: If you trade with another player and the trade would give that player more than 12 Rabbits, put the excess Rabbits into the game's supply (so that the other player does not end up with more than 12 Rabbits).

## WINNING

The first player to get a complete herd (at least 1 each Rabbit, Sheep, Pig, Cow and Horse) wins the game!



Also try the  
"pigtastic" game  
**PASS THE PIGS**  
The classic party  
game where players  
try their luck using  
pigs as dice!

## The Story of HAVE YOU HERD?

Have You HERD? is a game with a fascinating history. It was created in Warsaw, Poland in 1943 as Hodowla Zwierzatek (The Little Animal Farm) by an outstanding mathematician, Professor Karol Borsuk. When the Nazis shut down Warsaw University the Professor lost his job. He had no income and had to find some way to earn his living. The Professor's idea was to sell



this math/animal game. Sets were made at home by the Professor's wife, Zofia Borsukowa. The pictures were drawn by Janina Sliwicka. The game became very popular among the family's friends, and quickly throughout the whole area. The telephone in the flat of Mr. and Mrs. Borsuk would not stop ringing, and when they answered almost every time they heard: "Is that Little Animal Farm available?". Many orders came and many copies of the game were sold to shops. The game was enjoyed not only by children, but it also helped adults to survive the hard and sad evenings of the occupation. Most original copies of the game were destroyed, along with the city of Warsaw, during the uprising in August 1944. Fortunately, one of the original sets survived outside Warsaw, and many years after the war it was given back to the Borsuk family.



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