

CHICKEN



Game Instructions

Game Idea by Reiner Knizia

Play with...

2-5 players, age 6 and up.

What's in the Box?

50 cards, 2 dice and game instructions.
Prepare pen and paper to record the score.

In General...

The object of the game is to get rid of your cards, or at least end the round with as few points as possible. On their turn, each player may discard only one card and place it on the discard pile. The number of this card must be identical to the number of the top card of the discard pile or higher by exactly 1. A player that does not have such a card must decide whether to draw a card from the draw pile or withdraw from the round. A player who is wary withdraws, and a player who thinks that drawing a card may improve his or her chances will draw a card and continue to play. The decision is never easy, which is what makes this seemingly simple game such a surprising and exciting pleasure at any age.

Getting Ready

Shuffle the cards well and deal 6 cards to each player. The players hold the cards they received in their hands. Place the remaining cards face-down in the center as a draw pile. To begin the discard pile turn over the top card of the draw pile and place it face-up next to the draw pile.

Begin to Play...

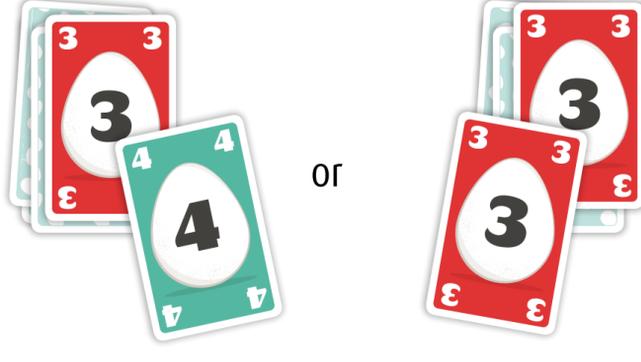
The game is played in several rounds. The youngest player starts the first round. The turns proceed clockwise.

On a player's turn they can make only one move from among the following options:

- Discard one card and place it on the discard pile.
- Or: draw a card from the draw pile.
- Or: withdraw from the round.

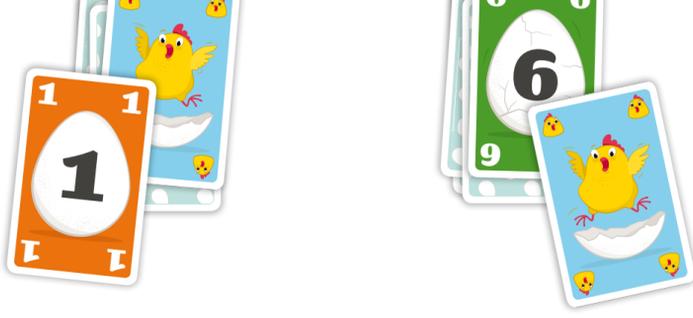
How to Get Rid of a Card ?

A player may only discard one card in each turn. The card's number must be identical to the top card of the discard pile or higher than this number by exactly 1. For example, if the number of the top card in the discard pile is 3, the player may only place a card with the number 3 or 4.



A chick card is the next card after a card with the number 6.

Another chick card or a card with the number 1 can be placed on a chick card (which starts a new cycle).



The Surprise Egg (there is only one surprise egg card in the game) is a wild card that can be placed on any card. When it is placed on the discard pile it takes on the value of the next card. For example: a surprise egg placed on a 4 takes on the value 5. A surprise egg placed on a 6 becomes a chick card. A surprise egg placed on a chick card takes on the value 1, etc.



When to Draw a Card?

A player that does not have a card in order to continue playing, but wants to stay in the current round, must draw one card from the draw pile. The turn then goes to the next player.

When to Withdraw from a Round?

A player that cannot or does not want to play, and also does not want to draw a card, withdraws from the round. Players that withdraw place their cards in front of them, face-down, and declare: "I am out!".

Important: if there are no more cards in the draw pile, do not create a new draw pile by shuffling the discard pile.

Continue the game without the option to draw a card, and a player that can no longer play must withdraw.

How Does a Round End?

A round ends immediately if one of the following occurs:

- One of the players played his last card and does not have any card left.
- All the players withdrew from the round.

Note: If all the players except for one have withdrawn, the player who is left can continue to get rid of cards as long as he can but he may not draw cards from the draw pile. If this player is unable to get rid of all their cards, the player withdraws with the cards he has left and the round ends.

Calculating the Points:

Every player that has cards left at the end of a round (regardless of whether that player withdrew or not), accumulates points equal to the sum of the cards they have left. Note: cards with the same number are only counted once. The value of a chick is 10 points and the value of the surprise egg is the value of the top card of the discard pile at the end of the round. For example: if at the end of the round a player is left with three chicks and two number 3 cards, that player's score is 13 points (10+3).

Important: To follow the scores, at the end of each round tally the number of points each player has accumulated.

The Dice

A player who gets rid of all his/her cards is the winner of that round. As a reward for this achievement, the player rolls the dice and the sum of the dice is deducted from his/her current score. The value of the chick is 10 points. The score cannot be negative. If a player throws the dice and the number is higher than their current score, his/her score is reduced to 0. A player that has not yet accumulated points does not roll the dice.

Next Round

After recording the points, shuffle the cards and begin another round. The player that played the last card in the previous round begins the next round.

Ending the game:

The game ends when one of the players accumulates 50 points or more and the player with the smallest number of points wins the game.

Enjoy the game,

Haim Shafir