

 6+
 2-4
 15'

PICK A CHICKEN

A clucky card game! by Jannik Walter

In PICK A CHICKEN, each chicken has a preferred seating order: Hens like to sit next to each other. The rooster won't put up with any competition around him, chicks only feel comfortable in pairs, and the mother hen just wants some peace and quiet. Your goal is to arrange the poultry in the chicken coop so they score the most points.

CONTENTS

55 cards, divided into: 12 hens, 9 chicks, 9 eggs (3 x 1 egg, 3 x 2 eggs, 3 x 3 eggs), 8 roosters, 7 sick chickens, 6 mother hens, 4 vets



1 score pad



1 rulebook

GOAL OF THE GAME

Score the most points by cleverly arranging chickens, eggs and vets in your chicken coop.



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SETUP

- Shuffle all cards and deal **12 cards face down** to each player. You're not allowed to look at the fronts of your cards! Instead, place them face down in front of you, in a 3 x 4 grid. This is your personal chicken coop. All players flip **1 random card** in their chicken coop face up.
- Next, take **5 extra cards** and place them **face up** in the centre of the table.
- Return the remaining cards to the box. You won't need them for this game.



Setup for 2 players

HOW TO PLAY

The player who last saw a chicken starts the game. Then take turns in clockwise order.

On your turn, take 1 face-up card from the centre of the table and swap it with 1 face-down card in your chicken coop. Place the card you removed from your chicken coop face down next to the other cards in the centre of the table. Important: Neither you nor any of the other players are allowed to look at the front of this card! Place the card you took from the centre of the table face up in the slot of your chicken coop that just became available. Once cards are face up in your chicken coop, you can no longer move them. The section

'End of the Game & Scoring' explains how you can best arrange the cards in your chicken coop to score the most points.

Then the player to your left takes their turn.

On your turn, if all the cards in the centre of the table are face down, flip all 5 of them face up and then choose 1 to place in your chicken coop, as usual.

END OF THE GAME & SCORING

The game ends when **all 12 cards** in all players' chicken coops are **face up**.

Proceed to final scoring. All players count up the points for each card type in their chicken coop. Write down everyone's points on the score pad.

The player with the most total points is the winner. In case of a tie, all tied players share the victory.



Hens

The bigger their group, the more points they score!

A group consists of hen cards that are either horizontally or vertically adjacent:

1 hen	1 point	4 hens	10 points
2 hens	3 points	5 hens	15 points
3 hens	6 points	6+ hens	21 points

Hens that are diagonally adjacent do not count towards a group.

If you have more than one group of hens in your coop, score the groups individually.



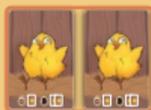
Chicks

Chicks like to be together and only score points **in pairs**.
Score **5 points** for each pair of 2 chick cards that are either horizontally or vertically (not diagonally!) adjacent.

Lone chicks don't score any points.

If 3 chicks are adjacent, 2 of them count as a pair (= 5 points) and 1 of them counts as a lone chick (= 0 points).

You are allowed to place multiple pairs next to each other,



These chicks were well placed, because they can form 2 pairs.

These chicks were poorly placed, because after scoring 1 pair, you can't form a second pair.



Rooster

The rooster won't put up with any competition.

He scores 4 points if he's the only rooster in that row and column.

If you have 2 or more roosters in the same row or column, none of them score points.



Eggs

You can place eggs anywhere in your chicken coop.

They score as many points as there are eggs on the card: **1, 2 or 3.**



Mother hen

The mother hen likes peace and quiet, and wants to be surrounded by eggs. She only scores points for egg cards that are either horizontally or vertically (not diagonally!) adjacent to her.

Score **1 point** for each egg on the cards adjacent to her.



Sick chicken

Oh no! One of the chickens has fallen ill!

Each sick chicken scores **-2 points**, unless there's a **vet card** either horizontally or vertically (not diagonally!) adjacent to it.

If there is, the sick chicken scores **6 points** instead!

A vet can treat multiple horizontally or vertically adjacent sick chicken cards. However, you don't score extra points for having more than 1 vet card next to a sick chicken.



Vet

If a chicken is sick, you'll want to have a vet on site. Score 6 points for **each sick chicken** with a vet card either horizontally or vertically (not diagonally!) adjacent to it.

The vet herself does not score **any points.**

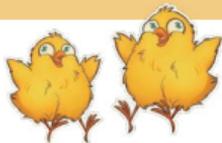
Example – This is what Justin's chicken coop looks like at the end of the game:

- **3 points** for his group of **hens** (2 hens in the group),
- **5 points** for **chicks** (1 pair of chicks),
- **8 points** for **roosters** (4 points each for the roosters in the 1st and 2nd rows),
- **2 points** for **eggs**,
- **2 points** for **the mother hen** (adjacent card has 2 eggs),
- **10 points** for **sick chickens** (6 points each for the first hen in the 2nd row and the one in the 3rd row but -2 points for the second hen in the 2nd row.)
- **0 points** for the **vet**.

So **Justin** has **30 points**.



	Jul	Jus		
	7	3		
	/	5		
	8	8		
	6	2		
	10	2		
	/	10		
Σ	31	30		



Warning! Not suitable for children under 36 months old.
Contains small parts. Choking hazard.
Please retain the address.

If you have any questions or thoughts about „Pick a Chicken“, please contact:
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