



Such a Chicken Dance

A fun "Lay"-Game for 2 to 8 players /Ages 6 to 99



Object: "Chicken Dance" consists of two rounds. In both rounds your aim is to gain as many points as possible with your own chickens. To win the "Chicken Dance" you have to collect many unbroken eggs and yummy worms.

- Equipment:** 90 cards
- 16 chickens (2 in each of the 8 colours)
 - 6 extra chickens
 - 6 worms
 - 8 ponds and 6 footbridges
 - 25 eggs and 13 scrambled eggs
 - 1 henhouse
 - 2 golden eggs in their nests



7 special cards for "Extra Dance":
1 rooster, 4 chicks, 2 easter-eggs

Let's get started! Each player is given two chicken cards of one colour. The remaining chicken cards go back to the box. Shuffle the other cards and place them face down in the middle of the table. Each player draws 2 cards from the pile and is now holding 4 cards on their hands. The player, who does the worst imitation of a cackling hen starts the game by laying out his or her 4 cards face up next to the pile and then drawing 1 card from the pile. then it's the next player's turn.

There are two possible moves now:

- either to put down a card next to a card on the table or next to the pile and then draw a card from the pile
- or (if a player does not wish to play a card) to move the pile to any unoccupied space next to any card on the table

Important: *each player must hold 4 cards at any time. In case a player has forgotten to draw a card after their last move, they can catch up on it before the next move. When laying down new cards the players must take care to always match the long side of the card with the long side and the short side with the short side of the other card. Long sides must not touch short sides or vice versa. The direction of the picture on the card is of no importance.*

The meaning of the cards:

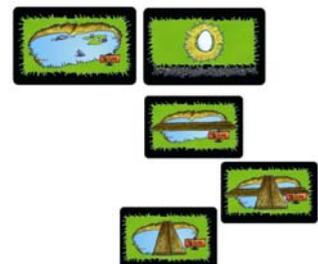


chicken, pond and egg cards with hedges confine a row.

Footbridge cards are put down on pond cards.

If there is no pond card yet, the footbridge can be used as a pond card. A footbridge connects two rows according to the direction of the footbridge.

Important: *A footbridge cannot be put on top of another footbridge.*





Egg and worm cards gain their respective chickens points at the end of each round. Worm cards cannot be covered by other cards.



Important: some cards show hedges which confine the row of the respective chickens. No chicken can gain points from eggs, worms etc. that are on the other side of the hedge.

The **henhouse card** gains the chickens in the same row **one point**. The chicken that faces the henhouse door gains two points.

Important: The henhouse does not break up a row.



The **golden eggs** gain you one point each at the end of the game!

Important: Golden eggs can not be broken by scrambled eggs.



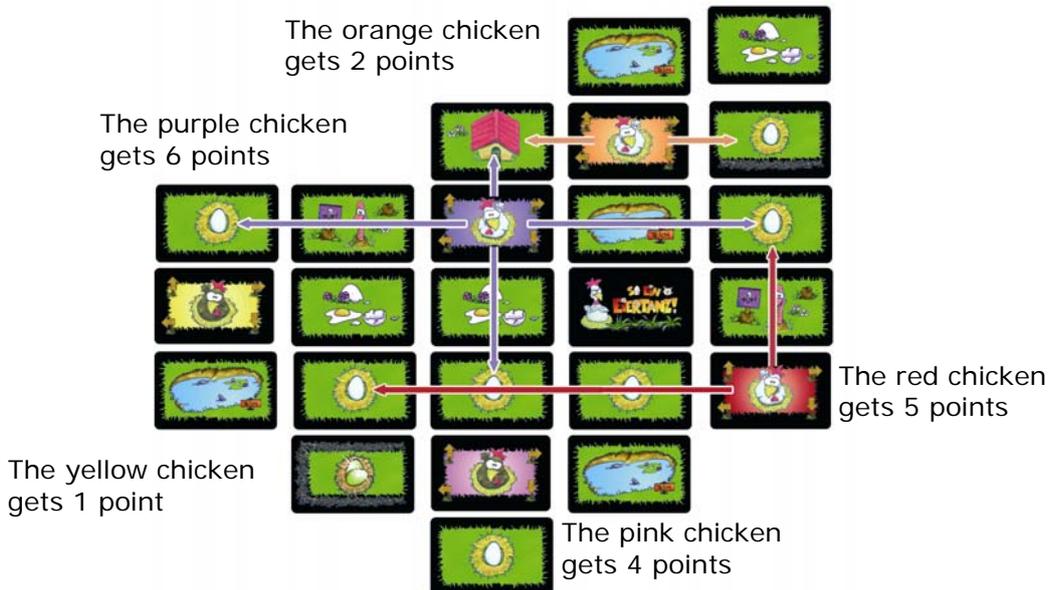
Scrambled eggs can be used to cover and thus destroy egg cards.

If no egg cards have yet been laid down, a scrambled egg can be discarded and removed from the game.

Important: a scrambled egg can be put on top of an eggcard with a thorn hedge and thus open the row again.

Laying rules: played cards must be laid (vertically or horizontally) next to a card, that is already laid out on the table or next to the pile. Footbridges can be put on top of ponds and scrambled eggs on top of eggs. No further cards can be put on top of scrambled eggs or footbridges.

Example:



The score after round one:

After all cards have been drawn from the pile the game continues until all players have put down their last card. Each chicken receives one point for each worm and unbroken egg in their row (both horizontal and vertical). The henhouse gets you either one or two points according to its position.

After having noted the score you start the second round. Each player receives their chicken cards. Shuffle the other cards and put them on the table in a pile. After each player has drawn two cards from the pile, the player with the highest score starts the second round by putting the first card on the table and so forth...



Second score:

The game ends when all players have played all their cards. The player with the highest score in both rounds wins the game. In case of a tie, there are several winners.

Author/Art Design: Frank Stark

Layout: Theiss Heidolph

© 2007 Krokospiel - Frank Stark

© 2007 Nürnberger-Spielkarten-Verlag GmbH



Have fun



VARIATIONS

1. FOUL EGGS

In this version the object is to gain as few points as possible in the second round, as the score is counted negative. At the beginning of round two each player receives one card from each of their neighbours. Each player now holds two strange chickens and draws another two cards from the pile.

Important: each player is still in possession of the chickens of the colour they chose in round one without holding them. All other rules remain as known. The player with the lowest score starts round two.

The game ends when all players have played all their cards. Each chicken loses one point for every worm and every unbroken egg in their row. Henhouse and golden eggs also score in the negative. Now subtract the points of round two from the points in round one. The player with the highest positive score wins the game.

2. EXTRA DANCE

The following extra cards can be used:



The chick (4cards): a chick can only hatch from an egg and gains you **two points**.

Important: Chicks can not hatch from golden or easter eggs.



The rooster (1 card): the rooster can sit on worm and henhouse cards and thus break up a row. The rooster does not gain you any points and it renders the card beneath it void.



The easter eggs (2 cards): the easter eggs can be used in replacement for two egg cards. An easter egg gains you **1 point** and cannot be broken by a scrambled egg.

3. THE CHICKEN POSSE!

...for 4 or 6 players.

Equipment: 4 chickens in red, blue or yellow.

Two players team up and each receive two chickens of the same colour. In the end, all points of the 4 chickens of one posse are added up. Think up a fun name for your chicken posse!

4. DOUBLE OR TRIO ?

If a game consists of 2 or 3 players, the players can play with 3 chickens of one colour each and 2 cards from the pile. 1 cross - footbridge, 2 worms, 3 scrambled eggs and 7 eggs of your choice are being sorted out from this game.

© 2007 Krokospiel - Frank Stark
© 2007 Nürnberger-Spielkarten-Verlag GmbH

