



# CHICKENS!

2-5  
PLAYERS

25ISH  
MINUTES

## COMPONENTS

54 game cards, these rules.

## HOW TO WIN

Score the most chickens over 3 rounds.

## PREPARING THE GAME

1. Give the scorekeeper **pen** and **paper**.
2. Choose someone to be the first **dealer**.
3. Give the dealer all **game cards**.

## LOOK, IT WAS A WEIRD TIME

Call it the remnants of a pandemic project. Call it a midlife crisis. Whatever you call it, a lot of people suddenly got lots of chickens. And *of course* you joined in!

But you're not here to have a couple of chickens. Anyone can have *some* chickens. You're here to have the **most** chickens.

You've got 3 rounds to gather as many chickens as you can.

Most chickens rules the roost.



## STARTING A ROUND

The dealer shuffles all cards, then deals 5 to each player. Keep your hand of cards hidden from others! Place the remaining deck face-down in the middle of the table.

The player on the dealer's left goes first.

## YOUR YARD

Each player has a yard, which is the space in front of them on the table. You'll take turns adding to your yard or sabotaging others'.

Your yard's available spaces depend on how many players are playing:

**2-3 players:** 5 available spaces

**4-5 players:** 4 available spaces

The round continues until someone's yard is full of **Chicken** cards.

## ON YOUR TURN

Draw a card from the deck into your hand. Then, either play or discard a card from your hand.

How you play each card depends on its type. See **What Each Card Does** for how each card works.

You can discard strategically, or when you have no legal moves to make with the cards in your hand.

## UNLESS AN INSPECTOR IS AROUND

If someone played an **Inspector** to your yard, you must instead spend your entire turn discarding the **Inspector**, essentially losing your turn this time around.

## IF THE DECK RUNS OUT

Shuffle the discard pile to replenish it.

## WHAT EACH CARD DOES

Play a **Chicken** card into an available space in your yard. You'll score each chicken in your yard at the end of the round.

Play a **Dog Poop** into an available space in someone else's yard. That space is blocked until they clean it up.



Play a **Hose** to clean up **Dog Poop**. Show and discard your **Hose** card, then discard one **Dog Poop** from *any* yard.

Play a **Yoink!** to nab someone else's chickens. Show and discard your **Yoink!** card, then move one **Chicken** card from someone else's yard into an available space in yours.

Play a **Fox** on someone else's yard. They discard the **Fox** card *and* their lowest **Chicken** card.



Play an **Inspector** on someone to make them discard their highest **Chicken** card. (Gotta bribe them with chickens to keep 'em quiet!) The **Inspector** stays in the yard he's visiting until that player's next turn. Instead of drawing and playing, they must spend their whole turn discarding the **Inspector** instead.

Play the **Tornado** on someone to discard *everything* in their yard.

## SOFTBALLS

**Softballs** are special. Play them only on another player's turn, and only when they try to play a **Fox** or **Inspector** on you. Your **Softball** blocks their effect. Discard your **Softball** and the **Fox** or **Inspector**. Each time you use a **Softball**, your hand size reduces by one. You must play the rest of the round with fewer cards in-hand.

## ENDING THE ROUND OR GAME

The round ends once someone's yard is full of **Chicken** cards. All players count up the chickens shown on cards in their yard and score that many points for the round.

## FINALLY...

If this was the first or second round, the player who went first this round is the new dealer. Shuffle up and start a new round.

Otherwise, the player with the most total chickens wins!

## IN THE EVENT OF TIES

Play another round until there's one winner.



## THE "TICK TOCK" VARIANT

Don't replenish the deck when it runs out. After the deck empties, play continues without drawing new cards until either someone's yard is full of just **Chicken** cards or someone can't take their turn because their hand is empty.

