



Advice from the rooster

If chaos reigns in your chicken coop to split into teams, you can use guild cards: take a number of members equal to the number of members that must be part of each team (e.g. for two players team take two guild cards with \$), shuffle them and distribute them to the players. The players are divided into teams according to the card received.

4

TEAM 1
TEAM 2
TEAM 3
TEAM 4

PLAYING ORDER

5

TEAM 1
TEAM 2
TEAM 3
TEAM 4

PLAYING ORDER

6

TEAM 1
TEAM 2
TEAM 3
TEAM 4

PLAYING ORDER

secret signal to communicate with each other by the opponents. To do that, shuffle all card to each team. All teammates secretly have to use that secret signal throughout the game. The signal will be explained later in the rules.

3. Deal cards

Take a number of Chicken Coop cards equal to the number of players minus one and place them in the center of the table. Take the Chicken cards corresponding to the "Serama" rooster (see the image on the side) and form a deck. Shuffle the deck very well and deal three cards to each player and four cards to the dealer: the deck **must** run out. All unused chicken cards can be returned to the box. Take all Egg cards, form a deck, shuffle it and place one egg card face up on each Chicken Coop space. Place the Eggs deck face down in the center of the table. At the end of setup, the game will appear as in the image below (e.g. six-player game).

Hand of the dealer

Hand of player 1

Hand of player 2

Hand of player 3

Hand of player 4

Hand of player 5

Hand of player 6

Eggs deck

GAMEPLAY

The first player is the Dealer who chooses one of his/her four cards and passes it to the player on his/her left. That player receives the card, adds it to his/her hand, and chooses one of his/her four cards to pass to the player on his/her left, and so on. The game continues until:

- 1 - a player exclaims: **Cluck!**
 - 2 - or a player exclaims: **Caught!**
 - 3 - or a player exclaims: **Cock-a-doodle-doo!**
- Then the round ends and a new one begins. The player after the Dealer becomes the new Dealer, collects all the chicken cards and deals three to all players and four to him/herself.

EXCLAIM: "CLUCK!"

As soon as you have three cards with the same chicken in your hand (not the "Serama" rooster) you must give the signal to your teammates, who must recognise it and exclaim: "Cluck!". At that point, all the teammates of your guild show their cards.

- If among them there is a player who has three identical cards (not "Serama"), the team will score a point and will draw the egg card from the Chicken Coop corresponding to the chicken of the winning hand. Then a new egg card is drawn to replace it.

- If none of the players of the team has three identical cards (not "Serama"), the player exclaims "Cluck!" by mistake: in this case, each opposing team will draw a covered egg card from the deck.

Example: Nicola, Claudia and Cecilia play against Simona, Federico and Mariano. Nicola passes a card to Simona who passes one to Claudia and so on. Nicola is sure that Claudia winked at him, their secret signal, so he exclaims: "Cluck!". Claudia and Cecilia show the cards: Claudia actually has three Orloff hens in her hand. Nicola's team takes the egg from the Orloff Chicken Coop and adds it to their points.

Example: It's a new game round of the previous example. The game is going on and, at a certain point, Mariano exclaims "Cluck", sure that Federico has given him their secret signal (touch the left ear). Simona, Federico and Mariano show their cards but no one has three identical chickens! Mariano got confused. Federico was touching his right ear instead of his left ear in an attempt to bluff. The opposing team draws a card from the top of the Eggs deck and adds it to their team's points.

EXCLAIM: "CAUGHT!"

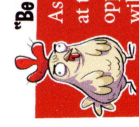
You have to be very careful when communicating with your team through the secret signal. If an opponent recognizes the signal and notices it, he/she can exclaim "Caught!" indicating you. In that case, you have to reveal your hand:

- If you actually have three identical chickens, the team of the player who exclaimed "Caught!" draws an Egg card of their choice from those available on the Chicken Coops or from the top of the Eggs deck

- If you don't have three identical chickens, your team draws a card from the top of the Eggs deck.

In both cases, the round ends and a new one begins.

Example: It's a new game round of the previous example. The game is going on and, at a certain point, Simona sees Cecilia winking at Nicola. Since she had already seen Claudia winking at him, she is sure that it is their secret signal and exclaims: "Caught!". Cecilia shows the cards and actually she has three Padovane hens in hand. Simona draws an Egg card and adds it to her team's points.



"Be smarter than a chicken, don't get caught!"

As you will have understood, the secret signal you receive at the beginning of the game is very very important. If your opponents understand what secret signal you are using, they will almost always be able to "catch" you and easily win the game. How can you not get caught? Here are some tips:

- 1- It is better not to play your cards immediately after your teammate gives you the signal. Let some time pass between the signal and the hen cry!
- 2- Bluff: Give wrong signals to your teammates, pretending to have three of a kind in hand; your opponents may take the bait and exclaim "Caught" when you have nothing in hand, making you score points!
- 3- The more signals you make (even wrong ones) the harder it will be to figure out which is the real one.

EXCLAIM: "COCK-A-DOODLE-DOO!"

If in your turn you have four "Serama" cards in hand, you can exclaim: "Cock-a-doodle-doo!" and reveal your hand. In this case, immediately draw a card from the top of the Egg deck and add it to your team's points. If you exclaim "Cock-a-doodle-doo" and do not have four Serama roosters in hand, all the opposing teams draw an Egg card. Then the round ends and a new round begins.

Warning: You cannot declare "Cluck" with Serama roosters, so three Serama roosters are worth nothing.

Example: During the game Simona receives a card from Nicola: it's a Serama rooster! Now she has four of it in hand, so she immediately exclaims: "Cock-a-doodle-doo!" and draws an Egg card for her team.

END OF THE GAME

The first team to reach six Eggs ends the game. Then points are awarded: each Egg with the guild symbol of your team is worth two points, otherwise it is worth one point. The team with the most points is the winner! In case of a tie, the team with the most eggs of their guild wins the game.

5-PLAYER GAME

If you are five players, you will be playing with an "imaginary" chicken. When setting up the Chicken deck, you have to set it up as if you are playing with six players. When dealing the cards, you must deal three cards to an imaginary player who sits to the right of the last player.

These cards will remain face down on the table and no player can see them. The player before the imaginary player will place his/her card among the cards on the table and shuffle them. The player after the imaginary player will draw a random card from those on the table.

ADDITIONAL RULE - CHANGE OF SIGNAL

This rule can be added to change signals during the game. The team that wants to change its signal gathers and decides on a new one (or draws a new one). To do this, one of the Egg cards collected during the game is turned face down and will not be worth any points at the end of the game. If you are playing with the "Pyramid of Eggs" rule, the turned face down card will not be worth any points and will not allow you to complete the Guild bonus.



SETUP

Split into teams

he first thing to do is split into teams. Depending on the number of players, you can split into teams of two or three players. Sit around the table alternating between players from different teams (as shown in the image). Then, each player takes the card of their guild and places it in front of them, so that everyone can easily recognize which guild they are part of.

Warning: For five-player games there are special rules that you can find at the end of the rulebook.



Advice from the rooster

If chaos reigns in your chicken coop to split into teams, you can use guild cards: take a number of guild cards equal to the number of members that must be part of each team (e.g. for two players team take two guild cards with \$), shuffle them and distribute them to the players. The players are divided into teams according to the card received.



Choose a secret signal

Each team must choose a secret signal to communicate with each other without being "caught" by the opponents. To do that, shuffle all signal cards and deal one card to each team. All teammates secretly look at the card: they will have to use that secret signal throughout the game.

All secret signals are explained later in the rules.

GAMEPLAY

3. Deal cards

Take a number of Chicken Coop cards equal to the number of players minus one and place them in the center of the table. Take the Chicken cards corresponding to the Chicken Coop cards, add the four cards of the "Serama" rooster (see the image on the side) and form a deck. Shuffle the deck very well and deal three cards to each player and four cards to the dealer: the deck **must** run out. All unused chicken cards can be returned to the box. Take all Egg cards, form a deck, shuffle it and place one egg card face up on each Chicken Coop space. Place the Eggs deck face down in the center of the table. At the end of setup, the game will appear as in the image below (e.g. six-player game).



The first player is the Dealer who chooses one of his/her four cards and passes it to the player on his/her left. That player receives the card, adds it to his/her hand, and chooses one of his/her four cards to pass to the player on his/her left, and so on. The game continues until:

- 1 - a player exclaims: **Cluck!**
 - 2 - or a player exclaims: **Caught!**
 - 3 - or a player exclaims: **Cock-a-doodle-doo!**
- Then the round ends and a new one begins. The player after the Dealer becomes the new Dealer, collects all the chicken cards and deals three to all players and four to him/herself.

EXCLAIM: "CLUCK!"

As soon as you have three cards with the same chicken in your hand (not the "Serama" rooster) you must give the signal to your teammates, who must recognise it and exclaim: "Cluck!". At that point, all the teammates of your guild show their cards.

- If among them there is a player who has three identical cards (not "Serama"), the team will score a point and will draw the egg card from the Chicken Coop corresponding to the chicken of the winning hand. Then a new egg card is drawn to replace it.

- If none of the players of the team has three identical cards (not "Serama"), the player exclaimed "Cluck!" by mistake: in this case, each opposing team will draw a covered egg card from the deck.

Example: Nicola, Claudia and Cecilia play against Simona, Federico and Mariano. Nicola passes a card to Simona who passes one to Claudia and so on. Nicola is sure that Claudia winked at him, their secret signal, so he exclaims: "Cluck!". Claudia and Cecilia show the cards: Claudia actually has three Orloff hens in her hand. Nicola's team takes the egg from the Orloff Chicken Coop and adds it to their points.

Example: It's a new game round of the previous example. The game is going on and, at a certain point, Mariano exclaims "Cluck", sure that Federico has given him their secret signal (touch the left ear). Simona, Federico and Mariano show their cards but no one has three identical chickens! Mariano got confused: Federico was touching his right ear instead of his left ear in an attempt to bluff. The opposing team draws a card from the top of the Eggs deck and adds it to their team's points.

EXCLAIM: "CAUGHT!"

You have to be very careful when communicating with your team through the secret signal. If an opponent recognizes the signal and notices it, he/she can exclaim "Caught" indicating you. In that case, you have to reveal your hand:

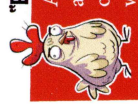
- If you actually have three identical chickens, the team of the player who exclaimed "Caught" draws an Egg card of their choice from those available on the Chicken Coops or from the top of the Eggs deck.
 - If you don't have three identical chickens, your team draws a card from the top of the Eggs deck.
- In both cases, the round ends and a new one begins.

Example: It's a new game round of the previous example. The game is going on and, at a certain point, Simona sees Cecilia winking at Nicola. Since she had already seen Claudia winking at him, she is sure that it is their secret signal and exclaims: "Caught!". Cecilia shows the cards and actually she has three Padovane hens in hand. Simona draws an Egg card and adds it to her team's points.

"Be smarter than a chicken, don't get caught!"

As you will have understood, the secret signal you receive at the beginning of the game is very very important. If your opponents understand what secret signal you are using, they will almost always be able to "catch" you and easily win the game. How can you not get caught? Here are some tips:

- 1- It is better not to play your cards immediately after your teammate gives you the signal. Let some time pass between the signal and the hen cry!
- 2- Bluff. Give wrong signals to your teammates, pretending to have three of a kind in hand: your opponents may take the bite and exclaim "Caught" when you have nothing in hand, making you score points!
- 3- The more signals you make (even wrong ones) the harder it will be to figure out which is the real one.



EXCLAIM: "COCK-A-DOODLE-DOO!"

If in your turn you have four "Serama" card hand, you can exclaim: "Cock-a-doodle-do" reveal your hand. In this case, immediately a card from the top of the Egg deck and add it team's points. If you exclaim "Cock-a-doodle" and do not have four Serama roosters in hand the opposing teams draw an Egg card. Then round ends and a new round begins.

Warning: You cannot declare "Cluck" with roosters, so three Serama roosters are worth **Example:** During the game Simona receives: Serama roosters! Now she has four of it in her exclaims: "Cock-a-doodle-doo!" and draws

END OF THE GAME

The first team to reach six Eggs ends the game awarded: each Egg with the guild symbol of points, otherwise it is worth one point. The is the winner! In case of a tie, the team with guild wins the game.

5-PLAYER GAME

If you are five players, you will be playing wit When setting up the Chicken deck, you have playing with six players. When dealing the cards to an imaginary player who sits to the These cards will remain face down on the tat them. The player before the imaginary player among the cards on the table and shuffle the imaginary player will draw a random card fr

ADDITIONAL RULE - CHANGE OF SIGNAL

This rule can be added to change signals du that wants to change its signal gathers and d draws a new one). To do this, one of the Egg the game is turned face down and will not b end of the game. If you are playing with the the turned face down card will not be wort allow you to complete the Guild bonus.

VARIANTS FOR EXPERTS

elow you will find some variants of the game. You can use one, more an one or all the additional rules in a game.

IEE SIGNAL

ith this rule you will no longer use Signal cards, you can put them ick in the box. At the start of the game, each team will gather to xide which signal to use: each team can choose the signal they like st, as long as it is an audible or visible signal (e.g. the foot under the ble or a silent message between mobile phones is not valid). Try to oose a signal neither too obvious nor too difficult to do.

ICKENS ON CALL (recommended for 4 or 5 players)

is rule changes the "Cluck" exclamation.
hen you exclaim "Cluck" you must also say which chicken your ate is holding, specifying the color or, if you remember it, the ume. If you guess the right color/name, draw an Egg card as usual, herwise the opponents draw it.
ow do you know which chicken your partner is holding? If you like insert a bit of insight into the game, you can guess that by checking our cards and the cards that have passed in previous rounds. Or, at e beginning of the game, you can agree on several signals to use, re for each hen.

RAMID OF EGGS

his variant it is very important to guess the right Chicken Coop. uring setup, place the Chick card in the center of the table. Each am will collect the Egg cards during the game, arranging them in a ramid (three cards at the base, two in the middle and one card on p). Egg cards are placed from the base up and you can start either om the left, from the right, or from the center, but you can go up one oor only if there are at least two adjacent cards underneath.

ample: Federico's team gains a cactus

rd that they want to add to their

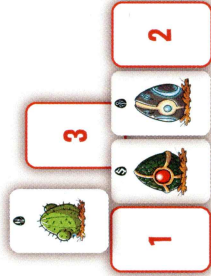
ramid of points. The card can be placed

i the left (1) or on the right (2) of the

se of the pyramid, or above (3) as

ere are two adjacent cards of the level

nderneath.



The first team to complete the six-card pyramid determines the end of the game and the points are awarded. Before scoring, the players of the opposing team must use the three Guild cards of their team to complete the pyramid, placing them in the remaining empty spaces. If the three Guild cards are not enough to complete the pyramid, the team is automatically excluded from the scoring.

As in the classic game, each Egg is worth two points if it has your guild symbol, otherwise it is worth one point. Moreover, if a completed level is all made by cards of the same guild, there is an additional "Level bonus": the total score of that level is doubled (the last level always has the "Level bonus" active). Guild cards inserted inside the pyramid are worth zero points but can be used to obtain the additional "Level bonus".

So what's the use of the Chick card you placed in the center of the table during setup? If a team manages to exclaim "Cock-a-doodle-doo" and has the Chick available to gain the last point, they can pick it up and place it on the top of the pyramid. The Chick is worth five points, which multiplied by the "Level bonus" is worth ten points!



Example: Simona's team (guild ) closes the game and scores: 1° floor with level bonus $(2+2+2) * 2 = 12$ 2° floor $1+1 = 2$ 3° floor with level bonus $5*2 = 10$ **Total: 24 points**

Example: Nicola's team (guild ) closes the game and scores: 1° floor $2+0+1 = 3$ 2° floor $2+0 = 2$ 3° floor with level bonus $2*2 = 4$ **Total: 9 points**

Example: Federico's team (guild ) closes the game and scores: 1° floor $2+1+1 = 4$ 2° floor with level bonus $(2+0) * 2 = 4$ 3° floor 0 **Total: 8 points**

SIGNALS - GUIDE

	SX	Rest your left elbow on the table.		DX	Touch your right eye.
	DX	Rest your right elbow on the table.		SX	Touch your left eye.
	SX	Touch your nose with your left hand.		DX	Tap the table with your right hand.
	DX	Touch your nose with your right hand.		SX	Tap the table with your left hand.
	SX	Raise your left hand.		DX	Talk about TV shows.
	DX	Raise your right hand.		SX	Hold your cards so that only two are visible.
	SX	Touch your chin with your left hand.		DX	Hold your cards so that only one is visible.
	DX	Touch your chin with your right hand.		SX	Hold your cards so that the central card is upside down.
	SX	Talk about games.		DX	Moan.
	DX	Talk about TV shows.		SX	Hum.
	SX	Talk about food.		DX	Call your teammate by name.
	DX	Touch your head with your left hand.		SX	Touch your head with your right hand.

SUMMARY - SETUP

- Split into Teams.
- Draw a signal or choose the signal.
- Place the Chicken Coops and their Eggs.

GAMEPLAY

- The dealer deals three cards to all players and four cards to him/herself.
- The dealer passes a card to the player to his/her right, who receives it and passes another card to his/her right and so on until:
 - a player exclaims "Cluck!": in this case his/her teammates show their cards and if one of them has three identical cards in his/her hand (not Serama), the team gains an Egg card from the Chicken Coop.
- In case of wrong exclamation:** the opponents draw an Egg card.
- a player exclaims: "Cock-a-doodle-doo!" and shows his/her four Serama roosters cards. In this case, his/her team gains an Egg card from the deck.
- In case of wrong exclamation:** the opponents draw an Egg card.
- a player exclaims: "Caught!" pointing to an opponent. The opponent shows his/her cards: if he/she has three identical cards in his/her hand, the player draws an Egg card from the deck.
- In case of wrong exclamation:** the pointed opponent draws an Egg card from the deck.
- Then the round ends. You collect all the cards and the new dealer starts a new round.
- If a team gains six Eggs, the game ends and points are awarded.

Produced and distributed by:

Red Glove - Red Glove is a NRG SRL brand

Via Emanuele Filiberto 2 20149 Milano (MI) Italy

Game Design: Roberta Marchetta & Giovanni Spadaro

Illustrations: Ferdinando Batistini

Production/Layout: Federico Dumas

The authors want to thank Gabriele Plutino, co-author of the game, Alessandra Cuccia, first big fan of the game and all the friends and family who helped them throughout the creation. The authors dedicate "Goitchai" to little Clementina, their most beautiful project.

Warning: Red Glove would like to point out that all breeds of chickens in the game are real, even the very rare Gallus Domesticus Stultus. Anyone who can find a specimen and send us a photo will receive great honors and thanks!

In this game you will go in search of the rare their eccentric eggs! Whether it's the sophist the free-range *Gallus Domesticus Stultus*, th give the right secret signals to your teammate "Be smarter than a chicken, don't get caught

COMPONENTS



AIM OF THE GAME

In this game you will form Guilds (teams) in precious and eccentric eggs. To do that, turn to give away one of your chickens to the next one from the previous one in an attempt to f the same species. As soon as you have the wi you will have to make it clear to your Guildn your secret signal very casually. The opponer catch even the slightest movement to "catch" under your noses. Bluff, reflexes and a lot of right tools to get the winning egg collection!