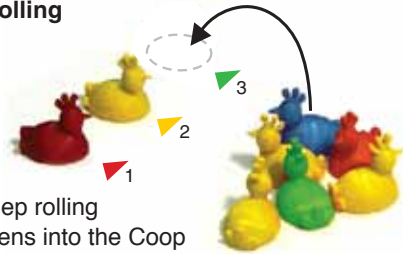


Chicks go BOOM!™ GAME

For 2 to 4
Players
Ages
4 & Up

Then grab another Chicken from your pile to replace it in your row of three. **Note:** You should always have three Chickens in your row until your pile is gone.

- Only the player rolling the Die can toss in Chickens.
- You may only toss in one Chicken per roll.



- Roll again, and keep rolling and tossing Chickens into the Coop until the Die does not match any of the Chicken colors in your row.
- If the Die does not match any of your Chicken colors that are in your row of three, look to the other players and see if the Die matches any of their Chickens in their rows of three. If it does, pass the Die to the first person on your left with a matching color. They get to toss their Chicken into the Coop and then they roll, until the Die no longer matches their Chickens, and so on.
- If the color on the Die does not match any of the players' Chickens, pass the Die to the player on the left and that player begins their turn.

RULES

Contents

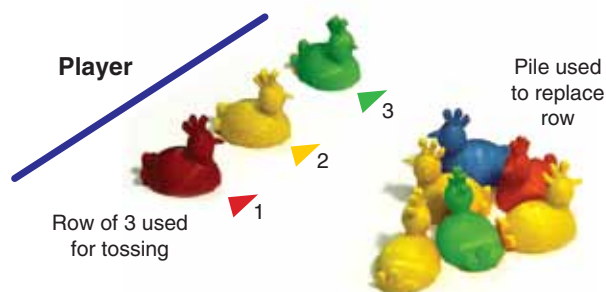
Chicken Coop, 36 Chickens, Die

Object

Toss all of your Chickens in before they go boom!

Set Up

- Set the Coop in the middle of the playing area so everyone can reach it.
- Toss the Chickens into the game box, or a bowl you may have, and mix them up. Each player should randomly take Chickens of varying colors, making sure they're divided evenly between players (with two players, each would have 18 chickens, and so on).
- Each player should pile their Chickens nearby, easily reachable, and **line up three of them in a row directly in front of them**, away from their pile.



The Coop

- When the Coop jumps up and Chickens go boom, the player in possession of the Die must gather the Chickens from the tray, and those that flew off, and **take three** to add to their pile! The rest of the Chickens go out of play.
- If the Die was in the middle of being passed, and it is not clear who had possession, each of those two players takes two Chickens to add to each of their piles.
- The player with the Die starts the madness again by pressing down the Coop and continuing with their turn.
- If it was unclear who possessed the Die, the Die goes back to the one who was passing it and they continue rolling.
- Play continues until one player has gotten rid of all of their Chickens.

Winning

The first player to toss in all of their Chickens is the winner.

- **Hint:** If you can, avoid having multiple Chickens of the same color in your row of three. You will have a better chance of tossing one in if you have three different colors.

Play

- The youngest player starts the madness by pressing down the Coop firmly. This begins the limited play time, so now the first player should hurry and roll the Die and try to toss in Chickens! *You never know when the Coop will jump up!*

The Die

- If the Die matches the color of one of your three Chickens in your row, toss that Chicken into the Coop.

We want your comments about our games, puzzles and toys. Contact us at:

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