Chicken Roundup
A card game by Robert Johnson
Two players - Ages 10 and up

Objective: The chicken yard has been invaded by a fox and your goal is to round up the most chickens from the grid of cards that makes up the play area and send them into your coop.

Game Play Overview: The 104 card deck consists of 100 Chicken cards in 5 colors, 2 Coop cards, 1 Fox card, and 1 Rooster card. The Chicken cards are dual use and either represent chickens in the Chicken Yard or can be used for different actions which are used to manipulate the grid of cards in the play area. The Fox card can catch Chicken cards which can be used for their action. Coop cards are the target that the players are trying to herd chickens toward.

Setup: The play area is called the Chicken Yard. To build the Chicken Yard set aside the Coop, Fox, and Rooster cards and then shuffle together the Chicken cards to make the draw deck. Place 14 cards from the draw deck face up to make three rows in the configuration shown in the diagram below with the outer rows adjacent to the two players.
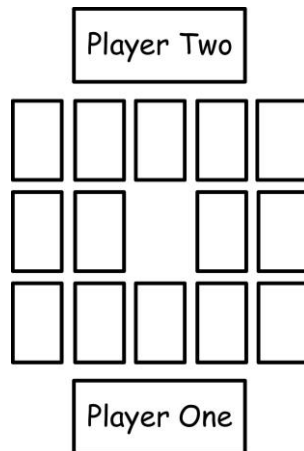

Then take the Fox and Coop cards and form the final configuration shown in the next diagram to complete the Chicken Yard.
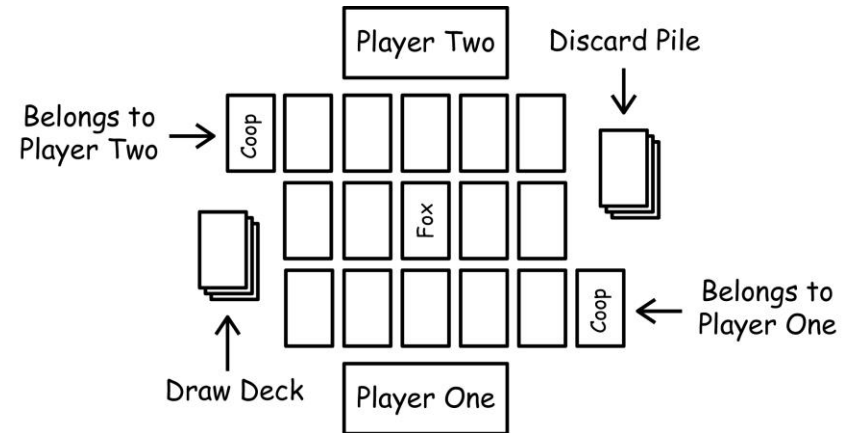
Once the Chicken Yard is set up, deal out 5 cards to each player from the draw deck. Lastly, take the Rooster card and insert it somewhere in the last quarter of the deck.

As can be seen the Chicken Yard consists of 3 rows. The Coop card at the end of the outer row adjacent to a player belongs only to that player and cannot be moved during game play. The Chicken and Fox cards can move around as will be explained later.

Chicken Card Anatomy: The Chicken cards are dual use and show chickens of different colors as well as different actions that can be played to manipulate the grid of cards in the play area. When a Chicken card is in a player's hand it can be played for an action and when a Chicken card is in the play area it acts as a chicken of that color.
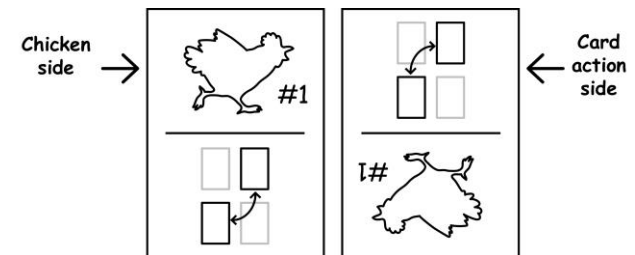
How to Play: During a player's turn they can play up to 2 cards from their hand to either perform the actions on those cards which manipulate the Chicken Yard *or* to catch a Chicken from the Chicken Yard with the Fox. After a player's actions are complete chickens are

sent into the player's coop based on Pecking Order. The Chicken Yard is then replenished with new Chicken cards from the draw deck and the player draws back up to 5 cards. It is then the other player's turn.

Pecking Order: A chicken's color indicates its rank in the Chicken Yard's pecking order which will be important during game play. These rankings are shown below from low to high:

(low) White->Black->Red->Silver->Gold (high)

There are also numbers on the Chicken cards in front of the chicken that indicate the rank of that chicken on the pecking order; the higher the number then the higher their position on the pecking order.

Sending Chickens into a Coop: This is a key part of game play so it will be explained next. When a player is done playing cards from their hand any chicken directly in front of their coop must be 'sent in'. More get sent in if the chickens next in line are arranged in descending pecking order.

How descending pecking order works is when a chicken goes into a coop if there is a chicken directly behind it that is lower in the pecking order it will follow it in. Pecking order chains down the row so multiple chickens can go into a coop at one time. An example of this is if a gold chicken goes into a coop and there is a black chicken and then a white chicken directly behind it the black chicken and white chicken would also be sent into the coop. If the black chicken and the white chicken were in opposite positions then only the white chicken would follow the gold chicken as the black chicken wouldn't follow the white chicken.

Once this is done the Chicken cards that have been sent into the coop are stacked next to the coop for scoring later, any Chicken cards left in the row are shifted over toward the coop, and if the Fox card is in the middle row and has been 'exposed' it is pulled out and placed at the end of the card line in the active player's row. See next diagram for an example of this:

Exposed Fox card placement
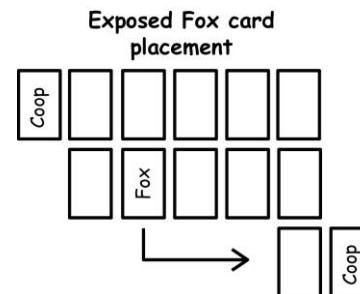
At this point if the Fox card is directly adjacent to the active player's Coop card then the top chicken card is taken from the player's stack of Chicken cards and discarded (so keep an eye on the fox).

Perform Card Actions: Card actions are used to rearrange cards in the Chicken Yard. There are 2 types of actions available on the Chicken cards. The first type is 'diagramed' actions. Cards with diagramed actions show how 2 or more Chicken cards in the Chicken Yard can be rearranged. Only Chicken cards can be moved with diagrammed actions *and not the Fox card*. These actions are bi-directional from left to right even though the diagram may show the action happening in a specific direction. The second type is 'non-diagramed' actions which are more open ended. These actions consist of Farmer Takes Chicken, Dog Chases Fox, Chicken Parade, and Fox Trot.

List of Non-Diagrammed Actions:

-Farmer Takes Chicken. When the 'Farmer Takes Chicken' action is played the player removes *any* Chicken card from the Chicken Yard, discards it, and closes the gap if one is made (which will be explained later).

-Dog Chases Fox: When the 'Dog Chases Fox' action is played the Fox card is picked up and sent to the end of the row. If the row is a player's row then it is place on the end opposite the coop. If it's in the middle row then it is moved to either end of the row. The other cards in the row are then shifted over to fill the gap.

-Chicken Parade: The 'Chicken Parade' action allows chickens that are not in a player's row to follow other chickens into a Coop. As long as the ranks of the pecking order are followed then any orthogonal path can

be used. Any resulting gaps are then closed in and the player's turn is automatically over.

-Fox Trot: When the Fox Trot action is played then the player can take the Fox card and catch any chicken in the chicken yard if it has the same color as the chicken on the action card. The captured card then goes into the player's hand, the Fox is moved to the location of the captured chicken and any resulting gap is closed

-Catch a Chicken with the Fox: Instead of playing a Chicken card from their hand players can instead catch a Chicken card in the Chicken Yard that is adjacent to the Fox card in either the same row or column. To do this the player discards any card from their hand, takes the 'captured' Chicken card, and places it in their hand. The Fox card is then moved into the open spot where the Chicken card was located and any resulting gap is then filled in. This action counts as one of the player's actions and the captured Chicken card can be used on that turn if the player has an action left.

Closing Gaps in the Rows: When certain actions are done gaps may result in the rows and are closed right away. A gap is defined as an open space with cards on *both* sides (including the coop card). Open spaces at the end of a row are left alone for the time being. To close a gap the cards on one side of the gap are shifted over (including the Fox card). If there is a gap in an outer row cards are always shifted toward the coop. If there is a gap in the middle row then the active player decides to shift cards either to the left or right. See next diagram for examples of this:

Gap to fill in
↓

← **Not a gap**

↑
Gap to fill in
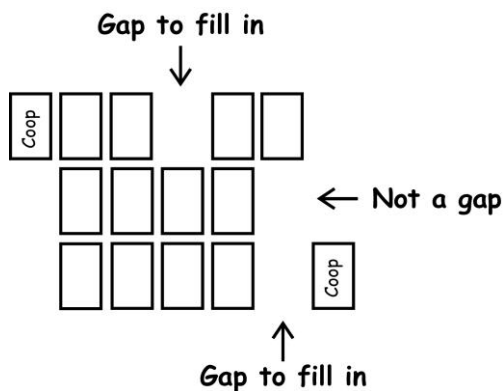
Replenish the Chicken Yard: When a player's turn is over the empty spaces at the end of any rows are replenished with cards drawn from the draw pile going from the far row to the middle row and lastly the row adjacent to the player. Then the player draws their hand back up to five cards.

End of game: The game is played over several rounds until the Rooster card is drawn from the draw deck. When this happens, the Rooster card is set aside, one more round is played after the current round is finished and then the game is over. Points are then scored.

Scoring: Each chicken in a player's coop is worth one point and the player with the most points is the winner. If there is a tie then the player with the most gold chickens wins. If still a tie then the most silver chickens and so on until the winner is determined.

Diagramed Actions:
(cannot be used on the fox)
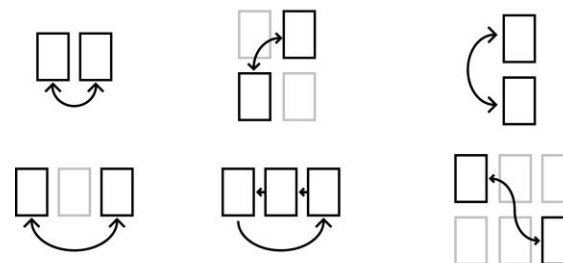
Non-Diagramed Actions:

Farmer Takes Chicken

A Chicken card is taken from the Chicken yard and discarded

Dog Chases Fox

A Fox card is moved to the end of a row and cards are shifted over

Chicken Parade

A line of touching Chicken cards enters a coop. Turn is immediately over when played

Fox Trot

A Fox card catches any Chicken card in the Chicken yard that matches the chicken color on the action card.

*Fox Catches Chicken

A card is discarded from the player's hand and a Chicken card is captured by a Fox card