



Don't Count Your Chickens!

A Bidding and Collecting Game by Matthew Gravelyn



2-5 Players



Ages 8+



20 - 30 Min.



Overview

Welcome to the Great Chicken Auction!

In *Don't Count Your Chickens!* you are the proprietor of an up-and-coming chicken purchasing company. You will manage money and direct your buyers to bid on baskets of eggs and chickens which can be collected into valuable sets. You will also have the option to sell back your eggs and chickens to the auction to make some extra cash, as well as having your buyers take special actions to obtain more information or swap chickens to make even more enticing baskets. Place your buyers carefully and you'll become the premier chicken magnate for the entire county!

Components

- 54 Egg/Chicken Cards
- 18 Basket Cards
- 25 Buyers Cubes in 5 colors
- 35 Money Tokens
 - \$1 x 25
 - \$5 x 10
- 1 First Player Token

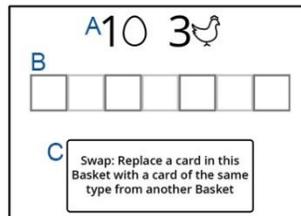
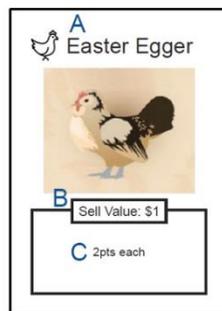


Card Types

Egg/Chicken Card - Cards representing both the Eggs and Chickens. Referred to as an Egg when face down and a Chicken when flipped face up, or Hatched. Denotes the Chicken Breed, the rules for scoring sets of this Breed, and the Sell Value it can be bought or sold for.

Basket Card - Represents the lot of Eggs and Chickens players will bid on. Denotes how many Eggs and Chickens are included as well as special actions players may take. The Bid Track represents the available spaces for Buyers to line up and bid on the Basket (more on this in the Bidding Phase).

- Chicken Card**
- A) Breed
 - B) Sell Value
 - C) Scoring Rules



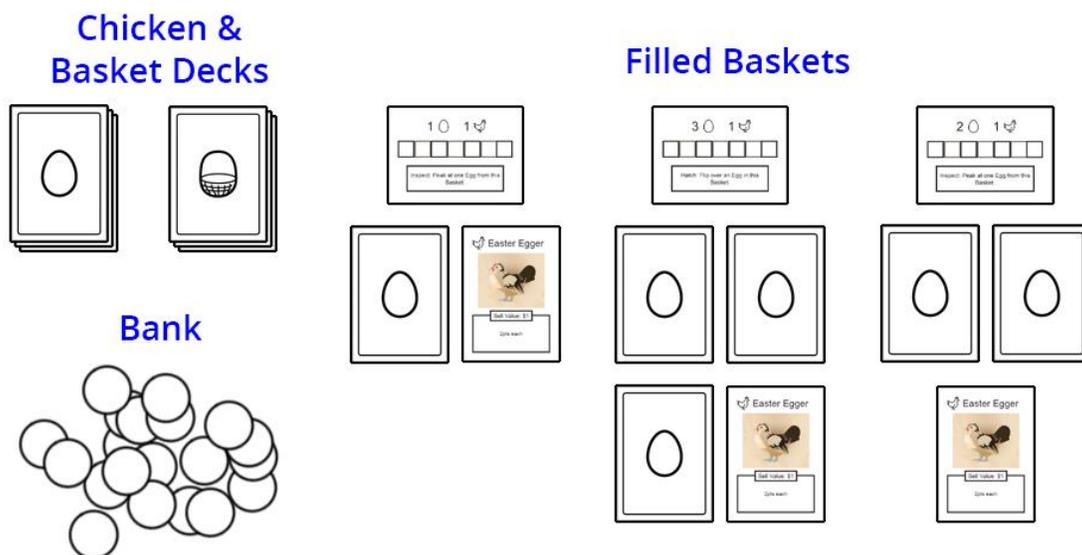
- Basket Card**
- A) Egg/Chicken Count
 - B) Bid Track
 - C) Basket Action

Setup

Each player takes the 5 Buyers Cubes and \$12. Place the remaining Money Tokens in the center of the table to form the Bank.

Deal 3 Basket Cards in a line, then deal a number of Eggs and Chickens as indicated on each Basket Card.

The player who most recently ate eggs takes the First Player Token and starts the first round.



Gameplay

The game is played over a number of rounds equal to the number of players, allowing each player to have the First Bidder Token once. Each round is divided into three phases:

1) Action Phase

Beginning with the first player, take turns placing one Buyer at a time. Continue clockwise until each player has placed all of their Buyers. You can place a Buyer in the following ways:

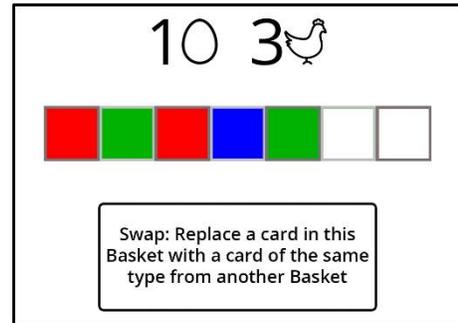
- **Assign a Buyer:** Place a Buyer on the next available space on the Bid Track.
- **Take an Action:** Place a Buyer on a Basket Action and perform the action.
 - **Inspect:** Peek at an Egg in this Basket.
 - **Hatch:** Flip over an Egg in this Basket.
 - **Bribe:** Buy a Chicken from this Basket for its Sell Value. Chickens without a Sell Value cannot be bought.
 - **Swap:** Replace a card in this Basket with a card of the same type (Egg or Chicken) from another Basket.
- **Receive Funds:** Place a Buyer at the Bank and take \$2.

After each player has placed all of their Buyers, move on to the Bidding Phase.

2) Bidding Phase

Baskets are auctioned from left to right. The Buyer that is furthest down the Bid Track makes the opening bid or passes. Each successive Buyer may make a higher bid or pass. New bids must be at least \$1 more than the previous high bid. The player who offers the most money for the Basket wins the Basket's contents. Once won, Chickens remain face up. Eggs won remain face down until the end of game scoring or they are sold during the Selling Phase.

Example (right): During the Bidding Phase, the first Green Buyer makes the opening bid of \$3. The Blue Buyer increases the bid to \$4. The first Red Buyer chooses to pass. The second Green Buyer chooses to pass as well. The second Red Buyer increases the bid to \$5 and wins the Basket.



After all Baskets up for auction have been sold, replace each of them with a new Basket from the Basket Deck, filling it with Chickens and Eggs accordingly.

Baskets that are not sold, either because all players passed or no Buyers were placed on the Bid Track, remain up for auction in the next round; they are not replaced with a new Basket.

Players collect all of their Buyers at this point. If this is the last round of the game, skip the Sell Phase and move immediately to Scoring.

3) Selling Phase

Players may optionally, in turn order, choose any number of Eggs and Chickens to sell to the Baskets. When selling Eggs or Chickens, you may choose which Basket to sell each Egg and Chicken to.

- **Eggs** are always sold for \$1 and are flipped over to the Chicken side after being sold.
- **Chickens** have a Sell Value printed on the cards. Chickens without a Sell Value may not be sold.

The First Player Token is passed to the next player clockwise and a new round begins.

Scoring

After the last round, all players flip over their Eggs and score their Chickens based on the following sets:

- **Easter Egger:** 2pts each
- **Ameraucana:** 1 = 1pt total, 2 = 3pts total, 3 = 6pts total, 4 = 10pts total, or 5+ = 15pts total
- **Maran:** 3+ = 8pts total, 6+ = 16pts total
- **Leghorn:** Most = 12pts total, 2nd Most = 6pts total (ties share points)
- **Malay:** -2pts each
- **Rooster:** 1 = 15pts total, 2 = 7pts total, 3+ = 0pts

The player with the most points is the winner. If there is a tie, the player with the most money breaks the tie.

