




Ravensburger® Game No. 21 817 2
A Game of Egg Chuckin' & Chicken Duckin'
For 2 – 4 Players, Ages 4 and Up

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Contents:

- 1 Hen House with Bales of Hay
- 1 Nest with Rooster & Egg Chute
- 4 Obstacles (1 Milk Jug, 1 Barrel, 1 Bucket, 1 Watering Can)
- 12 Hens (each wearing different head gear: hat, cap, & helmet)
- 2 Symbol Dice
- 1 Egg

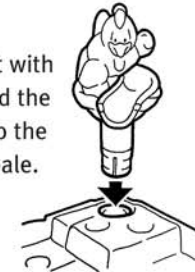
 **A real rooster ruckus is going on in the hen house! That rascal rooster got in and took over the nest. Can your hens duck and dodge their way back up to the nest to save their eggs while that rooster is chucking eggs at them?**

Object of the game

Be the first to reach the nest with one of your hens to win.

Preparation

- Apply the rubber feet to the four corners on the underside of the game.
- Place the game in the middle of the table.
- Insert the nest with the rooster and the egg chute onto the topmost hay bale.



- Place the milk jug, the barrel, the bucket, and the watering can onto the game as shown in the photograph on the bottom of the box.
- Choose your team of hens. Three hens of one colour make up a team.



- Place your team of three hens onto any three spaces on the brown plank floor.
- Have the dice and the egg ready for play.

Let's play!

The youngest player starts and game play continues in a clockwise direction.

On your turn, roll both dice. There are hats on one die, while on the other die you'll also see a rooster's head. You have the following options:

- **Both dice show a hat**

Example:



For each die that shows a hat, the player moves their hen with that hat on by one hay bale level upwards. If two different hats are rolled, then the player can move each of those two hens up one level. If two of the same hat are rolled, then that hen can be moved two levels up.

Example:



Remember -

On your turn, you can choose onto which free space on the hay bale level to put your hen. A hen cannot be moved to a space that is already occupied by another hen. If all of the spaces on a level are occupied, you can move another player's hen down a level and take their space. Beware! Some spaces are safer than others! You can best protect yourself from flying eggs behind the watering can, the barrel, the milk jug, or the bucket!

- Only one of the dies rolled shows a hat and the other shows the rooster head

Example:



You do the following two things in exactly this order:

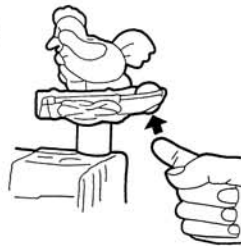
1. Move your hen, wearing the hat shown on the die, up one level.
 2. Now take on the role of the rooster and throw an egg at the hens.
- Your challenge is to try to hit one of the other players' hens.

How does the egg get thrown?

Place the egg into the indentation at the upper end of the egg chute. To aim, turn the rooster so that the opening of the egg chute is directed at the hen you wish to hit.



You release the egg by pressing it out of the indentation with your finger as shown in the diagram and it will roll out!



It's not that easy to hit the hens. Because of its shape, the egg could roll anywhere.

Hit or miss?

If you hit one or more hens, so that they fall over or down a level, you then place those hens on the next available space closest to where they fell. If all the spaces are occupied on that level, the hen is placed on a space one level down. This is also the case if you hit one of your own hens.

Whether you hit any hens or not, your turn is now over and it's the next player's turn.

End of the game

The winner is the first player to reach the final space on the rooster's back with one of their hens.

To get from the last level onto the rooster's back, the correct hat style has to be rolled.

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