RULE BOOK

DON'T COUNT YOUR CHICKENS

THE DARK IMP

INTRODUCTION

Emboldened by competitive gardening, your neighbourhood develops a new obsession: domestic fowl. You want to gather the most valuable flock, but your research has been, well, paltry. The market is unpredictable. Will it be chickens, turkeys or roosters that gives the greatest return? Discover how much each bird is worth, while building your collection. Who will win the feathered crown and who will end up with egg on her face?

2 - 4 players

20 - 30 minutes

HOW TO PLAY VIDEO
TheDarkImp.com/games/
DontCountYourChickens

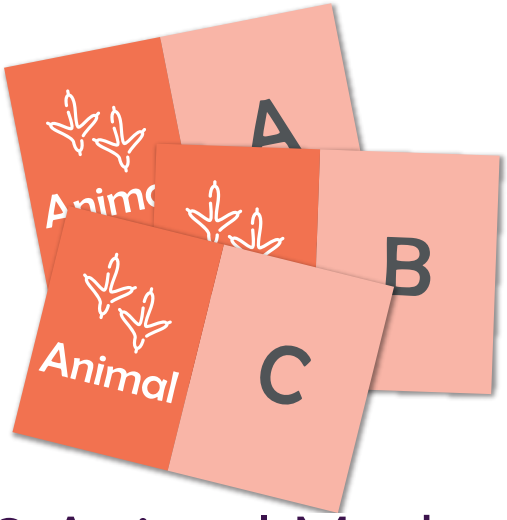
COMPONENTS

15 Rule Cards

7 Action Cards

4 Show Pen Cards

3 Animal Cards



3 Animal Marker Cards

4 Rule Marker Cards

1 Coop Card

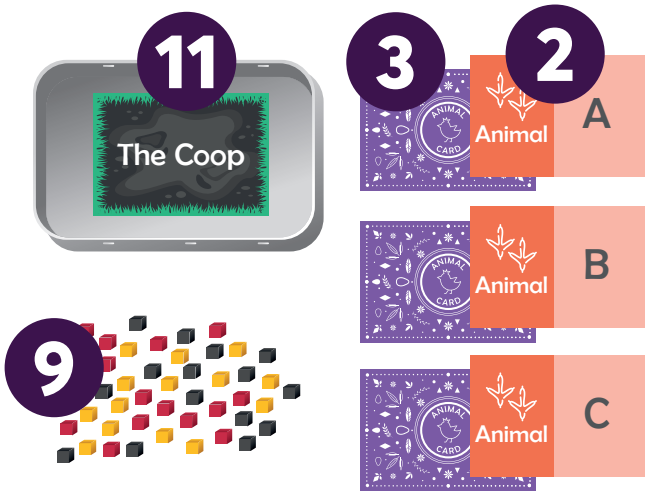
8 Character Cards

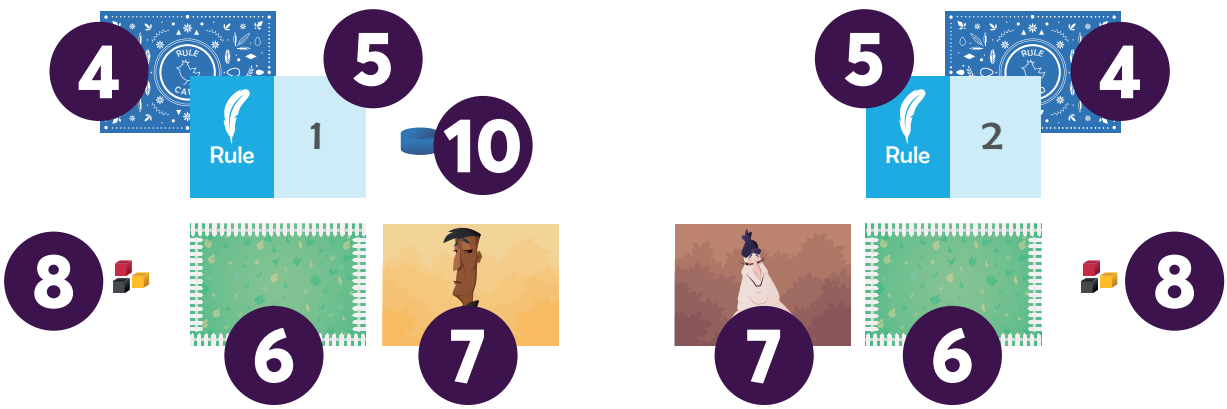
60 Animal Cubes

1 Starting Player Token

SET UP

6
7
8
4
5
Rule
4
7
6
8
5
Rule
3
5
4


11
The Coop
3
2
Animal
A
Animal
B
Animal
C
9
1
PAY one anima
to TAKE three o
type from the m
PAY
two animals to the coop
to TAKE three of another
type from the market
TAKE
all of one animal type
in the coop
TAKE
three random animals
from the coop
LOOK
at another player's rule
or animal card and PAY
one animal of your choice
SWAP your rule or animal
with one in the centre and
MOVE the first player token
TAKE
two animals
from the market


4
5
Rule
1
10
5
4
Rule
2
8
6
7
7
6
8

- Place all 7 **action cards** face up individually, so that each one is showing ❶. **Action cards** of the same colour background are similar and should be placed next to each other.

- Place the **animal marker cards** next the **action cards** individually ❷. Shuffle the three **animal cards** and randomly place one face down under each of the **animal marker cards** without looking ❸.

- Separate the **rule cards** into sets of the same type (A, B, C, D). Randomly choose one set (A, B or C) to remove from the game. Set D is always in the game; therefore each game is played with three sets of rules.

- At random and without looking, take two cards from Set D and one

card from each of the other sets. Remove the remaining cards from the game without looking at them - you will not need these again. You should now have four **rule cards**. Shuffle these four **rule cards** and place one in front of each player. In a 2-player game, you will have 2 **rule cards** remaining. In a 3-player game, you will have 1 **rule card** remaining. Put these remaining **rule cards** face down next to the **animal cards** in the centre of the table. Cover all four **rule cards** 4 with a **rule marker card** to indicate the rule number 5 . Each player may always look at the **rule card** that is in front of her.

- Give each player a **show pen card** 6 and a **character card** 7 . These are placed on the table in front of each player. Each player should have a different **character card**. In a

2-player game, give each player two identical **character cards**.

- Select the correct number of **animal cubes** for your player count.
  - In a 2-player game, use 42 **animal cubes** (14 of each colour).
  - In a 3-player game, use 51 **animal cubes** (17 of each colour).
  - In a 4-player game, use all 60 **animal cubes** (20 of each colour).

Give each player one **animal cube** of each colour. This forms the start of each players *flock* 8 and place the remaining **animal cubes** in reach of all players to form a *market* 9.

- Randomly select the starting player and give this player the **starting player token** 10.

- Place the **coop card** inside the empty game tin 11.

OBJECT OF THE GAME

Each player acquires **animal cubes**, with the aim of gathering a prize flock. Yellow cubes represent chickens, red cubes represent roosters and grey cubes represent turkeys. However, the value of each animal type is hidden and can only be discovered by looking at information on the **rule cards** and **animal cards**. A player may always look at the **rule card** or **animal card** in front of her. To look at the other cards, players must use the actions to swap **rule cards** or **animal cards** with those in the middle or pay another player to take a peek at her **rule card** or **animal card**. Players are allowed to write information down as they discover it. The player with the most valuable brood at the end of the game is the winner.

HOW TO PLAY

GAME STRUCTURE

The game is played over a series of quick rounds.

ON EACH ROUND

- Each player secretly chooses one **animal cube** from her current flock, which she conceals in her hand. If a player starts the round with no **animal cubes**, she skips this action. **Animal cubes** are revealed simultaneously. Each player who has selected the same colour **animal cube** as another player, loses her cube. Lost **animal cubes** are placed in the *coop*. Any player holding a uniquely coloured **animal cube** places it on her **show pen card**. Each player who has an **animal cube** on her **show pen card may** select an additional **animal cube**

from the *market* to add to her flock. She may not choose the same type of animal as the one on her **show pen card**. Qualifying players select **animal cubes** in player order. Except when a player is selecting an **animal cube** to place on her **show pen card**, her flock remains on view at all times.

- Beginning with the starting player and moving clockwise around the table, each player places her **character card** on top of one of the **action cards** and immediately takes the corresponding action (see the "Possible Actions" section). Each player may only choose uncovered actions that have not yet been selected by another player. In a 2-player game, players alternate in taking actions.

- When taking actions, the player must pay attention to the type of **animal cube** she has on her **show pen**

card. She may not use this type of animal for any part of an action for the duration of her turn. For example, if a player has a red rooster on her **show pen card**, she may not pay for actions using roosters nor may she receive roosters from any action. This restriction always applies unless the action says otherwise.

- If there are not enough **animal cubes** in the *market* or the *coop* for a player to fully complete an action, she should execute the action as far as possible. For example, if selecting the "Take three random animals from the coop" action when only two **animal cubes** exist within the *coop*, the player takes just those two.

- In a 2-player game, each player takes two actions per round. In a 3 or 4-player game, each player takes just one action per round.

- When all actions are complete, each player takes back her **character card**(s) and, if applicable, moves the **animal cube** on her **show pen card** back into her flock.

Note: At any time, a player may look at the **rule card** that she has in front of her.

POSSIBLE ACTIONS

Take two animals from the market: The player takes two **animal cubes** from the *market*. She may take two of the same type of animal or two different types of animal. She may not take the same colour **animal cube** as the one on her **show pen card**.

Pay one animal to the coop to take three of another type from the market: The player puts one of her own **animal cubes** into the *coop* and takes three **animal cubes** of a

different type from the *market*. She may not pay with or take the same colour **animal cube** as the one on her **show pen card**.

Pay two animals to the coop to take three of another type from the market: The player puts two of her own **animal cubes** of the same type into the *coop* and takes three animals of a different type from the *market*. She may not pay with or take the same colour **animal cube** as the one on her **show pen card**.

Look at another player's rule or animal and pay one animal of your choice: The player looks at a **rule** or **animal card** that is in front of another player. She then selects an **animal cube** of her choice from her own flock and gives it to this other player. The receiving player may not negotiate which animal should be given and cannot refuse to take the animal.

Swap your rule or animal with one in the centre and move the first player token: The player swaps the **rule card** or **animal card** that is in front of her with a different **rule card** or **animal card** from the centre of the table. She may look at the new card immediately. When **rule cards** and **animal cards** are swapped they always retain their original **rule** or **animal marker card**. **Rule cards** and **animal cards** will be swapped during the game, so even if there isn't a **rule card** in the middle of the table at the start of the game, there will be at some point. After swapping the **rule card**, the player moves the **first player token** to the player on her left. Any player taking this action will be the last player in the next round.

Take all of one animal type in the coop: The player takes all of one type of **animal cube** from the *coop*. She

may not take the same colour **animal cube** as the one on her **show pen card**.

Take three random animals from the coop: The player closes her eyes and shuffles the **animal cubes** within the *coop*. Still with eyes closed, the player puts her hand into the *coop* and removes three **animal cubes** at random. For this action, there are no restrictions about the type of animal taken.

END GAME

When one of the three types of **animal cube** is no longer available from the *market* or *coop*, this round will be the last. Even if this type of **animal cube** becomes available later in the turn, there will be no further rounds. Players who have not yet taken an action this turn, still do so.

SCORING

- Reveal all **rule cards** and **animal cards** to calculate the point value of each animal.
- The animal with the lowest value always scores 1 point. Work out which animal has the lowest value, assign that animal a value of 1 and work out the values of the other animals from there.
- Rule D cards all have a number in the top left hand corner. These rules must be applied in numerical order. For example, if rule 5 and rule 8 are in play, rule 5 is applied first, then rule 8.
- After scoring, if two or more players are tied, the player with the most **animal cubes** is the winner. If there is still a tie, the player with the most of the highest value animal is the winner. If there is still a tie, the tied players share the victory.

RULE CARDS

A1 - Animal A is worth twice Animal B: Animal A has double the value of Animal B. For example, if Animal B is worth 1 point, Animal A is worth 2 points.

A2 - Animal B is worth twice Animal A: Animal B has double the value of Animal A. For example, if Animal A is worth 1 point, Animal B is worth 2 points.

B1 - Animal A is worth twice Animal C: Animal A has double the value of Animal C. For example, if Animal C is worth 1 point, Animal A is worth 2 points.

B2 - Animal C is worth twice Animal A: Animal C has double the value of Animal A. For example, if Animal A is worth 1 point, Animal C is worth 2 points.

C1 - Animal B is worth twice Animal C: Animal B has double the value of Animal C. For example, if Animal C is worth 1 point, Animal B is worth 2 points.

C2 - Animal C is worth twice Animal B: Animal C has double the value of Animal B. For example, if Animal B is worth 1 point, Animal C is worth 2 points.

D1 - The player with the fewest number of Animal A swaps these with the player who has the most. In a tie, no swap occurs: Each player counts how many **animal A cubes** she has. The player with the greatest amount swaps all her **animal A cubes** with the player with the fewest.

D2 - The player with the fewest number of Animal B swaps these with the player who has the most. In a tie, no swap occurs: Each player counts how many **animal B cubes** she has. The player with the greatest amount swaps all her

animal B cubes with the player with the fewest.

D3 - The player with the fewest number of Animal C swaps these with the player who has the most. In a tie, no swap occurs: Each player counts how many **animal C cubes** she has. The player with the greatest amount swaps all her **animal C cubes** with the player with the fewest.

D4 - All players discard the animal type they have in the greatest number: Each player counts how many of each type of **animal cube** she has, to establish which animal she has most of. She then removes all of the **animal cubes** of this type from her flock.

D5 - The player with the fewest animals takes two animals of her choice from the market or coop. In a tie, no animals are taken: Each player counts her total number of **animal cubes**. The player

with the fewest **animal cubes** (including zero) in her flock, may choose to take up to two more animals - either from the *market*, or the *coop*, or one from each. This player is not required to take more **animal cubes** if she prefers not to.

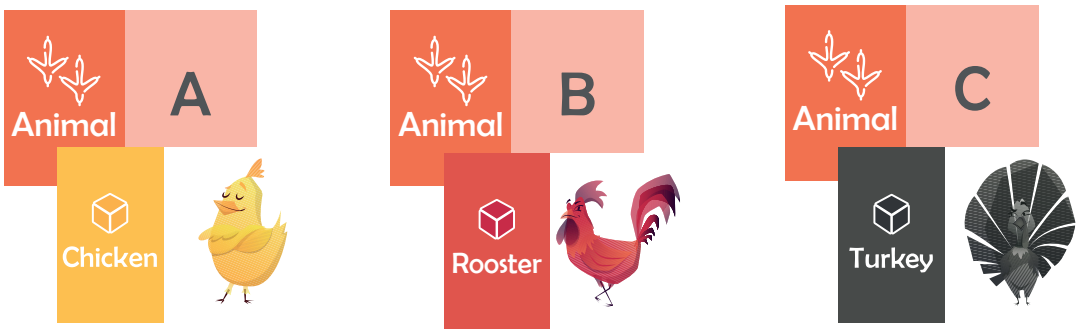
D6 - The player with the greatest number of Animal A scores negative points for these animals: Each player counts how many **animal A cubes** she has. The player with the greatest amount scores negative points instead of positive for all of these animals. In a tie, both players score negative points for these animals.

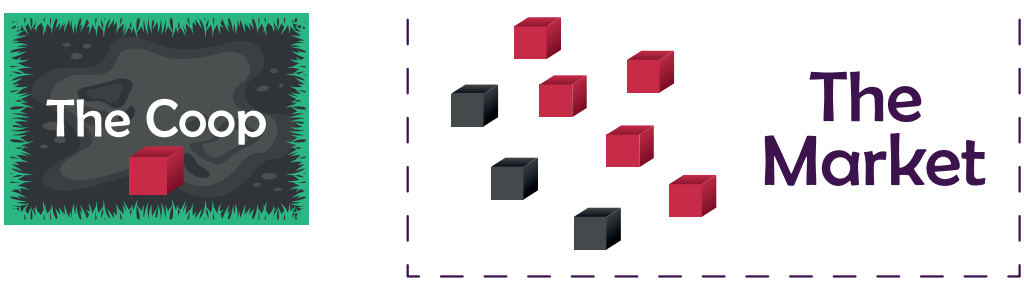
D7 - The player with the greatest number of Animal B scores negative points for these animals: Each player counts how many **animal B cubes** she has. The player with the greatest amount scores negative points instead of positive for all of these animals. In a tie, both players score negative points for these animals.

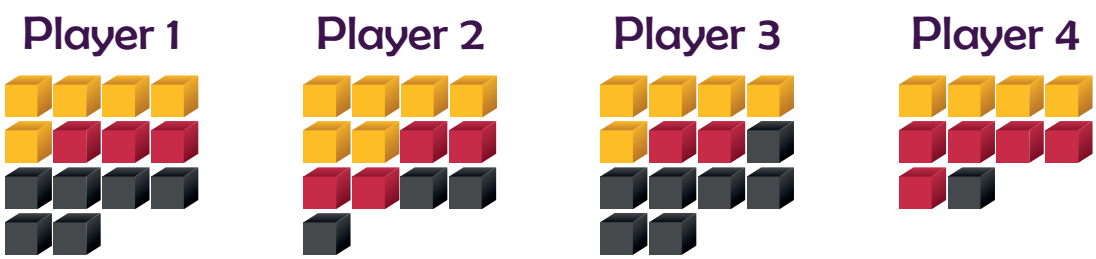
D8 - The player with the greatest number of Animal C scores negative points for these animals: Each player counts how many **animal C cubes** she has. The player with the greatest amount scores negative points instead of positive for all of these animals. In a tie, both players score negative points for these animals.

D9 - Any player who has exactly the same number of all animals doubles her final score: Each player counts how many she has of each animal. Any player who has exactly the same number of each of the types of animals in her flock doubles her final score. A player who only has two animal varieties may still benefit from this bonus if both of the animals are in equal number. A player who only has one animal variety may also still benefit from this bonus.

SCORING EXAMPLE







Rule 1: A1
Animal A
is worth twice Animal B

Rule 2: D4
All players discard the animal type they have in the greatest number

Rule 3: D7
The player with the greatest number of Animal B scores negative points for these animals

Rule 4: C1
Animal B
is worth twice Animal C

The **rule cards** marked Rule 1 and Rule 4 reveal that Animal C is the least valuable animal and is therefore worth 1 point. The other animal values can be calculated from that.

Animal A: Chickens	4 points
Animal B: Roosters	2 points
Animal C: Turkeys	1 point

Rule 2 is applied. Rule 2 requires that players discard the animal type that they have most of prior to scoring. Player 1 and Player 3 discard turkeys. Player 2 discards chickens. Player 4 discards roosters.

Rule 3 is applied. Rule 3 states that the player with the most of animal B, scores negative points for these animals. In this game, roosters are Animal B. Player 2 has the most roosters remaining. Player 2

therefore scores negative points for her roosters. Each player then scores the remaining animals in her flock.

- Player 1

5 chickens & 3 roosters
(5 x 4) + (3 x 2) = 26 points

- Player 2

4 roosters & 3 turkeys
(4 x -2) + (3 x 1) = -5 points

- Player 3

5 chickens & 2 roosters
(5 x 4) + (2 x 2) = 24 points

- Player 4

4 chickens & 1 turkey
(4 x 4) + (1 x 1) = 17 points

Player 1 is the winner.

DON'T COUNT YOUR CHICKENS

Game Designer: Ellie Dix
Artist: Anastasia Cartovenco
Graphic Designer: Marina Tsareva

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