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 give 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 their face?

2 - 4 players

20 - 30 minutes

HOW TO PLAY VIDEO
TheDarkImp.com/games/
DontCountYourChickens

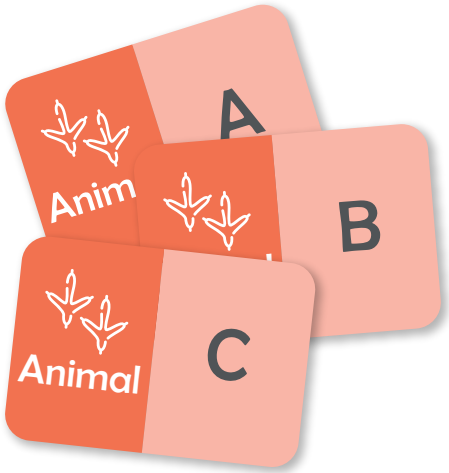
COMPONENTS

15 Rule Cards

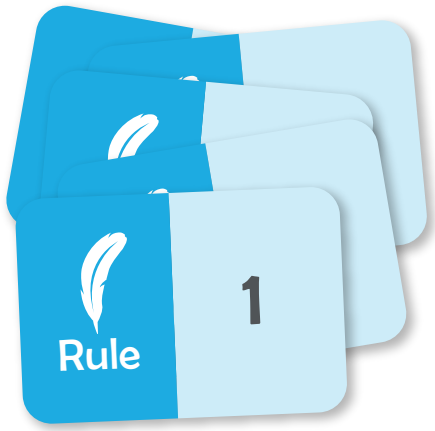
7 Action Cards

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

Rule
4
Rule
3
11
The Coop
3
2
Animal
A
Animal
B
Animal
C
9
1
PAY one animal
to TAKE three
type from the
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
Rule
2
8
6
7
Place your chosen animal cube here!
But if your animal cube is the same
colour as another player's animal
cube, place it in the coop instead.

- 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 to 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 them.

- 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 player's *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**. The players may always look at the **rule card** or **animal card** in front of them. 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 their **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 their current flock, which they conceal in their hand. If the players start the round with no **animal cubes**, they skip this action. **Animal cubes** are revealed simultaneously. Each player who has selected the same colour **animal cube** as another player, loses their cube. Lost **animal cubes** are placed in the *coop*. Any player holding a uniquely coloured **animal cube** places it on their **show pen card**. Each player who has an **animal cube** on their **show pen card may** select an additional **animal**

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

- Beginning with the starting player and moving clockwise around the table, each player places their **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 players must pay attention to the type of

animal cube they have on their **show pen card**. They may not use this type of animal for any part of an action for the duration of their turn. For example, if the players have a red rooster on their **show pen card**, they may not pay for actions using roosters nor may they 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, they 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 their **character card**(s) and, if applicable, moves the **animal cube** on their **show pen card** back into their flock.

Note: At any time, the players may look at the **rule card** that they have in front of them.

POSSIBLE ACTIONS

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

Pay one animal to the coop to take three of another type from the market: The players put one of their own **animal cubes** into the *coop* and take three **animal cubes** of a different

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

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

Look at another player's rule or animal and pay one animal of your choice: The players look at a **rule** or **animal card** that is in front of another player. They then select an **animal cube** of their choice from their own flock and give 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 players swap the **rule card** or **animal card** that is in front of them with a different **rule card** or **animal card** from the centre of the table. They 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 players move the **first player token** to the player on their 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 players take all of one type of **animal cube** from the *coop*. They

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

Take three random animals from the coop: The players close their eyes and shuffle the **animal cubes** within the *coop*. Still with eyes closed, the players put their hand into the *coop* and remove 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. It is possible for more than one animal to have the same value.
- 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** they have. The player with the greatest amount swaps all their **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** they have. The player with the greatest amount swaps

all their **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** they have. The player with the greatest amount swaps all their **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** they have, to establish which animal they have most of. They then remove all of the **animal cubes** of this type from their flock.

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

with the fewest **animal cubes** (including zero) in their 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 they prefer not to.

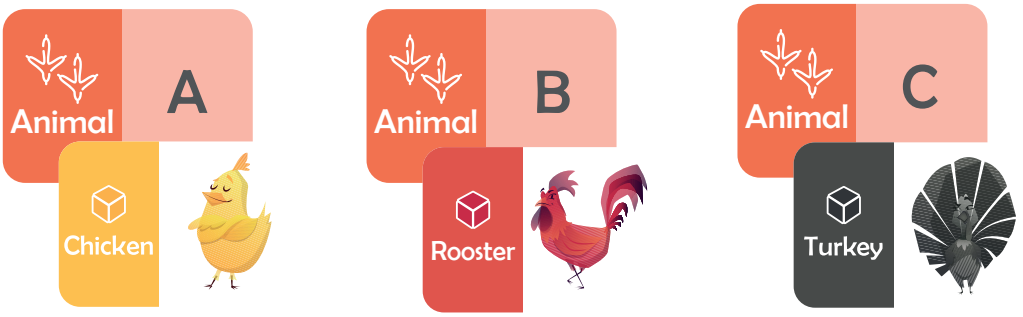
D6 - The player with the greatest number of Animal A scores negative points for these animals: Each player counts how many **animal A cubes** they have. The player with the greatest amount scores negative points instead of positive for all of these animals. In a tie, both players score negative points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

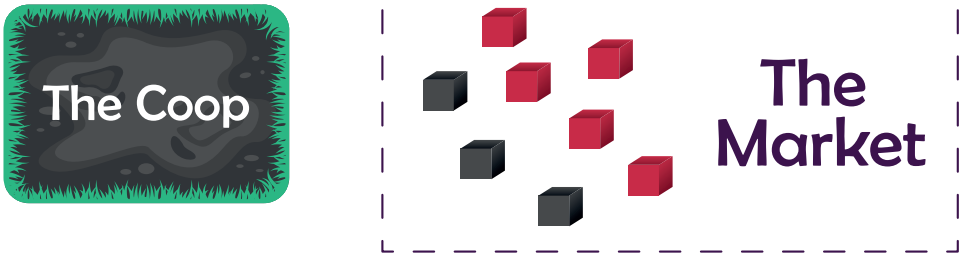
D7 - The player with the greatest number of Animal B scores negative points for these animals: Each player counts how many **animal B cubes** they have. The player with the greatest amount scores negative points instead of positive for all of these animals. In a tie, both players score negative points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

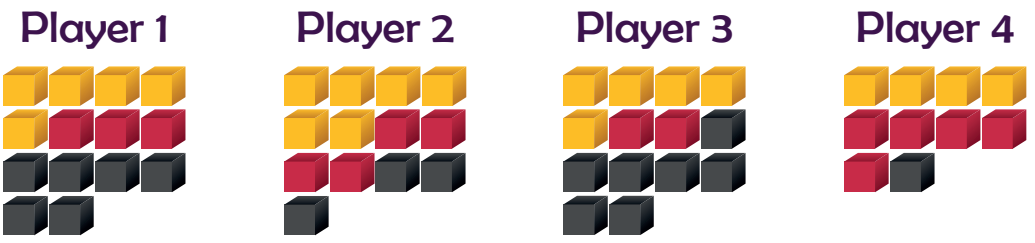
D8 - The player with the greatest number of Animal C scores negative points for these animals: Each player counts how many **animal C cubes** they have. The player with the greatest amount scores negative points instead of positive for all of these animals. In a tie, both players score negative points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

D9 - Any player who has exactly the same number of all animals doubles their final score: Each player counts how many they have of each animal. Any player who has exactly the same number of each of the types of animals in their flock doubles their 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 their roosters. Each player then scores the remaining animals in their 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

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