

# FEIGES HAHN!

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8 years and up

2-5 players

About 15 minutes

## The idea of the game

Which of you at the table is most likely to chicken out? Find out!

One by one, you turn over cards from your pile and hope that your card matches. Do you dare to turn over another card and risk collecting all the cards from the middle? They earn you penalty points. Or would you prefer to play it safe and take the top card into your pile instead? But then someone shouts "Chicken!" – and suddenly the decision is much trickier.

## Game materials

48 cards (2x each of the values 1 to 8 in the colors pink, blue, and yellow):



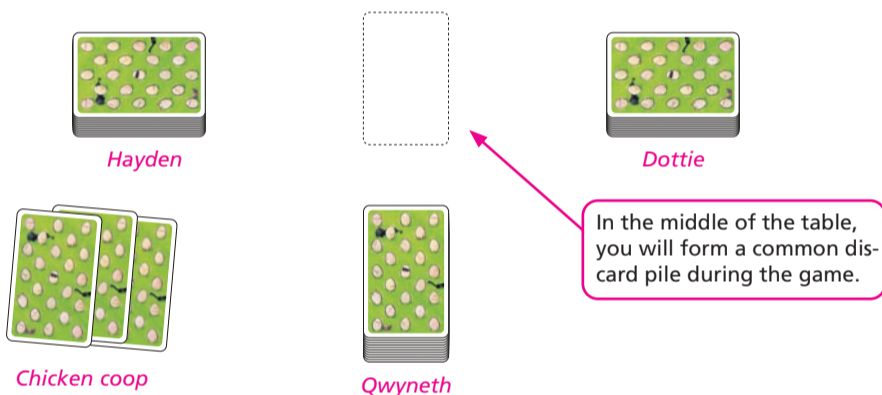
## Setup

Shuffle all the cards and put 3 of them aside without looking at them. These cards are the **chicken coop**, and they determine which values will earn you penalty points at the end of the round.

Deal out the remaining cards evenly between all the players face down. If there are any cards left over, put them back in the box. Form your own draw pile from your cards without looking at them, and hold it face down in your hand. This is your personal chicken pile.

Have a pen and paper ready to write down your penalty points.

*Game setup for 3 players*



## Gameplay

Whoever is best at clucking like a chicken starts the game. You play in turns going clockwise. When it is your turn, you carry out 1 of the following 2 actions:

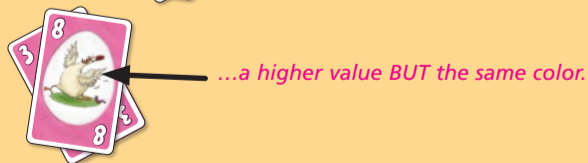
- Turn over a card
- Take a card

### Turn over a card

Turn over the top card of your chicken pile and place it face up on the common discard pile. If this is the first card in the discard pile, nothing happens. If there are already cards in the discard pile, you compare the card you just discarded with the card directly under it:

If the card you just discarded has the **same or lower value** and/or the **same color** as the card under it, you got lucky and nothing happens.

*Example: Lucky you! The revealed card has...*



Does the card you just discarded have a **higher value AND** a **different color** than the card under it? Then you are out of luck and have to collect **all the cards** in the discard pile.

Take a look at the collected cards and decide whether you want to:

- Slide the collected cards under your chicken pile
- or
- place the collected cards face down next to you as a penalty-point pile.

The cards in your penalty-point pile remain face down next to you until the end of the round. You are not allowed to put them under your chicken pile later.

*Tip:* Are there a lot of high values in the collected cards? Or are there only a few cards left in your chicken pile? Then it might be worth putting your collected cards on your penalty-point pile. This allows you to turn over fewer high cards or to end the round more quickly so the other players can no longer get rid of their cards.

Then start the discard pile again by turning over the top card of your chicken pile.

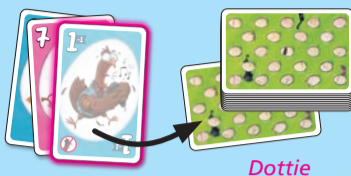
**Example:** Qwyneth places a blue 5 on the yellow 3. Since her card has both a higher value and a different color, she must take the entire discard pile. She decides to place the cards next to her as a penalty-point pile. She then starts a new discard pile with the top card from her chicken pile.



## Take a card

Is it too risky for you to turn over a card and possibly have to take the entire discard pile? Then take the top card from the discard pile and slide it under your chicken pile. After that, your turn is over. If there are no cards in the middle of the table, you **must** turn over a card.

**Example:** Dottie decides to take the top card of the discard pile and place it under her chicken pile. Then it is Hayden's turn and, with the 7 on the discard pile, she has a better chance of revealing a matching card.



After you have performed your action, the player to your left takes their turn.

## Chicken!

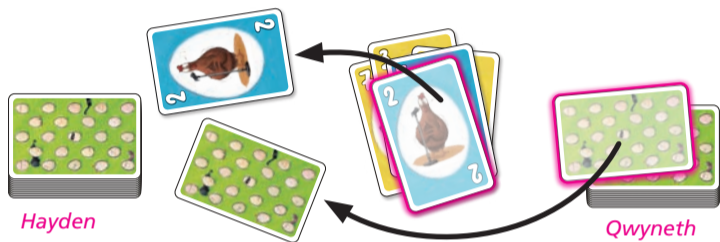
If it is your turn and you have **not yet** carried out your action, everyone else has the chance to shout "Chicken!" at you. Whoever shouts the fastest challenges you:

If you decide to **Take a card**, the challenging player was right and you are indeed a chicken. This player gives you the top card from their chicken pile, face down. Slide this card together with the card you took from the discard pile under your chicken pile.

However, if you want to prove that you are not a chicken, **Turn over a card**. If you are **lucky** and don't collect any cards, you give the player who challenged you the top card from your chicken pile. If you are **unlucky**, you will receive the discard pile as usual – but no additional card from the player who challenged you.



**Important:** If a card with a value of 1 is on the discard pile when it is your turn, no one may shout "Chicken!" at you and challenge you.



**Example:** It's Hayden's turn when Qwyneth shouts: "Ba-gawk! Chicken!". As there are already a lot of cards in the discard pile, Hayden decides not to take any risks despite the challenge. Hayden takes the top card from the discard pile and thus also collects the top card from Qwyneth's chicken pile.

**BOCK-BOCK  
BA-GAWK!!**

**Tip:** It's even more fun if you don't just shout "Chicken!" but also make chicken noises! Ba-gawk!!

## End of a round

The round ends immediately as soon as a player has no more cards in their chicken pile.

This can happen either because the player has turned over their last card and has not collected any cards or because one player was able to give their last card to someone else after a "Chicken!" call. Leave any cards remaining in the discard pile.

Now, add your chicken pile to your penalty-point pile and turn them all face up.

Then turn over the 3 cards of the chicken coop. The values on these cards determine the penalty points for the current round:

- Each of your cards that matches 1 of these 3 card values is worth **1 penalty point**.
- If a card value appears 2 or 3 times in the chicken coop, each card with that value is worth 2 or 3 penalty points.
- All cards with a value of 1 are always worth 1 penalty point. If there are cards with the value 1 in the chicken coop, each value-1 card is worth that many **additional** penalty points.



Qwyneth's cards at the end of the round  
(Chicken pile and penalty-point pile)



Chicken coop

**Example:** Qwyneth turns over all her cards and compares them with the cards in the chicken coop: All cards with a value of 5 are worth 2 penalty points and all cards with a value of 8 are worth 1 penalty point. She also counts her cards with a value of 1 as 1 penalty point each. Qwyneth therefore has **4 penalty points** at the end of the round.

## The next round

Prepare the next round as described in the game setup. Whoever currently has the most penalty points starts the new round. If there are several such players, the one who can cluck like a chicken the loudest starts.

## End of the game

The game ends after 3 rounds. Whoever has the most penalty points is the most unfortunate feathered friend at the table! If there are several of you, you will have several unfortunate feathered friends who will surely be crowing for a rematch.



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