⚠ WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.

For 3 to 6 players
Ages 5 and up

It's a Chicken!

Game Rules

Object:
Be the first player to reach the finish space.

Contents:
Game board, Electronic countdown timer with clucking sound, 6 Movers, 50 Word cards, 1 Card holder, 2 Drawing pads with pre-printed circles, Game Die, Pencil.

Set up:
Install batteries:

Carefully open the battery compartment on the bottom of the timer and follow the illustration inside for placement of the three AAA batteries. Replace the battery door.

Note:

1. Do not mix old and new batteries.
2. Only batteries of the same or equivalent type as recommended are to be used.
3. Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
4. Batteries are to be inserted with the correct polarity.
5. Do not use rechargeable batteries.
6. Non-rechargeable batteries are not to be recharged.
7. Exhausted batteries are to be removed from the toy.
8. The supply terminals are not to be short-circuited.

Each player takes a mover and puts it at start. Mix the cards and place them, face down, near the game board. Place the timer nearby. The player whose birthday is next will start the game, then play moves to the left.

Playing:

On your turn take the top word card and place it in the card holder so that only you can see it. Roll the game die to see whether you will be drawing the red, yellow or white word that is on the card. Young players will always use the white word on the card and will play by copying – as best they can – the picture that's on the card.

Decide which drawing sheet you want to use, press the timer and start drawing, using the circle/circles that are on the sheet that you selected. The timer counts down the points and crows when time is almost up.

While the timer is still ticking, players call out what they think the player is drawing. Players can call out as many things as they can think of as long as there's still time.

IF THE WORD IS GUESSED WITHIN THE TIME LIMIT: the drawer presses on the timer to stop it and both the drawer and the person who guessed it move as many spaces on the game board as the timer last called out. The word card is placed on the bottom of the deck and the player to the left now goes.

IF THE WORD IS NOT GUESSED WITHIN THE TIME LIMIT: the word card is placed on the bottom of the deck and the player to the left goes. No players move on the game board.

Ending and Winning the Game:

The game continues until one player gets to the finish space; exact count is not needed. That player is the winner.

We appreciate your comments on this game. Please send your correspondence to:

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Our customer service department can be reached Monday through Friday (except during holidays) from 10:00 AM EST to 4:00 PM EST at 1 800 800-0298.

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