











• 1 Game board · 3 Wooden hens

(1 black, 1 brown, 1 white)

26 Tokens :

(6 Hen tokens (2 of each color), 16 Egg tokens, 4 Fox tokens)

It's egg-laying day in the chicken coop! Work together to help the hens gather 3 eggs in each of their nests. Watch out though, sly Mr. Fox is on the loose!

OBJECT OF THE GAME

Work together to try to keep the eggs safe from Mr. Fox! On your turn, flip a token, choose where it goes on the game board and then spin the spinner to see if your eggs are safe!

SETUP

Remove all the contents from the game box and set up the board as shown in the image below. Leave the box in the center of the table within reach of all the players.

- 1. Place the 3 hens (A) on the nests in the corners of the board so that you know which nest belongs to each hen. 2. Place one egg token face-up on each circle of the central nest (B) in the middle of the game board. There is one exception. Do not put an egg in the circle in front of the white hen (and opposite the three hens together). This space should stay empty at the beginning of the
- **3.** Shuffle all the tokens together face-down and place them next to the game board.



The youngest player to have collected chicken eggs starts the game and play continues in clockwise turns.

HOW TO PLAY

On your turn, you must carry out the two following actions in order:

- 1. Turn over a token (and choose where to put it)
- 2. Spin the Spinner

1. Turn over a token

Choose a face-down token and flip it over. There are three possible images you can reveal:

- · A hen
- · An egg
- Mr. Fox

• If you turn over a hen: You must place your hen token on an empty circle around the outside of the central nest, covering a fox or a hen of a different color, OR you can use it to replace a Fox token or a Hen token of a different color placed on a previous turn. Any token which has been replaced is placed in the slot on the board (removing it from play).

For example, a white hen can replace a brown hen, a black hen or a fox.

- If you turn over an egg: You must place it on any empty circle in the central nest. If there are no empty circles available, place it in the slot on the board (removing it from play).
- If you turn over Mr. Fox: You must place this token on top of an empty circle showing a hen or use it to replace a hen token placed on a previous turn. The Hen token which has been replaced is then placed in the slot on the board (removing it from play).





Spin the spinner, making sure it does at least one full turn.

Then check to see if the back end of the spinner landed on a circle with an egg on it or if that circle is empty:



- If that circle is empty, nothing happens. The turn is over.
- If there is an egg in that circle, check where the front end of the spinner landed. There are three possibilities:
 - · A single hen,
 - · The space with all three hens,
 - · Mr. Fox.

WHERE IS THE SPINNER POINTING?

• A SINGLE HEN: Take the egg from the back of the spinner and place it in the nest of the hen indicated by the front of the spinner. If that nest already has 3 eggs in it, then place the egg in the slot on the board (removing it from play).

Example: The arrow is pointing to a white chicken. You must take the egg from the central nest at the back of the arrow and place this in the nest covered by the white hen.



- THE SPACE WITH ALL THREE HENS: Choose any of the 3 hen's nest to give the egg to.
- MR. FOX: Mr. Fox steals the egg! Place it in the slot on the board (removing it from play).



END OF THE GAME

The game ends in one of two ways:

- All 3 hens have 3 eggs in their nest. In this case, the players win the game!
- After the last token has been turned over, if at the end of the turn the hens do not have 3 eggs each then the players lose the game.

SINGLE PLAYER VARIATION

Try out the adventure all on your own by respecting the same rules as in the multiplayer game!

VARIATIONS FOR SMART LITTLE ONES

1st degree: play with 14 Egg tokens instead of 16.
2nd degree: play with only 12 Egg tokens.

