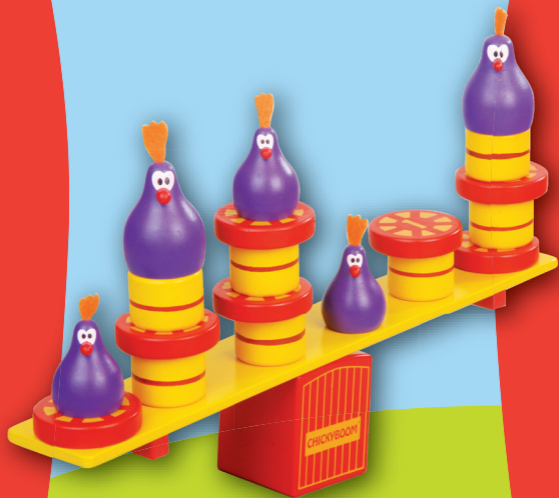


CHICKYBOOM™





The Rocking & Rolling Roost!

The chickens are hanging out on their colorful perch, but if one decides to move, the perch starts to teeter!

Collect as many chickens, hay bales and wagon wheels as you can before the rocking roost topples.

A game of balance, laughs and fun where the roost goes CHICKYBOOM!

CONTENTS

6 wooden chickens (3 big, 3 little)

7 wooden hay bales

7 wooden wagon wheels

1 wooden rocking perch (1 platform, 1 base)

OBJECT OF THE GAME

Collect as many chickens, hay bales and wagon wheels as you can without making the perch fall.

Each piece has a different point value. The player with the most points wins the game.

SET-UP

1. Put the platform on the table. Place all the chickens, hay bales and wagon wheels randomly along the platform. You can stack the pieces any way you want, so each game can start with a different set-up.



2. Then position the platform with all the pieces on the base carefully so that it's balanced.



HINT: Spreading the pieces evenly across the platform will make the game easier. Placing high stacks toward the ends will make it more difficult.

PLAYING THE GAME

Each piece has a different point value:

Big chicken:	3 points
Little chicken:	2 points
Hay bale:	3 points
Wagon wheel:	1 point

The youngest player starts the game.

Going clockwise, players take turns removing one piece of their choice from the perch. If you start lifting a piece and realize that the perch is going to fall, you can leave the piece and choose another one. The game ends either when all the pieces have been collected or when the perch topples.

Players add up their points. The player who made the perch topple will have 5 points deducted from his or her score.

The player with the highest score wins the game.

GAME VARIANT (FOR YOUNGER PLAYERS)

No counting required!

The last player to collect a piece from the perch without making it topple wins the game!