

PLAYERS: 2 - 6

EQUIPMENT NEEDED: One set of double nine dominoes (55 dominoes) and one electronic Chicken Coop hub. (Hub uses three 1.5volt, LR44 batteries—batteries are included in hub, do not mix old and new batteries)

OBJECT: To play all of your dominoes in 10 rounds, and have the lowest grand total score at the end of the game.

SET-UP: The dominoes are shuffled, and each player is dealt an equal number, based on the number of players. (see the chart) The youngest player deals the dominoes in the first round.

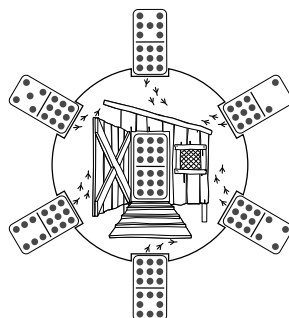
No. of Players	No. of Dominoes
2 or 3	11
4	9
5 or 6	7

The remaining dominoes are left in a draw area called the “chicken yard.” Players should arrange their dominoes so they are not visible to other players.

NOTE: General domino playing instructions. When a domino is “played” it means that it is placed so that the dots or “pips” on one end of the domino match the pips on the “open” domino (the domino on which it is being played). A double domino is a domino that has identical ends. When a double is played, it is placed horizontally to the open domino, to form a “T” shape.

PLAY: The player with the double nine in his hand plays first. If no player has the double nine, each player (starting with the player to the left of the dealer) may draw a domino from the “chicken yard” until the double nine is found. The double nine is placed in the center of the Chicken Coop hub. The player who places the double nine, gets another turn.

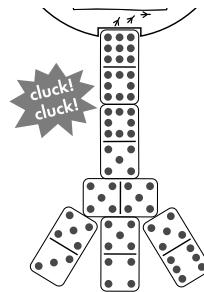
The next six dominoes that are played after the double nine must fill in the six spaces, or “chicken legs,” around the Chicken Coop hub as shown. One end of each of these dominoes must match up to the double nine (for example, a player could lay one of the following dominoes 9-0, 9-1, 9-2, 9-3, 9-4, 9-5, 9-6, 9-7 or 9-8).



Play proceeds clockwise around the table. If a player cannot play a domino from his hand onto the Chicken Coop hub, he must draw one domino from the “chicken yard,” and either play it or say “pass” if the drawn domino cannot be played.

After all six chicken legs have been started from the Chicken Coop hub, players may play any of their dominoes (with a matching end) on any chicken leg until someone plays a double.

PLAYING A DOUBLE: When any player plays a double he must press the center domino in the Chicken Coop hub to hear the “Chicken Coop Cluck.” The “clucking” alerts all players that a double has been played and all normal play

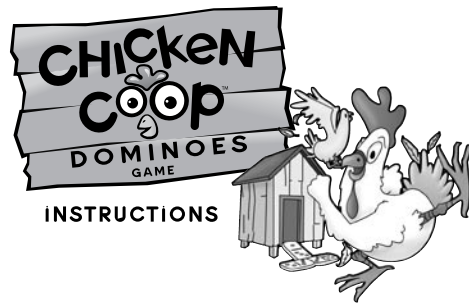


is suspended until three “chicken toes” are played. When a double is laid, it is placed perpendicular to the chicken leg (to make a “T” shape). The next three dominoes played are chicken toes and they must be played on this double (See diagram). If a player does not have a domino to play as a chicken toe, he must draw from the chicken yard and either play

the domino or say “pass” if the domino cannot be played. The job of completing the chicken toes is then passed to the next player, and so on. Once the double is complete with three toes, normal play resumes and dominoes may then be played on any of the chicken legs or chicken toes.

NOTE: If a double is played and there are no more dominoes in players’ hands or in the “chicken yard,” that can be played on the double, the game is blocked. For example, assume seven of the 8’s have already been played, and the double-eight is then played. Only two 8’s remain unplayed. Once the remaining two 8’s are played, the game is blocked and any dominoes remaining in the “chicken yard” need not be drawn.

FINISHING A ROUND: The round ends when a player plays his last domino or when the game is blocked because no other plays can be made and there are no dominoes left in the chicken yard. Each player counts the pips (dots) on his remaining dominoes to get his score for that round. The score for the second round will be added to this, and so on until a total score is calculated at the end of the last round.



The player to get rid of all of his dominoes earns a score of 0. Each blank (zero) counts 25 points, and the double-blank counts as 50 points. The scores are recorded for each player, and the dominoes are reshuffled.

BEGINNING A NEW ROUND: Each player is dealt tiles again, (dealer is the player to the left of the previous round's dealer) and in this round, the player with the double eight in his hand plays first. (Again, if the double eight is not in any player's hand, dominoes are drawn from the chicken yard until the double eight is found.) Play continues as described in earlier instructions until this hand is finished, and once again, the dominoes are reshuffled and the player with the double seven plays first. This continues until all 10 rounds have been played. The last round will use the double blank as the center domino in the Chicken Coop hub.

WINNING THE GAME: After all 10 rounds have been played, each player's score is totaled. The player with the lowest "grand total" is the winner of the Chicken Coop game!



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