

Playing Chicken

Designed by Joe Slack

3-8 players

Ages 7+

10-15 Minutes

Components Included:

54 Player Cards (9 separate decks of 6 cards valued 1-6)

21 Goal Cards (each labeled for which ones to use for different number of players)

Components you can provide:

Coins or tokens preferably in denominations of 1 and 5) or anything to keep score, including paper and pen.

Preparing the Print and Play Files

Print and cut the 21 goal cards, then either print and cut the 54 player cards (enough for 9 player decks - 1 extra) OR you can optionally use the A, 2, 3, 4, 5, 6 from two decks of cards with different backings. If you are using the provided player cards, you may wish to sleeve each deck with a different color backing. Each player deck is distinguished with a different icon in the top right corner.

Objective

You are playing a game of "Chicken" against your opponents over multiple rounds. Each time you win, you collect coins, and the player at the end with the most coins wins.

With each turn, there is a goal, which is the sum of all players cards. Just like in the game of "Chicken", you can push your luck to go the farthest (play the highest card), but if you go too far, you will crash and take everyone else down with you, leaving the player who took the least risk (playing the lowest card) as the winner.

If you can figure your opponents out, you will be the winner!

Game Setup

1. Each player picks and takes a player deck indicated by one color and symbol, which consists of 6 cards, with values of 1-6. Players hold these cards in their hand out of sight of other players during the game.
2. Look through the goal cards and keep only those indicating the number of players playing the game. For example, if you have 5 players, keep only those cards that indicate "5P". Put all other goal cards aside.

3. Shuffle the goal cards and place the pile face-down within reach of the players.
4. Put the coins, tokens or other scoring method near the stack of goal cards, within reach of the players.

How To Play

1. One player flips over the top goal card and reveals it face-up on the centre of the table.
2. All players choose one card from their hand to play and place it face down.
3. All players flip over and reveal their chosen card at the same time, placing it near the centre of the table. Add together (sum up) all the values of these cards to get a total.
4. If the total is less than the value on the goal card, the player who played the card with the highest value wins the trick and gets 1 point (if tied, all players with this card get 1 point).

If the total is higher than the value on the goal card, the player who played the card with the lowest value wins the trick and gets 1 point (if tied, all players with this card get 1 point).

If the total is exactly the same as the value on the goal card, the player who played the card with the highest value wins the trick and gets two points - one for winning plus a bonus of 1 point for hitting the exact goal (if tied, all players with this card get 2 points).

Note that points are represented by coins.

Example:

The goal is 15.

The sum of the cards is 14, which is lower.

Orange wins, as 6 is the highest card played.



5. All players retrieve the card they played and place it face-down in front of them.
6. Flip over a new goal card and place this on top of the previous goal card. This new goal card represents the new goal. Repeat all other steps above.
7. Keep going each turn until the final turn of this round, when all players have two cards remaining. Players will play their chosen card as above, but be careful! All players must also discard their remaining card face-down into a discard pile. This card is now out of the game and cannot be used again.
8. After the final turn of the round and players have discarded their one remaining card, players will pick up the rest of their cards and start a new round, just the same as above, with a new goal card being flipped over and replacing the old one. When you run out of goal cards, shuffle all goal cards and flip over the top card for the next round.
9. The prize for winning each trick increases by one with every new round (and the winning player always receives one additional point for the highest card played when the total is exactly the same as the goal card).
10. Keep playing until the final round (round 5), where players have 2 remaining cards, and can only play one card (and discard the other), with this final trick being worth 6 points (or 12 points if the exact goal is met).
11. Now all players count up their points and the player with the most points wins! If there is a tie, then all players with the most points win.

Round	1	2	3	4	5
Number of Starting Cards	6	5	4	3	2
Number of Cards Played (tricks)	5	4	3	2	1
Number of Points per Winning Card	2	3	4	5	6

Range of goals by player count (for reference and strategy):

- 3 Players - 4 to 17
- 4 Players - 7 to 19
- 5 Players - 9 to 23
- 6 Players - 11 to 31
- 7 Players - 13 to 37
- 8 Players - 17 to 39

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Stop on 4



3P

Stop on 8



3P

Stop on 11



3P,4P,5P,6P

Stop on 5



3P

Stop on 9



4P, 5P

Stop on 13



3P,4P,5P,7P

Stop on 7



3P, 4P

Stop on 10



3P, 4P

Stop on 14



3P,4P,5P,6P

Stop on 15



4P

Stop on 19



4P,6P,7P,8P

Stop on 23



5P,6P,7P,8P

Stop on 17



3P,5P,6P,7P,8P

Stop on 21



5P,6P,8P

Stop on 27



6P,7P,8P

Stop on 18



4P,5P,7P

Stop on 22



5P,6P,7P,8P

Stop on 31



6P,7P,8P

Stop on 33



7P,8P

Stop on 39















8P







Stop on 13



3P,4P,5P,7P

<p>1 </p> 	<p>2 </p> 	<p>3 </p> 
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<p>4 </p> 	<p>5 </p> 	<p>6 </p> 
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<p>1 </p> 	<p>2 </p> 	<p>3 </p> 
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4



5



6



1



2



3



4



5



6



1



2



3



4



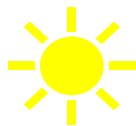
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6



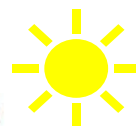
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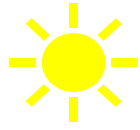
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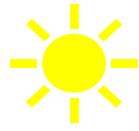
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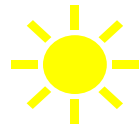
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5



6



1



2



3



4

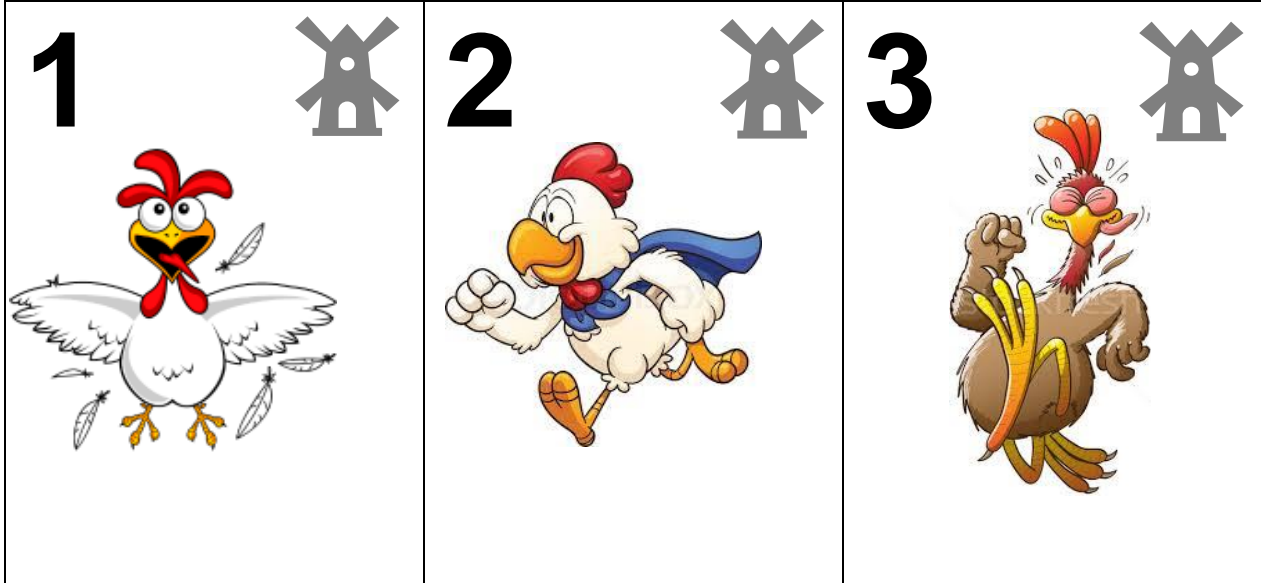
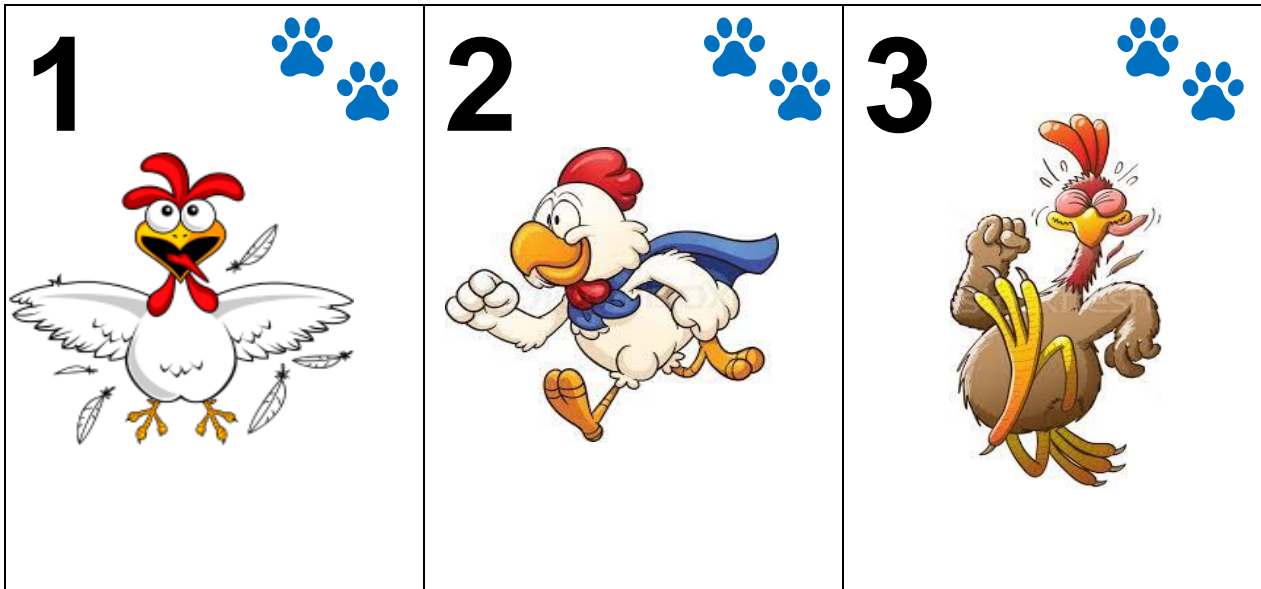


5



6





4



5



6



1



2



3



4



5



6

