

BLIND CHICKEN EXTREME



Blind Chicken Extreme is a trick taking game where players must fix the order of their hand cards after the cards are dealt and then in each round may only play their leftmost or rightmost card! In the course of the hand players attempt to avoid taking tricks with chicken cards as these give negative points.

CONTENTS

50 number cards (from 0 to 49, thereof:
10x with chicken, 3x with pigs and 1x with sow)
7 penalty cards (front/back: -3/-6 and -10/-15)
3 reward cards (front: +3; back: an overview of the setup and the card distribution)

SET-UP

- * Have a pencil and paper ready.
- * When playing with fewer than 5 players remove some of the number cards from the game (put them back into the box):
3 players: remove the cards numbered from 1 to 14,
4 players: remove the cards numbered 1 and 2,
5 players: play with all cards.
Important: Never remove the 0!
- * Shuffle the number cards and deal them all out to the players.
- * Keep the reward and penalty cards available as a “common supply”.
- * The player to the left of the dealer is the start player.

COURSE OF THE GAME

Play proceeds in a clockwise direction. The game session consists of several single games. A game proceeds as follows.

A) Preparing a hand

Each player should now take some time to sort his number cards in any order he wishes. Once the game begins the order of the cards in a player's hand may not be changed and players may only play the leftmost or the rightmost card from their hands. The start player must verify that everyone has finished sorting his cards before beginning the game. Then he begins the game by taking the first turn.

B) General gameplay

On his turn a player must choose and play either the leftmost or the rightmost card face up from his hand.


Then the next player left takes his turn.

Once each player has played one card the “round” ends.

The player who played the highest numbered card collects the cards played in the round and stacks them face down in front of him - he “takes the trick”. Then he begins the next round by taking the first turn.

The actual game is over when all of the cards have been taken in tricks, followed by the “scoring”.

Additional important rules:

 **Play face down:** If it is a card with this symbol the card is played face down.

Reveal face down cards at the end of a round. *If you are the last player in a round you don't have to play the card face down, of course.*

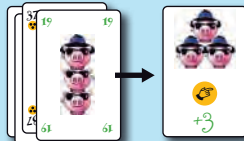
Get penalty: if a player takes a trick with more than one number card with chicken, he immediately gets a penalty card from the common supply. He must take a penalty card that shows the number of chickens that he has taken in the trick and places it near him with the appropriate side visible. Players keep their penalty cards separated from their pile of taken tricks.




Example: if a player takes a trick with three cards with chickens, he gets a penalty card that shows three chickens on top and the value -6.


Get reward: if a player takes a trick containing exactly one number card with pigs, he immediately gets a reward card from the common supply.


If there is more than one reward remaining, the player may choose which one he takes.



Each reward card provides a different “immediate advantage” as indicated by its yellow symbol:

 The player begins the next round by playing his card face down. Reveal the card at the end of the round.

 The player begins the next round by playing any card of his choice from his hand.

 The player may determine which player begins the next round.

Important: an immediate advantage is only valid for the player who has just taken the reward card and only for the next round.

Important: if a player takes a trick containing more than one number cards with pigs, he doesn't get a reward card.

Important: the 0 (“sow”) is not relevant for getting a reward card!

Players keep their reward cards separated from their pile of taken tricks.

Last trick: if the last trick in a game contains both the 0 and the 49 the player who played the 0 takes the trick!

The last trick in a game also has an importance in the scoring (more on this later).



Scoring

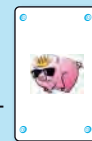
Each player scores points as follows:

- * Each chicken card in a player's pile is **1 minus point** (the other cards in the pile have no scoring value).
- * Each penalty card gives the corresponding **minus points**.
- * Each reward card is **3 plus points**.
- * A player with no chicken cards at all in his pile gets **3 plus points**.

Add up the points and write down the scores.

Last trick: the player that took the last trick may choose one of the following benefits (if applicable):

- The chickens in his pile of taken tricks don't count minus points. Important: this does not apply to any chickens taken in the last trick – they count!



b) His penalty cards don't count minus points.

Important: this does not apply to any penalty card that he has taken due to the last trick – it counts!

If the player took the last trick with the 0 (“cool sow”) he has a third option to choose from:

c) He may cancel one of his previous game scores.

Next game

Begin the next game again with the “set-up”, whereof you can skip the first two points.

The dealer of the next game is the player to the left of the dealer of the previous game.

SESSION END

Before beginning the session determine the number of games to be played.

It is recommended to play one game per player.

After the agreed upon number of games the winner is the player who has the most plus points in total.

If all players have minus points the player with the least minus points wins.

Example of the start of a 4 player game:

- * After each player has sorted his cards, Bernd begins the game.
- * Bernd leads with the 19.
- * Tim plays his rightmost card, which is the 32.
- * Ulf plays his leftmost card, the 30.
- * Marianne plays her rightmost card, the 20.
- * Tim played the highest card so he takes the trick.
- * Because Tim has taken the trick, he plays the first card in the next round.

VARIANT FOR TWO

Technically it is possible to play with just two, although some aspects don't apply. Then remove the cards from 1 to 26.



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