

Chicken in the Kitchen Mint Tin Rules

What's in the Tin

- 5 dice: 1 for rolling and 4 act as player tokens/egg counter.
- 36 chicken/non-chicken cards
- 18 room cards
- rules QR code

Set Up

1. Lay out the room cards in the following order clockwise: *Roll Again, Living Room, Kitchen, Bathroom, Kitchen, Bathroom, Living Room, Kitchen, The Front Hall, Living Room, Kitchen, Bathroom, Kitchen, Bathroom, Living Room, Bathroom, Kitchen, Living Room*
2. Shuffle the chicken/non-chicken cards and place it in the center
3. Select one die to be the rolling die
4. Each player selects one die to be the egg counter/player token die. Each player places the die in the Front Hall with 1 facing up. 1 indicates that each player starts with 1 egg. Each player will move around the board by moving this die.
5. Each player draws 1 chicken/non-chicken card. Keep it a secret.



Sample set up for 4 players

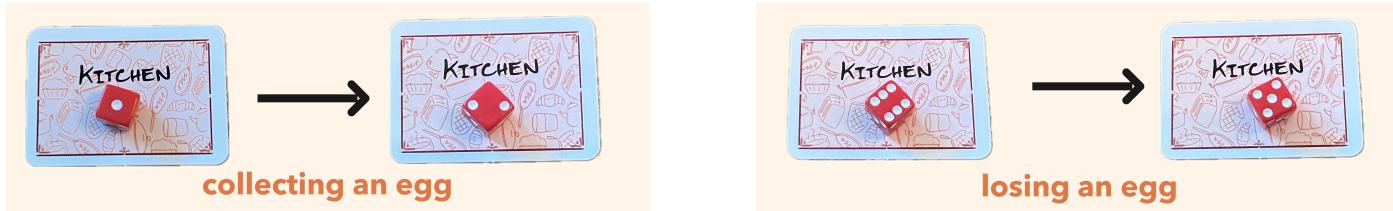
Start of the Game

At the start of the game, you are greeted by Mama Chicken in the Front Hall.

During gameplay, if the chicken/non-chicken deck runs out, reshuffle the discard pile.

The youngest player (or whoever) goes first.

To collect an egg, increase the player/egg counter die by 1. To lose an egg, decrease the player/egg counter die by 1.



During a turn ... Move and Act

During your turn, roll 1 die and move that many spaces clockwise around the board.

If you land in the *Living Room* you may swap places with any other player in any Living Room.

If you land in the **BATHROOM** and if you are a chicken, you may show your chicken card to collect 1 egg.

If you are in the **KITCHEN** you might be "accused" by another player, see the "*Chicken in the Kitchen?*" section. On your next turn, when you leave the kitchen and before you roll, you may discard your card and draw a new one.

If you land in the Roll Again spot, you must roll again and move that many spaces.

If you land in or pass the Front Hall, collect 1 egg. You do not get an egg from passing the Front Hall when swapping places with another player through a Living Room to Living Room jump.

During a turn ... Chicken in the Kitchen?

After you have moved and acted, if any player is in a kitchen, you may accuse them of being a chicken. You may only accuse one player per turn.

The accused player must show their card. If the accused player is a chicken, you collect 1 egg and the accused player loses 1 egg. If the accused player is not a chicken, you lose 1 egg. The accused player **must** discard their card and draw a new card.

If any player with 1 egg should lose 1 egg, ignore the effect.

End of the Game

The first to 6 eggs wins!