Chicken Cha Cha Cha

An exciting memory game for 2-4 chickens aged 4 and up

A game by Klaus Zoch

Overview:

Today there is chaos in the chicken yard! Today's practice for the chicken cha cha olympics is feather stealing. Each chicken cha chas to catch each of their opponents before being caught themself. Their reward for catching another chicken is tail feathers from that chicken. The first chicken to have all tail feathers is the winner! But only a chicken who knows what is in the chicken yard will be able to catch the other chickens and win the game. A blind chicken with a leaky memory will find themselves standing bare-rumped and medalless when the prizes are distributed.

Content:

- 24 egg-shaped tiles
- 12 octagonal chicken yard tiles
- 4 chickens: 2 hens and 2 roosters
- 4 tail feathers
- 1 rule booklet



Each player chooses a chicken, puts a tail feather in one of the holes in the chicken's rump, and places it on any one of the egg shaped tiles. The players should place their chickens so they are as evenly spaced as possible. Thus, with 4 chickens, there are 5 empty tiles between each chicken.

Playing the Game:

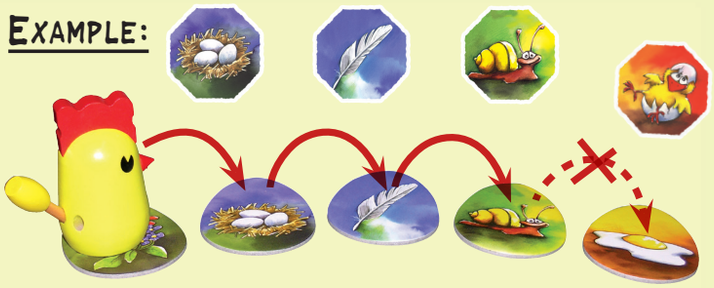
Moving:

Players move their chickens in a clockwise direction around the circular dance floor. The youngest chicken starts. On a player's turn, the player first looks at the egg-shaped tile in front of their chicken. Then the player turns over one of the chicken yard tiles and shows it to all the players. If the picture on the chicken yard tile chosen is the same as the picture on the next egg-shaped tile, the player cha chas their chicken forward onto that space. The player then places the chicken yard tile face down back where it was. The player continues cha chaing their chicken, as long as they continue to choose the right chicken yard tile to match the next space on the dance floor. If the player makes a mistake, the chicken stays on the tile it has reached and the player's turn ends. The player's left neighbor now takes their turn in the same way. In this way, the chickens cha cha from tile to tile, clockwise around the dance floor.

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On the right, Gail, the yellow player finds the nest, feather, and snail, and moves successfully three spaces forward. Then Gail looks for the fried egg and cannot find it, ending her turn.

Example:



Overtaking another chicken:

If a player's chicken catches up with another's chicken, the player may attempt to pass the other's chicken. To do so, the player must find the chicken yard tile matching the egg-shaped tile in front of the opponent's chicken. If the player succeeds, their chicken jumps in front of the other chicken and steals all that chicken's tail feathers.

Example:



The player's turn does not end and the player continues to try to cha cha forward around the dance floor by finding a chicken yard tile that matches the egg-shaped space in front of their chicken on the dance floor. If a player fails their attempt to pass, their turn ends as normal with no penalty.

A chicken may pass more than one other chicken in a jump if they are all standing in an unbroken line as shown in the example, where the chicken in back can pass both other chickens, if the player can find the snail.

Example:





Example: The blue chicken can move three spaces if Brad, his player, finds the snail in the chicken yard.

Game end and winner:

The first chicken to collect all the tail-feathers is the winner!

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