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# THE CKEN

• INSTRUCTION MANUAL •



Ages 8 & Up | 2+ Players



### **ROUND**

• CONTENTS & OBJECTIVE •

- **200** Trivia Cards with 400 Questions
- 1 Sand Timer
- 1 Pencil
- 1 Score Pad

## CORRECTLY CHOOSE WHICH OF THE TWO ITEMS ON A CHICKEN OR EGG CARD CAME FIRST





### ROUND 2

• SET UP •

The cards are double sided with the answer to each question on the opposite side of the card.



Shuffle the deck of cards and place the deck in the center of the table. Only the questions facing up should be used since the answers are not visible.

Players divide themselves into two teams.

### ROUND 3

• PLAYING THE GAME •

The team with the youngest player will be first to guess. One player from the opposing team takes the first Chicken or Egg card and reads the two choices on the front of the card out loud to the guessing team before flipping the timer. The reader should be careful not to look at the answer on the back of the card, or to reveal the answer to the guessing team. Players from the guessing team openly discuss the options until time is up and must then pick one of the two choices as their answer.

If the opposing team thinks their answer is wrong, they can choose to challenge the team, and the timer is flipped while they discuss their decision. Once time is up, the challenging team must state what they think the correct answer is. The answer is then read and scoring is made accordingly, as explained below.

After scoring, the team who guessed first chooses a player to read the next Chicken or Egg card to the opposing team, and play proceeds as described above until a winner is declared.

After each play, the card should be discarded in a separate pile with the answer side facing up.



Teams should keep track of their scores using the score pad.

- If the guessing team chooses the correct answer, they get one point.
- If the guessing team chooses the incorrect answer, they do not earn a point and play moves to the opposing team.
- If the opposing team correctly challenges them, the guessing team loses one point as a penalty and the team that challenged them receives one point.
- If the opposing team incorrectly challenges them, that team loses one point as a penalty for their incorrect answer.
- If at any time a team loses a point when they have not yet earned any points, they receive a negative point.



