

Coop Da Chickens Rule Card

Setup: Shuffle and deal 5 cards to all players. Five is the starting hand size but this will decrease as the game progresses. (Due to Chicken Fight cards)
Also give each player a dog card.
Starting player can be the last person who ate chicken, continue clockwise.

Turn order and gameplay:
Each turn will consist of either playing a card and drawing one card or cooping a set number of chickens.
(Don't draw a card after cooping)
All cards are considered chickens and when played from a hand will enter an area called the yard. Each player has a yard with a max of 5 chickens. A player may not play a sixth chicken into their yard under any circumstance.

Rules Continued

On your turn instead of playing a card you may coop chickens for points. This is done by taking 2 or 3 chickens from your yard of the same color and turning them over. Keep these cards stacked separate from your yard. Once a player has finished their turn they can "Cluck."
(So the next player knows its their turn)

The game will end once all the chickens have been played from all hands. (This happens after the deck is out)
After the game has ended points will be totaled as follows:

5 points for a 3 chicken coop
3 points for a 2 chicken coop
1 point for each un-cooped chicken
Fat Chickens are an additional point.

The player with the most is the winner!