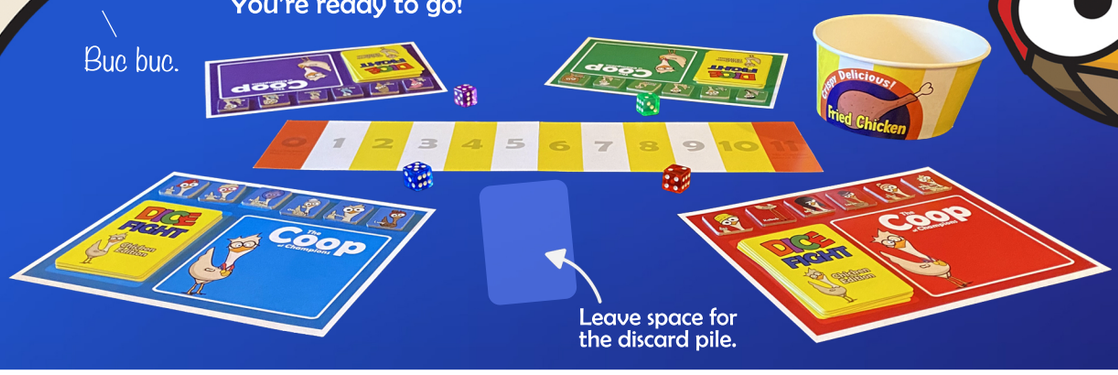
HOW TO PLAY

DICE FIGHT

SET IT UP LIKE THIS...

Each player chooses a matching die, player mat, and set of 6 chickens.
Put the chickens on your mat, one for each round of the game.
Shuffle the cards then deal 10 cards face down to each player.
Put them on your player mat in the space for your draw pile.
Put extra cards aside, you won't need them for the game.
Put leftover chickens in the bucket. Set the tracking mat and carryout bucket in the center of the table and be sure to leave a space for the shared discard pile.
You're ready to go!

Buc buc.



HERE'S HOW IT WORKS

Chickens who win their round of the dice fight move to their Coop of Champions. For the player with the most champions after six rounds, it's winner winner chicken dinner!

DRAW!



Each player should have 10 cards face down in a personal draw pile. Go ahead and draw the **first five** cards into your hand and look them over. Any time you play a card during the game, you will draw another one from your draw pile immediately so that you always have **five** cards in your hand. You will not get any more cards after your draw pile runs out, so play them wisely!

IT'S TIME FOR THE FIRST DICE FIGHT!

Players roll their dice all at the same time then place their chicken for that round on the tracking mat to match the roll.



The highest roll wins. If it is a tie, all of the highest chickens are safe. The lower rollers sadly send their chickens to the carryout bucket at the end of the round. Winning chickens move to their Coop of Champions.



BUT WAIT!

Players may play cards at any time to change the dice rolls! There is no turn taking, and anyone may play as many cards as they like at any time during the game, even between rounds. Discard into a single pile at the center of the table and take the actions in the order the cards are played.



When all players have decided to stop playing cards, the round is over. To determine when this is, it might be helpful when card playing slows for one player to ask, **"Is anyone else going to play a card, or do we agree to end the round?"** Or, if your group prefers, the lead chicken's player may start the timer at DiceFight.net to begin a 15-second countdown. But if another card is played, the timer resets then starts again if needed. When the round ends, losing chickens are sent to the bucket, and the winning chicken(s) moves to the Coop. The next round then begins with all players again rolling their dice and placing the next chicken on the tracker.

After six rounds are completed, count up the chickens in the Coops of Champions. For the player with the most chickens in their Coop, it's a crispy delicious

WINNER WINNER CHICKEN DINNER!

Tiebreaker goes to the player with the most cards remaining in their hand. Second tiebreaker is a dice roll or shared win.