



Introducing the delightful

Pickin' CHICKENS

There's a sneaky fox about - and Farmer Giles needs help to keep his chickens safe!



Pickin' Chickens (rrp **£19.99**, age 4+, for 2-4 players) is the latest in a long line of much loved, instant-action table-top games from Drumond Park. Beautifully designed and destined to become a perennial favourite, this lively, fun and supremely tactile game will help young players quickly grasp the concept of taking turns, learning their colours, making decisions and practising memory skills - all

while they beaver away to save their precious chicks from that sneaky jumping fox!



Two versions - Young Chicks and Older Chicks, two levels of game play to keep everyone happy!

There are two levels to the game, with the aim in both cases to be the first to collect four chickens. In the **Young**

Chicks game the chickens can be any colour, while in the **Older Chicks** version, they have to be one of each colour - red, yellow, blue and green.

The children sit around the rotating green Field Circle base where twelve chicken coops nestle among the bushes. In the **Young Chicks game**, the first player gives the Field Circle a good spin. Then when it stops each child picks a chicken coop to look under, and depending on the colour of the chicken revealed, chooses a model chicken of the same colour and puts it on one of the white chicken spaces on their card.



If somebody finds a picture of the Farmer under a coop, they are awarded the Farmer Card – and that’s really good news, because he will protect its holder from losing a chicken when the sneaky jumping fox appears...

Oh, I say ... 'fowl' play, Mr Fox!



Here he comes now, with a greedy smile on his face, popping up randomly like a jack-in-the-box from his tree trunk lair - and giving everyone a shock! When he appears, each player instantly loses one of his or her chickens - unless they hold the Farmer card – lucky them! Game play continues until someone collects any four model chickens – and is declared the winner.



The only difference in the **Older Chicks game** is that players use the side of the card which shows the four coloured chickens, and must collect a chicken of each

colour. If a player uncovers a chicken of a colour they already have, they can't take another of the same colour – and play passes to the next player.



And here's where the tempo of the game speeds up! The older children will be using their own reasoning and memory skills – remembering, for example, where the red of blue chicken they need is – or where the Farmer just might be found.

This simple but highly effective concept has just the right level of thrills and adventure to keep children, from pre-school age upwards, happily occupied and coming back time and again for more.

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