

ZICK ZACKE HÜHNERKACKE

An exciting memory race for
2 - 4 young chicks from 4 years old.
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This translation John Webley



The scene:

All Hell's loose in the chicken yard today. As part of the Chicken Olympics, today's discipline is feather stealing. Each hen must try to overtake as many of their opponents as possible, without being overtaken themselves. If they manage this, their reward is a tail feather from each hen they overtake. The first hen to leave all their opponents featherless is the winner. But only those who know exactly where everything in the chicken yard can be found, will win. A blind chicken with a leaky memory will very soon find themselves standing bare-rumped and medalless when the prizes come to be given out.

Contents:

24 Egg shaped track tiles.
12 Octagonal Chicken yard tiles
4 Chickens, 2 hens and 2 cocks.
4 Tailfeathers
These rules.

Preparation:

Shuffle the 12 octagonal tiles and place them face down in the middle of the table. The 24 egg-shaped tiles are positioned around them to form a circular track. Each player chooses a chicken, puts a tail feather into one of the holes in the chicken's rump, and places it on one of the egg shaped tiles. The chickens should be arranged so that they are spaced as evenly as possible, i.e. with four hens, there should be 5 free tiles between each chicken.

The Game:

Movement: The chickens move on the egg shaped tiles in a clockwise direction around the circular track. The youngest chick starts. They first look at the next space in front of their chicken. Then they take one of the octagonal tiles from the centre of the table and show it to all the players. If the picture on the tile they choose is the same as the picture on the next space, they may move forward onto that space. The octagonal tile is replaced face down in its original position. The player continues to move their chicken, as long as they keep on choosing the right tile to match the next space on the track. If

they make a mistake, their chicken stays on the tile that it has reached, and the next player has a go. In this way the chickens hop from tile to tile, clockwise around the track.

Overtaking:

If a chicken catches up with another chicken, they may attempt to overtake them. This time, instead of finding the matching tile for the next space, they must try to find the matching tile for the space in front of the chicken they want to overtake. If they succeed, they jump in front of the other chicken, and steal all that chicken's tail feathers as they do so. The player's turn does not end at this point. They may attempt to move further by finding the matching tile for the next space, in the example in the rules the fried egg tile, and if they succeed in finding it, they move on and continue as normal.

A chicken may overtake more than one other chicken in one go if they are all standing in an unbroken row as in the example on page 4 of the rules. In this example, the rearmost chicken could jump over both the chickens in front of them, if they can find the snail tile.

Game End and Winner:

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

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