



CHICKEN RUN

The Chicken Pot Pie Game

For 2 to 4 Players / Ages 5 and Up

These are chickens with a mission
hatching an egg-scape plan!

CAUTION:

This product contains small parts that are necessary for assembly. Prior to and during assembly of this product, keep small parts out of children's reach. Small parts pose a choke hazard to children under 3 years.



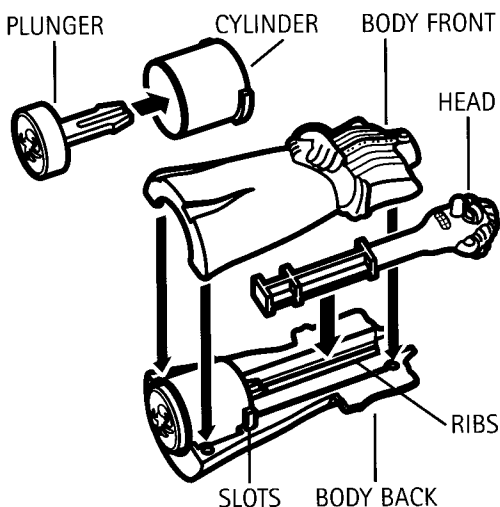
CONTENTS

• Gameboard • Rocky and Ginger Chicken Mold • Mrs. Tweedy Pie Maker • "Safe Chicken" Feed Trough • Plastic Cannon • 4 Cans of Mrs. Tweedy's Pie Dough • 12 Cards • 2 Dice • Label Sheet

FIRST-TIME ASSEMBLY

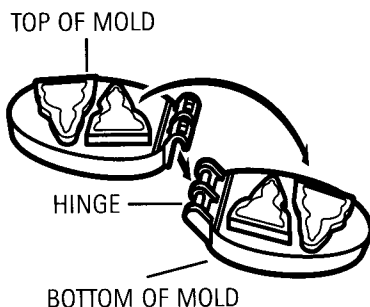
1. Punch out the 12 cards (and discard cardboard waste).
2. Separate plastic pieces from runners (and discard runners).
3. Put together the Mrs. Tweedy pie maker as shown:

- A. Press the front and back halves of Mrs. Tweedy's head together tightly.
- B. Push the plunger into the cylinder until it snaps into place.
- C. Put Mrs. Tweedy's back on a flat surface as shown and place her head faceup between the two ribs.
- D. Place the cylinder with plunger in the slots at the bottom of Mrs. Tweedy's back.
- E. Press Mrs. Tweedy's body front and back together tightly to secure.



4. Put together the Rocky and Ginger chicken mold as shown:

- A. Matching up the four pegs, snap the egg-shaped cover into the top of the mold.
- B. Snap the two halves of the mold together at the hinge.





- Put the labels around the cannon as shown in the photo on the box bottom. Put the labels on the two dice (shown below).

Die 1

2

3

4

5



Die 2

1

2

3

4

5



SETUP

- Place the gameboard on a flat surface.
- Shuffle the 12 cards and place them facedown in a Draw pile near the gameboard.
- Place Mrs. Tweedy, the cannon, the feed trough, the dice and the chicken mold off to the side of the gameboard.
- Make your Rocky and Ginger chickens:



Each player chooses one color of dough. Take a small amount of dough, knead it into a smooth ball and fill one side of the chicken mold with it. Press the mold together, open it and remove any excess dough around the chickens. Pull out the chickens.

IMPORTANT — MAKE TWO CHICKENS! Make two chickens for yourself, then pass the mold to the other players so that they can make theirs out of the other colors. You'll make more chickens during the game as they get turned into pies. **Each player must have two chickens in play at all times.**

- All players place their two chickens on START.

OBJECT

Be the first player to successfully help two chickens escape from the Tweedys' Farm — and not get turned into chicken pot pies!



GAMEPLAY

The youngest player rolls the dice first. Play passes to the left.
If you roll ...

1 4

Two numbers:

Move **one** of your chickens along the gamepath the total number of unoccupied spaces shown on both dice. **Jump over and do not count any space that has a chicken (or pie) on it.** (See MAKING PIES on page 5.) After you move, your turn is over.

2



A number and the "Safe Chicken" feed trough: First, move one of your chickens the number of spaces shown. Then place the feed trough over either one of your chickens. (See "SAFE CHICKEN" FEED TROUGH on page 5.) Your turn is over.
Note: If the feed trough is already protecting someone else's chicken, remove it from that chicken and place it over your own.



The "Safe Chicken" feed trough and Mrs. Tweedy: First, place the feed trough over one of your chickens, then draw a card and do what it says. (See PIE CARDS on page 5.) Your turn is over.

5



A number and Mr. OR Mrs. Tweedy: First, move one of your chickens the number of spaces shown. Then draw a card and do what it says. Your turn is over.



Mr. Tweedy AND Mrs. Tweedy: Don't move any of your chickens. Instead, you get two cards. Draw one card and do what it says. Then draw the second one and do what it says. Your turn is over.



PIE CARDS

Any time you roll Mr. or Mrs. Tweedy, draw a card. The cards tell you to make pies out of chickens with Mrs. Tweedy (See MAKING PIES, below) – or attempt to escape by being shot out of the cannon.



1-color cards: Make pies out of all the chickens that are on the matching color spaces (even your own chickens).



4-color (wild) cards: Pick a space color of your choice. All chickens sitting on these spaces are turned into pies (even your own)!



Cannon cards: Try to help one of your chickens escape by being shot out of the cannon! (See SHOOTING CHICKENS OUT OF THE CANNON on page 6.)

Once your turn is over, put the card(s) in a Discard pile. When necessary, shuffle the Discard pile to form a new Draw pile.



MAKING PIES

When directed to make pies: Place the Mrs. Tweedy pie maker completely over the chicken and, slowly but firmly, press down. Then slowly push her head down as you lift her up, releasing the pie that is formed. Leave the pie on that place on the gameboard for the rest of the game.

"SAFE CHICKEN" FEED TROUGH

Any chicken covered by the feed trough is protected from harm – you cannot make it into a pie! Note: If you choose to move a "Safe Chicken," you lose the protection. Put the trough to the side of the board.



MAKING NEW CHICKENS

When one of your chickens is made into a pie, immediately make a new chicken and place it on START. At the beginning of each turn, you must always have a choice of two chickens to move.

SHOOTING CHICKENS OUT OF THE CANNON

Take your chicken that's **farthest** down the path and press it onto the mouth of the cannon. Position the cannon anywhere off the gameboard. Aim the cannon at the Flying Machine area in the center of the gameboard and pull back on the trigger until the chicken is shot:

- If it lands **inside** the Flying Machine area — or has any part in it — Congratulations! Your chicken has escaped. Move it directly to Chicken Paradise.
- If it lands **outside** — or no part of the chicken is in it — too bad! Your chicken's escape attempt failed. Leave it wherever it landed, and turn it into a pie.

(Notes: If it lands on a game space, make the pie right there on the space. If it lands partially on a space, move it completely into the space before making it into a pie. If it lands completely off the gameboard, move it onto the edge of the gameboard and make it into a pie. If it lands on top of another pie or chicken, move it a little to the side and make it into a pie.)

WINNING

Be the first player to get two of your chickens into Chicken Paradise!

You do not have to land there by exact count.





CLEANUP

When the game is over, return any dough back to its color container and close each lid tightly. Store in a cool place. If necessary, water may be added to the dough one drop at a time to restore softness. **Do not mix dough colors.** Residue on the board can be wiped off with a damp cloth.

If any dough has dried on the Mrs. Tweedy pie maker or the Rocky and Ginger chicken mold, soak the part in warm water for a few minutes to soften the dough so that it can be removed.

DO NOT USE HOT WATER OR CLEANING SOLUTIONS to clean dough from carpets or fabrics. For best results, remove excess, and allow compound to dry. Loosen compound with stiff brush and vacuum clean. If necessary, wash with gentle soap, **COLD** water and brush.

REPLACING THE DOUGH

If you need more dough, use **PLAY-DOH®** brand modeling compound, available wherever toys and games are sold.

NON-TOXIC

Conforms to ASTM D-4236

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Proof of Purchase

