



# How to Play

## Objective

Be the first to discard all your cards by forming pairs. The player left holding the Weakling card at the end loses the game.

## Setup

### 1. Deck & Players

- A 36-card deck is used, with numbers from 1 to 9 for four chicken breeds.
- 2–6 players.

### 2. Selecting the Weakling card

- Shuffle the deck and draw one random card. This card is now the Weakling card.
- Remove all other cards of that number from the deck and set them aside.
- Return the drawn Weakling card to the deck.

### 3. Dealing Cards

- Shuffle and deal all remaining cards evenly among players.
- Some players may receive one extra card depending on the number of participants.

## Game Flow

### 1. Pairing & Discarding

- At the start, players form pairs in their hand (matching numbers, such as two cards with the number 3 or two cards with the number 8, etc.).
- On their turn, players discard one pair into the general pile face up.
- As an optional rule for more complexity the card pairs discarded after the first pair discarded in a round should be of higher

number. If no pairs of higher number are at hand, the player misses their turn.

### 2. Drawing from a Neighbor

- If a player has no more pairs in hand and single cards only, they must wait until their next turn before drawing a card.
- On their turn, players draw one random card from the hand of the player to their left.
- If the drawn card forms a pair, the player discards it immediately.

- If not, the player keeps it, and their turn ends. On their next turn they draw one card from the neighbor to their right.

### 3. Special Rules

#### The Weakling Card

- The Weakling card cannot be paired with any other card.

#### Wild Card Effect

- If a player discards a pair containing a Wild Card, the next player skips their turn.
- There is only one Wild Card in the deck.

#### Winning & Losing

- The game ends when all possible pairs have been discarded.
- If more than one player still has cards, the game continues until only one player remains holding the Weakling card.
- The player left holding the Weakling card is the loser.

#### Bluffing

- Bluffing is not allowed
- If any player attempts to discard unpaired cards, other players should call out "Bluff", the bluffing player must draw one extra card from a neighbor.