

HURRY UP CHICKEN BUTT

THE RULES

 **WARNING: CHOKING HAZARD -**
Small parts. Not for children under 3 years.



Original game design by Brian Spence. Developed by Kitten Games.

Contents: 1 Chicken, 6 Nests, 1 Chicken Butt Challenge, 45 Cards

AGES 4+ | 2-6 PLAYERS | 2 MIN

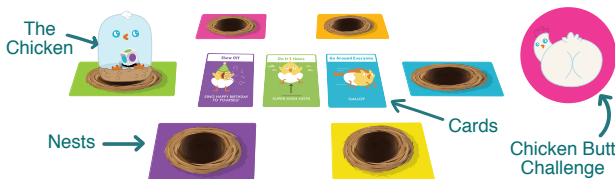
HEY, GROWN-UPS!

This is the part of the instructions you should read to yourself so the kids don't get bored. There's a section to read to them at the end!

GOAL

Perform silly activities as fast as you can and don't get caught holding the Chicken when the timer goes off!

SETUP



All players sit in a circle on the floor.

Put 1 Nest in front of each player.

You can write your name and decorate your Nest any way you'd like so you know which Nest is yours anytime you play.



Shuffle the 3 colored Card Decks separately, then flip the top card from each deck into the middle of the playspace.



These are the only 3 cards you'll need for the game. Put all the other cards back in the box. Explain and practice the activities on the cards so that everyone understands them, and replace any cards that are not appropriate for your players.

THE CHICKEN BUTT CHALLENGE



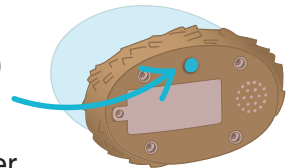
The Chicken Butt Challenge is a special activity that you get to invent every time you play. When you have to do the Chicken Butt Challenge, you'll first say "Hurry Up Chicken Butt!" and then quickly leave the circle, touch the Chicken Butt, and then return to the circle.

Before you start the game, pick a player to place the Chicken Butt Challenge somewhere outside the circle. (For the first game, we recommend the Grown-ups place it.) You might place it a few feet away, or under a table, or even in another room! **Just make sure that all players know where it is and can reach it.**

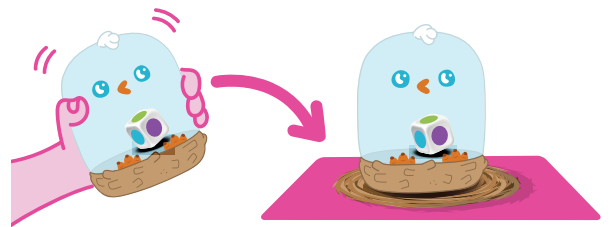
YOUR TURN

The youngest player goes first. Put the Chicken on the Nest in front of them.

When you're ready to start the game (not yet!) you will push the button on the bottom of the Chicken to start the timer.



The player with the Chicken in front of them must quickly give the Chicken a shake and then put it back down on their Nest.



When you shake the Chicken, the cube inside will land with one of these colors face up:

COLOR	ACTIVITY
Purple	Purple Card Activity
Green	Green Card Activity
Blue	Blue Card Activity
Yellow	Quickly roll again!
Pink	Leave the circle, touch the Chicken Butt Challenge, & then come back!
Rainbow	Pick any activity you'd like!

After you've done your activity, quickly put the Chicken on the Nest of the player on your left.

Your turn is over and now it's their turn!

WHAT HAPPENS WHEN THE TIMER GOES OFF?

When the timer stops and you hear the Chicken yell, the game is over.

If you have the Chicken (on your Nest or in your hand), the player right before you (the last player to do an activity) wins the game!

NOW YOU'RE READY TO START PLAYING!

KIDS INSTRUCTIONS

READ THIS OUT LOUD TO THE KIDS!

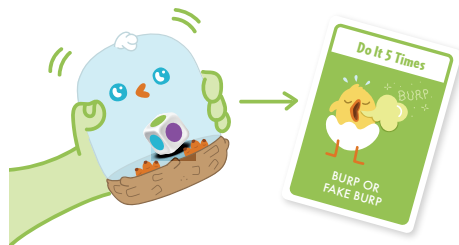
We're all going to sit in a circle with a Nest in front of us. Then we're going to pass this Chicken around from Nest to Nest.



The Chicken is going to be making clucking noises the whole time, and when it's done it will yell loudly. You don't want the Chicken to be on your Nest when it yells!

So that means every time someone passes the Chicken to your Nest, you want to pass it to the next player's Nest as fast as you can!

The problem is that you are not allowed to just pass it. First, you have to shake the Chicken and then do the special color activity.



Once you've done the special activity, you get to pass the Chicken to the next player.



Ok, let's all practice the purple, green, and blue activities, and then the special pink Chicken Butt Challenge. After that, we'll start the game!

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PLEASE KEEP THIS INFORMATION FOR FUTURE REFERENCE.

A product with an electrical source requires precautions to be taken. Please read this document carefully.

To ensure proper operation, check and replace the batteries when necessary.

Cautionary Note:

- Do not mix different types of batteries.
- Do not mix new batteries with used ones.
- The terminals of this battery must not be short-circuited.
- Batteries must be inserted with correct polarity.
- Do not recharge batteries.
- Batteries must be removed from the product before charging.
- Batteries must be recharged under adult supervision.
- Do not immerse.
- Remove batteries from the product when not in use.
- Used batteries must be removed from the product.

Information:

- Remove all packaging material before giving the product to the child.
- Batteries should be replaced by a responsible adult!



This logo is affixed to all consumer products that contain electrical or electronic parts.

Identifies the products whose waste can be reused, recycled, and recovered in order to reduce the amount of waste to be disposed of.

Participate in the protection of the environment by disposing of this product, or batteries, or accumulators responsibly.

Waste Electrical and Electronic Equipment used batteries and accumulators should not be disposed of with household waste.

Contact your local agency to learn how to recycle batteries, electrical, and electronic equipment.



This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

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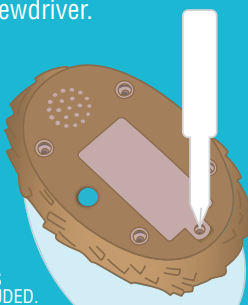
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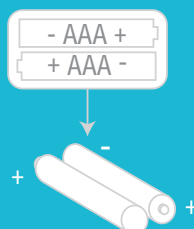
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INSERTING THE BATTERIES

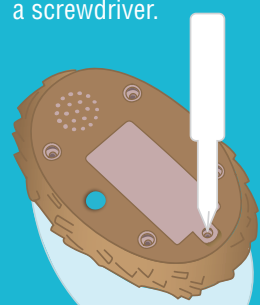
1. Remove the screw and the cover with a screwdriver.



2. Insert 2 AAA batteries, observing the correct polarity.



3. Close the cover and tighten the screw with a screwdriver.



BATTERIES NOT INCLUDED.