



Foolish
Media, llc.

**OH
CLUCK!**



THE RULES

Roosters **OVERVIEW**

During each round of *Oh Cluck!* players combat the other players Roosters to collect eggs.

GOAL OF THE GAME

In this Dual Deck Card Game, You and your friends will fill your coop with Roosters (and their friends) and then duke it out to see which one of you will reign supreme over the Barnyard.

ANATOMY OF OH CLUCK!

In order to play *Oh Cluck!*, you need two decks: the Rooster deck (green back), and the Action deck (blue back). Before shuffling, make sure that the two decks are separated from each other.



ROOSTER DECK



ACTION DECK

CARD TYPES

Oh Cluck! has 6 types of cards, Roosters, Attacks, Dodges, Counters, Specials, and Party Fowls.

ROOSTER CARDS

- 1 Rooster name
- 2 Feathers
- 3 Eggs
- 4 Ability

Roosters are found in the green backed deck. Each Rooster has Feathers, Eggs, and an Ability. The Feathers represent its health. When a Rooster takes damage greater than, or equal to their feathers, they are defeated. A Roosters Eggs value represents the number of eggs gained after their defeat. A Rooster's Ability can be one of two types.

Non-activated: These abilities are considered always on, like "...immune to the ATTACK Sporked".

Activated: These abilities are played the same way as cards from the Action deck. These abilities can be used once per game, and follow the same rules found below for the card types.



ATTACKS

- 1 Card name
- 2 Attack damage
- 3 Card text

Each Attack has a value, which is the amount of damage a Rooster would take from being hit by it. If the Attack damages the Rooster, it attaches to the Rooster, until the Rooster is defeated. Once a Rooster is defeated all the attached Attacks go to the discard pile.



DODGES

- 1 Card name
- 2 Card text

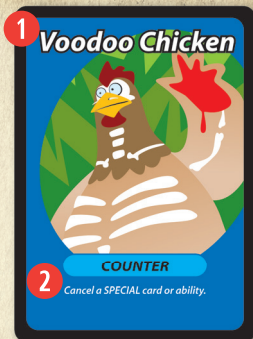
These cards allow you to avoid Attack cards. Some of them both cancel the attack and have secondary effects that are triggered when they are used.



COUNTERS

- 1 Card name
- 2 Card text

These cards allow you to cancel specific actions within the game. Each have conditions on what they can cancel, and when they can do it.



SPECIALS

- 1 Card name
- 2 Card text

Specials are exactly that, special, because they can effect a number of areas throughout the game. Like eggs awarded and to whom, Roosters in play or even who attacks who.



PARTY FOWLS

- 1 Card name
- 2 Feathers
- 3 Eggs
- 4 Card text

A Party Fowl, is the type of card that breaks all the rules. Party Fowls enter play, and either attach to, or replace your Rooster. (They will tell you which). A Party Fowl's feathers are it's own feathers, and when a player kills a party fowl, they score it in their Egg Basket, just like a Rooster.



GAME SETUP

Oh Cluck! consists of two decks: a Rooster deck (green back), and an Action deck (blue back). Separate the two decks and shuffle. Deal everyone a starting hand of 5 Action cards. After all players have starting hands, deal each player a starting coop of Roosters, determined by the number of players, and everyone chooses a starting Rooster. *If Sunny is in your coop and you choose him as your starting Rooster, you may choose to go first.* Those roosters not in a coop are considered Free Ranging Roosters.

STARTING COOP SIZE

- 2 Players: 6 Roosters
- 3 Players: 5 Roosters
- 4 Players: 4 Roosters
- 5-6 Players: 3 Roosters



HOW TO PLAY

On your turn, you can choose from one of three actions to take:

1. Attack an opposing Rooster: You may attack any Rooster in play other than your own.
2. Play a Special: When using a Special, make sure that the ability suits the situation (some specials require other things to happen in order to use them), and then choose targets that work for the special.
3. If a Player cannot (or chooses not to) play a card or use an ability they must discard all cards from their hand, as their turn, and replace them with 5 new cards from the action deck.

SAMPLE GAME

- 1 Player's hands
- 2 Roosters
- 3 Damage
- 4 Coop
- 5 Egg Basket
- 6 Action deck
- 7 Discard pile
- 8 Free Range deck



HOW TO PLAY cont'd...

After you have taken your action, the action needs to resolve, giving players the ability to play Dodges, Counters, Specials, and Party Fowls, in response to your action, if able.

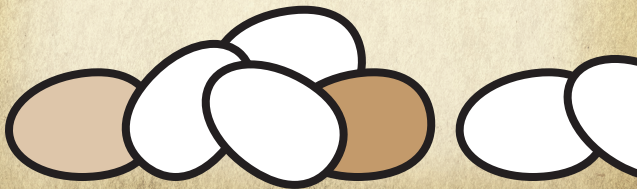
Taking Damage/Marking Damage: *Oh Cluck!* is designed so that you can use the attacks as a way to mark damage taken on your Rooster. These damage cards Attach to the Rooster, and are not considered to be a part of the discard pile. They do not enter the discard pile until the Rooster they are attached to leaves play. *In a game where you are using tokens to mark damage or eggs, these cards still attach to your Rooster.*



Note(s): Unless a card attaches to a Rooster, it is discarded after it's effects are resolved. All players redraw up to their max hand size (starting is 5) at the end of every turn, starting with the player whose turn it is. When discarding all cards go to the discard pile of the deck they belong to.

GETTING ATTACKED:

When your Rooster is being attacked you may use a Dodge or Counter (*but not both*) in response to the attack. There are also Special cards that may be played at this time. There are also cards that can be played by players that are not attacking or defending. The card text will let you know when it may be played. Compare the attack value to the feather value (*life*) on a Rooster. If the attack is greater than or equal to the feather value of the Rooster, that Rooster is killed (*see scoring below*).

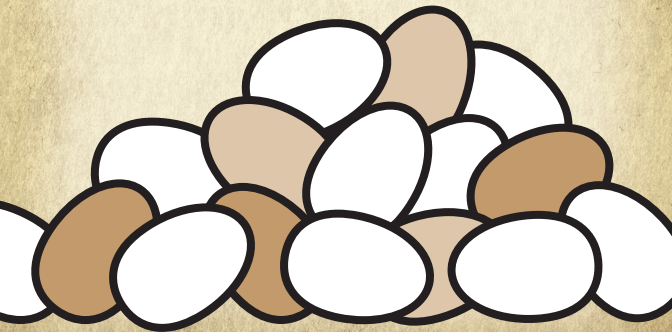


SCORING/WINNING

There are two ways to win *Oh Cluck!*:

End your turn at 12 eggs: There are 2 ways to gain eggs. Each time you defeat a Rooster, you add that Rooster to your Egg Basket, and it's Eggs count towards your Egg Total. If you have 12 eggs at the end of your turn, you win. *In the Case of a Tie and more than one player has more than 12 eggs, the player whose turn it is win.*

Be the Last Rooster Standing: If you are the only player with a Rooster left in play at the end of any turn, you win the game, no matter the final egg count. You truly are a fearsome brawler!



COMMON GAME TERMS

Health: Feathers on a Rooster or Party Fowl

Damage: The number of Feathers that an Attack or Ability does.

Egg Basket: A collection of Roosters, Party Fowls and other cards that a person has collected. If a player has 12 eggs in their egg Basket at the end of the turn, they win.

Free Range: The collection of Roosters that are not dealt into players coops.

Coop: All Face Down (and the single Face Up) Rooster that are controlled by a player.

FREQUENTLY ASKED QUESTIONS

Clubber: Is their hand size reduced?

No, they will draw back to 5 at the end of the turn. To make sure that someone wasn't able to be whittled down to 3 cards in their hand (and being a sitting duck instead of a fighting rooster), we designed Clubber to just take a card, not reduce the hand size as well.

Waffle: Can I Dodge a Waffle?

No. Waffle is a Dodge Card. You cannot Dodge a Dodge. Alternatively, you could use Chickens Don't Fly, or if the Damage from Waffle were to kill your Rooster, Juiced as a way to cancel / thwart a Waffle

Juiced: What can this be played in response to?

Anything that would remove your active Rooster from the game, including Damage and Specials.

All of the following would count:

- An Attack that would kill your Rooster
- Damage from Waffle that would kill your Rooster
- Hen in the House
- The General's Special Ability
- etc...

Voodoo Chicken: What specials?

Anything that is considered a Special. Voodoo Chicken can cancel a Rooster Ability if it's labeled as "SPECIAL", as well as any Special in the action deck (the Special cards are purple). Voodoo Chicken can even cancel that pesky Boneless your opponent tries to play on you.





The Faberge Cluck!

Bradley D Boothe

Amber Young

Tom and Penny Young

The Carton of Awesomeness

David Lapp

Nichole Bookman

James E. Donnelly

Jyan C Delamotte

Nate Keen

Amy Kilkenny

CC Rider

Nancy T McLellan

Brad Carrabine

Justin Yeo

Jennifer Wentz

David Gardner

Kristine Soetaert

Karen Warren

Stig Tore Johannesen

Eric Miller

Peter Xiong



Oh Cluck: The Eggspanion!

Sandy Herwig

Christopher Frost

David Waldman

Michael Wheeler

Alexander Unger

Rick Amelse

Barry Murphy

Dominic Errico

James Thomas

David Orange

Scott Wisely

Wade Kamman

Nicholas Declan Crider

Freshwater Game Company

Phillip Hill

Oh Cluck! - The Game

Sheri Dieck

Matt Molnar

Salvador Soto

Rachel Rabalais

Janet Mootsey

No Cluckin' Reward Picked

Maggie Cole

Joshua Burall

Gerald King 111

Joyce Warren

Cody Fueyo

Pamela Bookman

Courtney Murdock

Diane Crider

Chase



OH CLUCK!

Welcome to the
barnyard!

Assemble your coop
of roosters, fill your hand
with actions, and BRAWL!
First player to a dozen
eggs, or the last rooster
standing reigns supreme
over the barnyard...
for now.

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