

CLOUD NINE ?

... in the henhouse !



Welcome to the BIG annual COMPETITION for the best chicken farmer. For a few days and nights, you're going to share a henhouse and collect as many eggs as possible.
No holds barred to win, it's up to you !!!

TO PLAY, YOU'LL NEED

NUMBER OF BREEDERS	SUCCESS (SOLO OU DUAL)		GROUP COMPETITION								
	1	2	2	3	4	5	6	7	8	9	
Flesh-coloured cards « Nest of Eggs »	- 4 x sets of 1 to 10, - 4 x number cards 1, - 4 x Mystery Boxes, - 6 x Foxes,	- 4 x sets of 1 to 10, - 4 x number cards 1, - 4 x Mystery Boxes, - 6 x Foxes,	- 3 x sets of 1 to 10, - 2 x Mystery Boxes, - 1 x Fox, - 1 x Collective Nests	- 4 x sets of 1 to 10, - 3 x Mystery Boxes, - 2 x Foxes, - 1 x Collective Nests	- 5 x sets of 1 to 10, - 4 x Mystery Boxes, - 3 x Foxes, - 1 x Collective Nests	- 6 x sets of 1 to 10, - 5 x Mystery Boxes, - 4 x Foxes, - 1 x Collective Nests	- 7 x sets of 1 to 10, - 6 x Mystery Boxes, - 5 x Foxes, - 1 x Collective Nests	- 8 x sets of 1 to 10, - 7 x Mystery Boxes, - 6 x Foxes, - 1 x Collective Nests	- 9 x sets of 1 to 10, - 8 x Mystery Boxes, - 7 x Foxes, - 1 x Collective Nests	- 9 x sets of 1 to 10, - 8 x Mystery Boxes, - 7 x Foxes, - 0 x Collective Nests	
Gold cards « Nest of Gold »	- 1 x Rooster, Hen, Worm, Rifle, Easter Egg, Chick, - 6 x Corns, Snakes	- 1 x Rooster, Hen, Worm, Rifle, Easter Egg, Chick, Individual Nests, Straw Bales, Corns, Snake	- 1 x Rooster, Hen, Worm, Rifle, Easter Egg, Chick, Individual Nests, Straw Bales, Corns, Snakes,	- 1 x Rooster, Hen, Worm, Rifle, Easter Egg, Chick, Individual Nests, Straw Bales,	- 1 x Rooster, Hen, Worm, Rifle, Easter Egg, Chick, Individual Nests, Straw Bales,	- 2 x Roosters, Hens, Rifles, Chicks, Easter Egg, Chick, Individual Nests, Straw Bales,	- 2 x Roosters, Hens, Rifles, Chicks, Easter Egg, Chick, Individual Nests, Straw Bales,	- 2 x Roosters, Hens, Rifles, Chicks, Easter Egg, Chick, Individual Nests, Straw Bales,	- 2 x Roosters, Hens, Rifles, Chicks, Easter Egg, Chick, Individual Nests, Straw Bales,	- 2 x Roosters, Hens, Rifles, Chicks, Easter Egg, Chick, Individual Nests, Straw Bales,	

DISTRIBUTION (2 TO 9 PLAYERS)

The game begins in the early hours of the first day, just after the dew.
Nobody yet knows what happened that night.

The hens are waking up, and this is your chance to start collecting.

The oldest player shuffles the cards with flesh-coloured backs and deals 9 cards face down to each breeder. The remaining cards make up the « Nest of Eggs ». He then shuffles and deals four Gold cards face down to each breeder. The remaining cards make up the « Nest of Gold ».

As this is the first round, or rather the first night, the Owl card is placed under the « Nest of Eggs », with the number 1 and the smallest moon sticking out.

HERE WE GO !!!

Choose a level of difficulty and the number of rounds to be played. Each round represents one day of the competition, and the game finishes at the end of the last day.

Level 1 (beginner)	Level 2 (upgradeable)	Level 3 (classic)	Level 4 (expert)
You can only use addition and subtraction.	You can add the multiplication.	You can add the division. It will be possible to combine up to four cards when you use it.	Add an hourglass to limit the thinking time. Between one and three minutes should be fine.

Variants are decided before the game.

Whatever rule you choose, you can play with or without Gold cards.

The dealer may, if he or she wishes, use their Gold cards, which are not used for scoring.

Gold cards can be used as often as you want, at any time during your turn.

The game is played clockwise. The first breeder starts by drawing a card from the « Nest of Eggs ». To win a trick, the trick must equal 9, regardless of the arithmetical operation used.

The value 0 cannot be used in the game.

Tricks can be made with one, two or three cards, or even four if you include a division in your operation or if you have The Rooster Gold card that allows this.

With the exception of The Rooster, no values can be repeated.

When a breeder decides to pass or when he cannot make a trick, he draws a card from the « Nest of Eggs » and skips his turn.

The next breeders must each draw a card at random from the hand of their right-hand neighbour before starting their turn.

The round ends as soon as a breeder has no more flesh-coloured cards in his hands or when the last card in the « Nest of Eggs » has been drawn.

Apart from the illustration in the middle, all the cards are symmetrical and suitable for left-handed players. There is a colour code that allows two cards to be combined to make a total of 9.

2 + 7, 3 + 6, 4 + 5, 9 and 1 + 8 or 10 - 1

EXPLANATION OF THE CARDS

The flesh-coloured cards in the « Nest of Eggs » :

- **The sets of illustrated cards** (from 1 to 10 eggs) which are used for collecting eggs.
- **The Foxes**, which cause you to lose 10 eggs each at the end of the round.
Please note that with the exception of The Foxes, all the cards with flesh-colored backs that are discarded will end up in your pile of tricks.
- **The Collective Nests**, which require each breeder, including the holder of the card, to draw a card from the « Nest of Eggs ». Cards are drawn starting with the player on the left. This will bring in as many bonus eggs as there are participants. This card can be played before or after your trick.
- **The Mystery Boxes**, which can replace any card (from 1 to 10 eggs) but do not earn anything. You can use several of them in the same combination.
Please note that these values must not repeat other values present in the trick.

Example : Titeuf the egghead has an 8, a 5 and a Mystery Box in his hand. He puts down a combination of three cards, explaining that with the 8 eggs plus the 5 eggs, he has decided that The Mystery Box contains 4 eggs which he takes away from the 13 eggs to make a total of 9. Titeuf has formed a combination of three cards, all with different values. He makes a three-card trick and scores 13 eggs.

The Gold cards in the « Nest of Gold » :

- **The Roosters** which allow you to combine up to four cards regardless of the operation used, and the values can be repeated.
- **The Hens**, which allow you to swap one or all of your flesh-coloured back cards with someone else. When you decide to swap just one card, you can choose the one you are going to give away by placing it face down on the table, but in this case you will have to draw a card at random from the hand of the person you are swapping with.
- **The Chicks** which allow you either to see the cards with the flesh-coloured backs still in the hands of all the participants, or to see and choose a breeder's card just before drawing from his or her hand.
- **The Rifles** which allow you to hunt all The Foxes in your hand are then placed under the "Nest of Eggs". If you don't have any Foxes in your hand, you can also discard The Rifles card and draw a new Gold card in exchange.
- **The Bales of Straw** which allow you to double the value of the highest card in your next trick. This card, whose value will be doubled, is placed face up, under the pile of your tricks. This way, when the eggs are counted, you'll know which cards are worth double.
Please note that if the highest card in your trick is The Mystery Box, do not play The Bales of Straw as it will not give any points. You can only use one Bales of Straw card at a time.

Example: Marie-Lou, who looks like an owl, has bitten off more than she can chew. She wants to score as much as possible by playing a combination of four cards. To do this, she uses The Rooster and lays down 10 eggs to which she adds 9, then subtracts 8 and 2 to make a total of 9. Marie-Lou also lays down The Bales of Straw card, allowing her to double her highest card. Roucoucou Marie-Lou, that's excellent, because $(10 \times 2) + 9 + 8 + 2$ gives her 39 eggs.

- **The Individual Nests**, which immediately lead to the withdrawal of two cards from the "Nest of Eggs" from the person of your choice. You can also allocate them to yourself without this preventing you from making your trick.
- **Corns** are a punishment for the person you give them to. Place them face up in front of someone who cannot accumulate more than 9 eggs. The cards will end up in the discard pile just after their turn. Only The Bales of Straw can be used to score more.

Example: Joy, known as Happy Easter, isn't as lucky as all that. Corns awarded to her by Gaston the turkey prevents her from scoring as much as she would like. But Joy has more than one trick up her sleeve: she's a talented, combative, responsible girl... But that's not all. She also knows how to adapt by offering 8 eggs to which she adds 1 to make a total of 9. Joy uses The Bales of Straw to double her highest card. IN JOY WE TRUST as the Americans say! Her combination earns her 17 eggs.

- **The Snakes** placed face-up in front of you can steal the highest card of the first trick played starting from the player on your left. They are only active for one turn.
Note that if the highest card is a Mystery Box, the Snake will always steal The Mystery Box first, so no eggs to steal. You can only use one Snake at a time. If there are many Snakes on the table, they will only steal from one breeder at a time, in order of appearance.

Example: Denis places The Snake face up in front of him. The player on his left places a combination of three cards on the table. Denis smiles and steals the highest card to put it in his tricks. Well done Denis, he's understood everything! The player on his left only makes a two-card trick.

VARIATION: The Snakes can be played at any time to steal the highest card. Simply place a Snake face down in front of the player and announce your intention. If several breeders want to do the same at the same time, after a few exchanges, they decide whether or not to turn their Snake face up at the same time and count the number of eggs on their card. The breeder with the most eggs can steal the highest card, the other breeder steals nothing and The Snakes are discarded.

- **The Easter Egg**, which allows you to draw 2 Gold cards to get one more than the others. It is placed face up in front of you and gives you 5 extra eggs at the end of the round.
- **The Worm**, which can be exchanged for any visible card in the Gold card discard pile.

SCORING

Only the cards present in the tricks are counted, except for The Foxes still in your hands, which will deduct 10 eggs each from your final total.

To count the folds: the eggs are added up,

The Mystery Boxes don't count anything (see **The Mystery Boxes**),

Double the number of eggs for those with face-up cards (see **The Bales of Straw**),

Additional eggs depending on the number of breeders for those who have The Collective Nests (see **The Collective Nests**),

5 extra eggs for the person who has The Easter Egg (see **The Easter Egg**).

10 eggs subtracted for each Foxes (see **The Foxes**),

There is also a bonus of 15 eggs for the player, if any, who discards his or her entire hand before the end of the "Nest of Eggs",

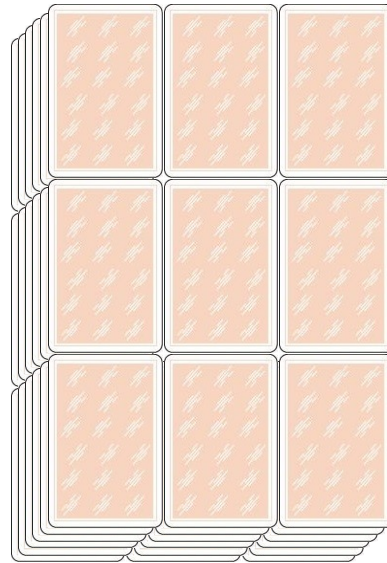
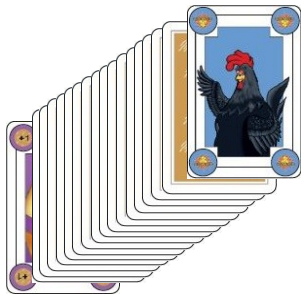
If breeders loose more eggs than they earn with The Foxes, their score for the round will be 0. The results are recorded on a sheet of paper and we prepare for the next round.

*« Night falls on the henhouse, and the hens fall asleep exhausted by their hard day's work.
Beware of the dangers lurking in the forest! Who! Who! Who!
The Owl never sleeps, and the moon is getting bigger »*

Don't forget to slide the Owl card under the "Nest of Eggs" with the number corresponding to the round.

SUCCESS (SOLO) WITH OR WITHOUT GOLD

Shuffle the 54 flesh-coloured cards and divide them into nine packs of six cards. Shuffle the 18 Gold cards, making sure to place face-up **The Easter Egg** underneath and **The Rooster** on top of the « Nest of Gold »



Choose a level of difficulty.

Turn the first card in each pack face-up,

Objective : To use the same rule as with other players to collect all the eggs in the game.

In other words, only **The Foxes** must remain on the table.

HERE WE GO !!!

Remove the cards used to make a trick and turn over the following cards face-up.

The Mystery Boxes can replace any card (from 1 to 10 eggs) and **The Foxes** prevent you from accessing subsequent cards.

When one of the nine packs is empty, you can move any card on top of a pack to fill the gap. This allows you to move The Foxes and access the remaining cards.

In order to win, only The Foxes must remain (and you must have completed all the challenges of the Gold cards).

SUCCESS (DUAL) WITH OR WITHOUT GOLD

Shuffle the 54 flesh-coloured cards and divide them into nine packs of six cards. Shuffle the 10 Gold cards, making sure to place face-up **The Easter Egg** underneath and **The Rooster** on top of the « Nest of Gold »,

Choose a level of difficulty, the number of rounds to be played and the first breeder to start, then turn the first card in each pack face-up. Your aim is to collect more eggs than your opponent.

HERE WE GO !!!

The first breeder begins by removing the cards used to make a trick and turning the following cards face-up. If he manages to meet the Gold card challenge before, during or after his trick, he takes the Gold card and turns over the next one.

You can only win one Gold card per round.

Keep them face up in front of you, as they will earn you extra eggs at the end of the round.

Then it's the second breeder's turn to make a trick with or without the Gold card challenge.

The Mystery Boxes can replace any card (from 1 to 10 eggs) and **The Foxes** prevent you from accessing subsequent cards.

When the packs are empty, the player who starts chooses how to move the other cards.

When a breeder is blocked (or if he or she doesn't play before the timer runs out), it is up to the other breeder to play. If both are blocked or miss their turn, the round ends and the scores are added up.

Otherwise, the round ends when a breeder manages to complete the last trick and only The Foxes remain on the table. This breeder receives a bonus of 15 eggs for success.

When the last Gold card challenge is completed, and the breeder sees The Easter Egg, he or she receives a bonus of 20 eggs.

SCORING

The eggs add up.

The Mystery Boxes don't count anything (see **The Mystery Boxes**),

Double the number of eggs for those with face-up cards (see **The Bales of Straw**),

5 extra eggs per Gold card obtained,

20 extra eggs for the player with the most Gold cards.

20 bonus eggs for the person, if any, who completes the last Gold Card challenge, plus a bonus of 15 eggs for the person, if any, who completes the success with flesh-coloured cards (in other words, if there are only The Foxes left on the table),

The scores are recorded on the sheet of paper and we prepare for the next round.

GOLD CARD EXPLANATION SUCCESS (SOLO ou DUAL)

Gold cards add extra challenges that you have to meet one by one before you can move on to the next :

- **The Rooster** asks you to make a combination of 4 cards whatever operation you use and offers you the possibility of repeating the values,
- **The Hen*** asks you to pass a card from the top to the bottom of a pack and to turn over the next card,
- **The Chick*** allows you to look at all the cards in a pack,
- **The Rifle*** allows you to remove a visible Fox,
- **The Worm** asks you to redo a challenge already met by you or your opponent,
- **The Individual Nest*** allows your opponent to play again by making a second trick,
- **The Bales of Straw*** allows your opponent to double the highest value of his trick,
- **Corns** forbid you to collect more than 9 eggs,
- **The Snake** asks you to leave the highest card of your trick on its pack,
- **The Easter Egg** announces you the end of the challenges and a bonus of 20 eggs.

*** In a duel, your opponent carries out the action, but you win the Gold card.**

EDUCATIONAL TOOLS

Symbolic cards are represented with various signs, +, -, x, ÷, =.

Brackets and **double brackets** are available to demonstrate your operation to others.

Since the result must always be 9 eggs, the resulting figure is indicated on the back of the sign =.

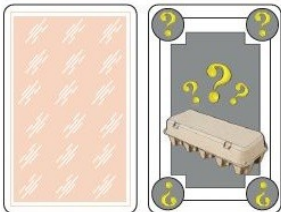
CONCLUSION

For a more fun duel or more frenzied games, I recommend using a timer (from 30 to 90 sec). You can also choose to play with decimals, as the game is not limited to basic operations but can also introduce the concepts of powers, roots, fractions, etc...

Have fun !!!



The Foxes are attacking hens - avoid them !
Only the Rifle makes them flee for good. At the end of the round, 10 eggs are lost for each fox in your possession.



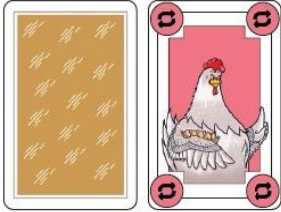
How many eggs do The Mystery Boxes contain ?
Useful for making a trick when you're short of eggs, as long as you don't repeat the values.
At the end of the round, they are worth nothing.



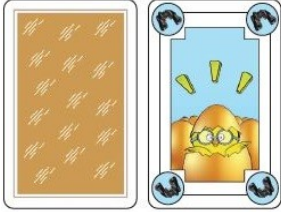
The Collective Nests give a surprise for everyone !
Starting with the player on the left, everybody draws a card from the « Nest of Eggs » and, in addition to your trick, you win 1 egg for each participant present.



The Roosters look great !
They allow you to combine up to four cards, whatever operation you use. You can also repeat the values in your trick.



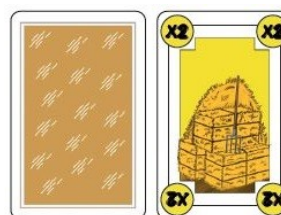
The Hens aren't easy to deal with.
They can swap one card at random. Or their whole hand. With anyone!



The Chicks are very curious, a definite advantage !
They allow you to look into everyone's hands or to see and choose a breeder's card just before drawing from their hand.



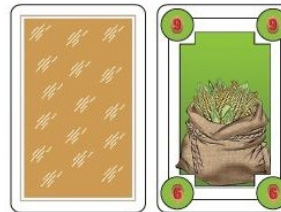
The Rifles, BANG !
They scare away all The Foxes in your hand, replacing them under the "Nest of Eggs". If you don't have any Foxes, draw a new Gold card in exchange.



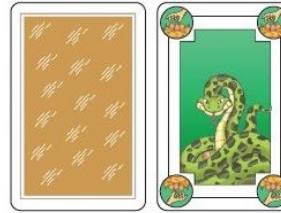
The Bales of Straw are so comfortable !
They double the highest value of your trick and can be used despite the constraint of the Corns.



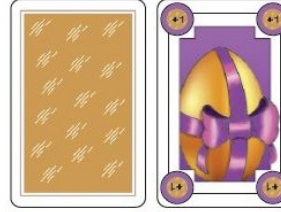
The Individual Nests, for twice the pleasure.
During the night, two eggs were revealed. It's up to you to decide who they are for ? Someone draws two cards from the "Nest of Eggs".



Corns ! The chickens are hungry and need to be fed. Once allocated to someone, their trick can't bring in more than 9 eggs, unless they use The Bales of Straw.



The Snakes, those thieves !
Once placed in front of you, you can steal the highest value of the first trick made by another player. The Snakes will never be active for more than one round.



The Easter Egg, lucky you !
It gives you one more Gold card than the others and 5 extra eggs at the end of the round. Once in front of you, draw two Gold cards.



The Worm, so smart !
He does as he pleases. You can exchange it for any Gold card in the discard pile.



In the distant forest, you can hear the Owl.
It scrolls through the nights, reminding us of every round already played.