# Piou Piou

**5-99 years**

From 2 to 5 players

**Contents:** 47 cards (6 foxes, 15 roosters, 15 hens, 11 nests) and 18 eggs/chicks.

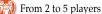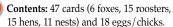**Aim of the game:** The winner is the first to manage to get 3 chicks.
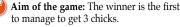
**Game rules:**
Place the pile of eggs in the centre, egg' side up. Mix the cards. Distribute 4 to each player, the remaining cards form the pack, which is placed in the centre next to the pile of eggs. The youngest player begins. The game is played in clockwise direction.

When it is his turn to play, the player chooses:
- to carry out one of the **game actions**
- **OR TO** throw a card into the pot.

At the end of his turn, the player picks the number of cards required in order to always have 4 cards in his hand. Then it is the next player's turn.

## GAME ACTION:

**- Lay an egg**

By presenting the 3 cards – rooster, hen, nest, the player make take an egg card. He places in front of him, egg side up.

**- Give birth to a chick**

The player presents 2 "hen" cards whilst imitating a hen's cry. He then turns over one of his "eggs" to make a newborn chick appear.

**- Take an egg from another player**

The player presents a "fox" card to an adversary, and ask him for an "egg" card (he cannot take a chick). The adversary may counter-attack by presenting 2 "rooster" cards (which he throws into the pot and replaces immediately by picking up 2 cards).

All the cards presented by the players are then thrown into the pot, and replaced by cards from the pack. Once the pack is finished, one returns to the port.

NB: *one cannot lay an egg or produce a chick immediately after having picked out a card!*

**DJECO**