

## **The rules and Info on the Pecking Order:**

The pecking order in this game represents where chickens sit in the hierarchy of chickendom. Some of the Chickens have special abilities when it comes to determining pecking order, others do not. The special abilities supersede these rules.

The squabble is played out by using a double deck of cards and playing 3 hands of “war” in the Pecking Corner, a special place designated for chicken duels.

The winner of two of the hands wins, and the numbers are exchanged.

You may only challenge within two numbers of your current place.

Ex: Bob the chicken who is in position # 5 can challenge Jack who is chicken #3 but not Mike who is chicken #2.

### **Special Abilities Examples:**

#### **The Unconcerned/Strong:**

The pecking order is not really important to you, so you can choose to give your number up to anyone who wants to challenge you, if you wish. You may not challenge for position.

You may choose to redraw the first losing hand of a series.

#### **The Unconcerned/Indifferent:**

The pecking order is not really important to you, so you can give your number up to anyone who wants to challenge you, if you like, or you can make them challenge for it. You may not challenge for position.

If you make the chicken challenge for your number, you have to redraw the first win.

#### **The Weak But Determined:**

The pecking order is important to you because it gives you more credibility, However it is hard for you to ascend. You have to win the best 5 of 7 to win the challenge.

#### **The Strong but Fading:**

The pecking order is not really important to you, being an old chicken, but you can hold your own.

You may flip two cards on the second hand of a confrontation and choose the better.

The Genius:

You don't care much about the pecking order but you can outsmart most of the chickens in the coop.

You may lay 2 cards to every one of theirs and choose the best one of the two.

The Enduring:

The pecking order is not really important to you, but you can hold your own.

You may ignore the first win from your opponent of the 3 draws. If you lose 2 you still lose the fight

The Super Strong But Dumb:

The pecking order is not really important to you, but you can dominate it.

You may lay two cards for the first two draws, but the other player chooses which card is active.

The Assistant to Super Strong But Dumb:

If Super Strong But Dumb asks you to help, you may choose the cards in his flips instead of his opponent. He also gets to flip a third hand.

The Coward:

The pecking order is not really important to you, but you can hold your own.

You may only turn two hands instead of three, if you lose one you lose.