

GEM HENNS



In 1885, a Russian Tsar commissioned a beautiful jeweled hen egg from a renowned craftsman as an Easter present for his wife. Since then, many more of these bejeweled objects d'art have been commissioned, crafted, and then bought and sold for millions. That's the kind of scratch that makes a farmer envious...or innovative!

In Gem Hens, players each control a hen capable of laying jeweled eggs. Specially bred by a crafty farmer who combined jewels and grain into appetizing feed, your hens race into the barnyard for the tastiest (and most valuable) grain gems and players compete to see whose prized chicken can lay the most marvelous egg – a wonder suitable for a Tsar!

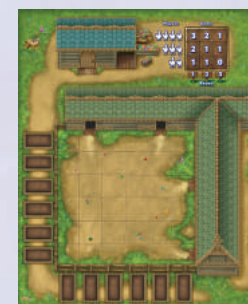


COMPONENTS

81 Grain Gems in 8 types



1 6x6 Yard Board



32 Chicken Action Dice in 4 player colors



4 Egg Boards



12 Power Cluck Cards (Advanced Game)



4 Turn Order Tokens

6 Farmer Dice



1 Scoring Table Reference

Gem Combinations	1	2	3	4	5
Violet (4)	1	2	3	4	-1
Emerald (18)	2	3	4	5	-2
Sapphire (15)	3	5	6	8	-3
Ruby (12)	4	6	8	10	-4
Orange Fire Opal (10)	5	7	10	13	-5
Onyx (8)	6	9	12	15	-6
Diamond (3)	8	12	16	20	-7
Imperfection (6)	-2 points per pink cube in a completed basket. -1 point if collected but not placed in basket.				

1 Farmer Pawn



1 Feed Bag

4 Chicken Pawns



1 Egg Timer








4 Player Action Boards

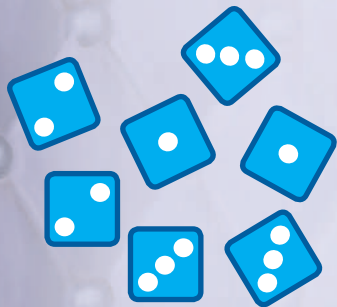
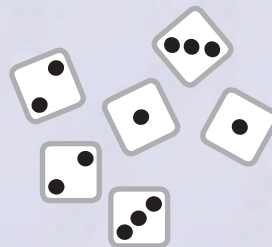


These Rules

SETUP



-  Each player takes the Egg Board, Player Action Board, and the 8 Chicken Action Dice of their chosen color and places them in their player area.
-  Set the Yard Board in easy reach of all players.
-  Place the Farmer Pawn on the tractor space of the Yard Board.
-  Players place the Chicken Pawn of their color anywhere in the chicken coop space on the Yard Board.
-  Place all Grain Gems in the Feed Bag.
-  Place the Scoring Table Reference in view of all players.
-  Place the Farmer Dice, Egg Timer, Turn Order Tokens, and the Power Cluck Card (if you are playing with them) in easy reach of all players.



Gem Combinations	GG	GGG	GGGG	GGGGG	GGGGGG
Gold (24)	1	2	3	4	-1
Emerald (18)	2	3	4	5	-2
Sapphire (15)	3	5	6	8	-3
Ruby (12)	4	6	8	10	-4
Orange Fire Opal (10)	5	7	10	13	-5
Onyx (8)	6	9	12	15	-6
Diamond (7)	8	12	16	20	-7
Imperfection (6)	-2 points per pink cube in a completed feature. -1 per wild collected but not placed in a feature.				



GAMEPLAY

Gem Hens is played over 3 rounds. At the end of the 3rd round, players calculate the point value of their Egg Features; the highest total wins. If a player completes their Egg Board before the end of the 3rd round, the game ends after completing the current round of play.

Each round consists of the following phases:

Grain Throwing: The farmer throws grain into the yard to entice the chickens out of their coop.

Chicken Dice Rolling: The chickens will get actions every round to help them find and eat up the best Grain Gems so they can produce the best Egg Features!

Determine Pecking Order: The outcome of the Chicken Dice Rolling will determine the player order for the Chicken Action Phase.

Chicken Actions: Players take turns playing Chicken Action Dice from their Player Action Boards to get their chickens around the yard for all that delicious Grain Gem goodness

GRAIN THROWING PHASE

At the start of each round, move the Farmer Pawn down the Grain Silo to the next space according to the number of players.

The number indicated on the spaces of the Grain Silo state how many rows and columns should be marked with Farmer Dice.

- Roll the number of Farmer Dice on the current space on the Grain Silo. Then place those Dice on the corresponding numbered spaces for **rows** on the left side of the yard.
- Roll the same number of Farmer Dice again, and then place those Dice on the corresponding numbered spaces for **columns** at the bottom of the yard.
- Starting in the top left corner of the yard (1,1), and moving left-to-right and top-to-bottom, draw and place 1 Grain Gem at each intersection of a row and column that is now marked with a Farmer Die.

First Round Farmer Placement

2 Players - #3 space

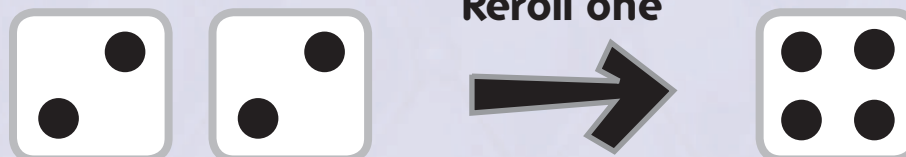
3 Players - #2 space

4 Players - First #1 space








Note: If a double or a triple is rolled for a row or column (in a 2 or 3 player game), keep 1 Die and reroll the other 1 or 2 Dice until you have no repeated numbers, then place those as indicated above.



CHICKEN DICE ROLLING PHASE

Once the farmer has thrown the Grain Gems, the Chicken Dice Rolling Phase begins.

-  All players take their 8 Chicken Action Dice in hand.
-  The first player sets the Egg Timer to 20 seconds. That player then says “Ready, set, cluck!” and starts the timer.
-  All players then **simultaneously** roll and place their Chicken Action Dice on their Player Action Boards.

While rolling, players may place any dice they wish to keep on to their Action Board in the matching, numbered space. Once a die is placed on the Action Board, it is **locked** and cannot be rerolled.

Players may keep rerolling **all unlocked** dice as many times as they wish until either all dice are locked or time runs out. When time runs out, all dice must be placed on the Action Boards as they were last rolled.

Roll

1, 2, or 3 – Movement
 4 or 5 – Scratch Rows or Columns
 6 – Pecking Order



DETERMINE PECKING ORDER

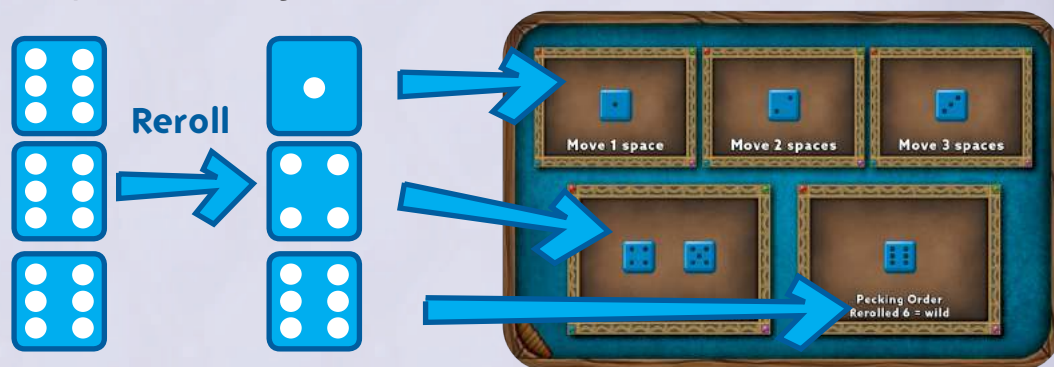
After the Chicken Dice Rolling Phase, each player rolls all of their Chicken Action Dice from the Pecking Order area on their Player Action Boards (the 6's) and adds them together. The player with the highest total becomes the top of the Pecking Order and takes the 1st Player Token and places it in front of their player area. The second highest total then takes the 2nd Player Token and so on. Dice rolled for the Pecking Order are only rolled **once**, no rerolls.

In the event of a tie, tied players remain in the same order they were in the previous round. If players tie in the first round of the game then the tied players each roll one die, with the higher result going first.

Note: A player who does not have any Pecking Order Actions (6's) automatically rolls a 0 for pecking order.

After Pecking Order has been determined, players place their Chicken Action Dice back on their Player Action Boards in the appropriate spaces based on the results of the Pecking Order roll.

Example: If a player has 3 Pecking Order Dice and rerolls them as a 1, a 4, and a 6, then they replace them as a Move One Action (1), a Scratch Rows or Columns Action (4), and back into the Pecking Order (6) space to be used as a Wild Die.



CHICKEN ACTIONS PHASE

In Pecking Order, players take turns using one Chicken Action Die at a time to carry out the associated action. Players **must** use **all** of their Chicken Action Dice each round.

Possible Actions:

Movement (1, 2, or 3)

A die of 1, 2, or 3 allows a player to move their Chicken Pawn the corresponding number of spaces on the Yard Board. Movement may only be done in a straight line, and Chicken Pawns must be moved the full distance if possible. If a Chicken Pawn touches the edge of the Yard Board or another Chicken Pawn, its movement stops immediately and any remaining movement is lost.

If a Chicken Pawn is not yet on the Yard Board, a player may use a Movement Die to enter the Yard Board from the Chicken Coop starting at any space with a ramp on it. The Chicken Pawn may be moved the number of spaces indicated on the Movement Die used, in any of the 3 directions available, counting the space with the ramp as the first space of movement.







Two Chicken Pawns cannot occupy the same space. Therefore, if a Chicken Pawn is in a space with a ramp it is effectively blocking that exit from the Chicken Coop. A player will then have to decide to either to have their Chicken Pawn enter the Yard Board from a different exit in the coop or Shove the blocking Chicken Pawn out of their way. Shoving may also occur on any space on the Yard Board.

Shoving

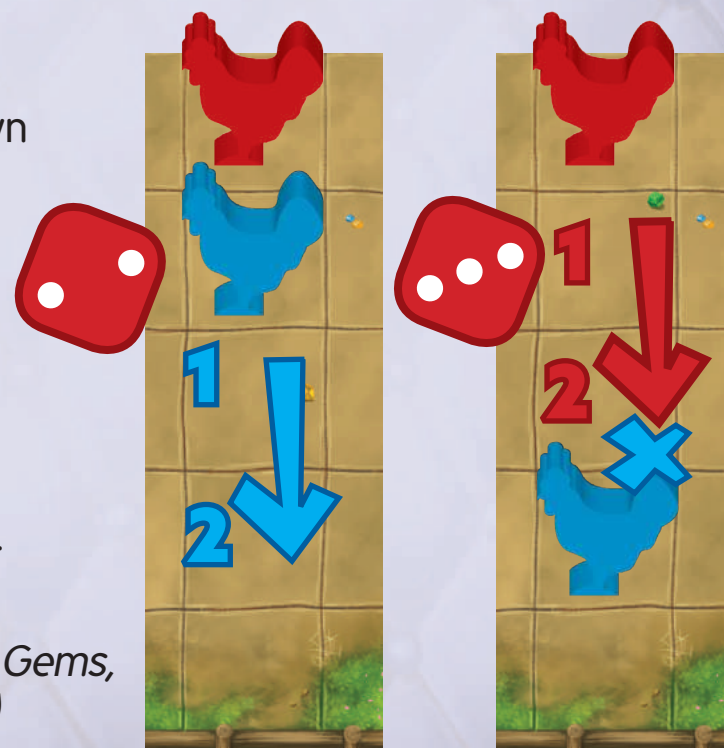
Shoving is a special kind of movement that happens when a Chicken Pawn attempts to move into the space occupied by another Chicken Pawn. When this happens, the current player may use an **additional** Movement Die to shove a blocking Chicken Pawn out of the way.

First, move the blocking Chicken Pawn the number of spaces on one of the spent Movement Die in the direction the shoving Chicken Pawn is/will be moving, then move the shoving Chicken Pawn the number of spaces on the other spent Movement Die.

Move the blocking Chicken Pawn **and then** the shoving Chicken Pawn **one space at-a-time** until one of the following happens:

-  The blocking Chicken Pawn has no movement left.
-  The shoving Chicken Pawn has no movement left.
-  The blocking Chicken Pawn contacts another Chicken Pawn.
-  The blocking Chicken Pawn contacts the edge of the Yard Board.

Note: *If a Chicken Pawn is shoved onto a yard space with Grain Gems, the shoved Chicken Pawn gets to eat those Grain Gems (pg. xx)*



Moving around the Yard Board is how chickens can eat up all those delicious and beautiful Grain Gems! Eating Grain Gems allows the chickens to produce fabulous bejeweled eggs!

Eating Grain

Whenever a Chicken Pawn **ends** its movement on a yard space that contains one or more Grain Gems, that player must immediately take all of those Grain Gems and place them on their Egg Board.

Grain Gems may be placed in any Egg Feature on the Egg Board. Egg Features contain 2, 3, 4, or 5 spaces for Gems. Each Egg Feature may only contain Grain Gems of the same type. There are 8 types of Grain Gems in the game; their value is based on their rarity.

Number of Grain Gems in the game per color

Gem Combinations					
Gold (24)	1	2	3	4	-1
Emerald (18)	2	3	4	5	-2

Points scored based on Egg Features

Pink Grain Gems are Imperfections. They may be placed in any Egg Feature regardless of the color of the other Grain Gems in the Egg Feature. Any Grain Gem may be placed in an Egg Feature that contains only Imperfections. Imperfections help complete Egg Features, but they will not be worth nearly as many points as complete Egg Features without Imperfections.

If a player cannot, or chooses not, to place a Grain Gem in an Egg Feature then that Grain Gem is placed to the side of the Egg Board. This Grain Gem is unused and cannot be used later. Players lose points for each unused Grain Gem at the end of the game.

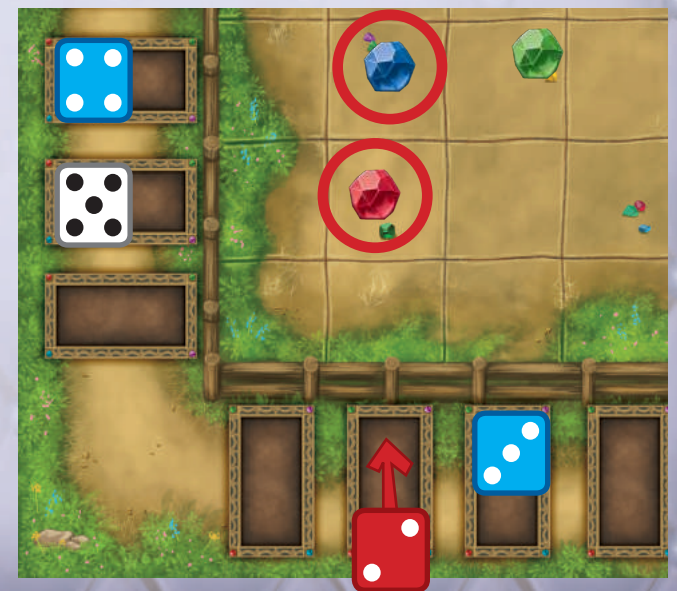
A player may choose to remove Grain Gems from an Egg Feature, to replace them with Grain Gems worth more points for example. When this happens, place all removed Grain Gems to the side of the Egg Board as unused Grain Gems.

Scratch Rows or Columns (4, 5)

A roll of 4 or 5 gives allows the player's chicken to scratch up the dirt in the rows and columns of the Yard Board to look for buried Grain Gems.

Place a Chicken Action Die from the "Scratch Rows or Columns" section on the Player Action Board onto **any** empty, unnumbered row or column space on the Yard Board.

When a row is chosen, draw 1 random Grain Gem from the Feed Bag and place it on any yard space where the chosen row intersects with a column that already has either a Farmer Die and/or a Scratch Die on it.



Similarly, when a **column** is chosen, draw 1 random Grain Gem from the Feed Bag and place it on any yard space where the chosen column **intersects** with a row that already has either a Farmer Die and/or a Scratch Die on it.

Yard spaces may hold a maximum of 3 Grain Gems. If a 4th Grain Gem would be drawn and placed, **do not** draw it.

Any Grain Gem placed on a yard space with a Chicken Pawn will be eaten immediately (pg. xx).

Pecking Order (6)

An initial roll of a 6 is used to determine the Pecking Order (pg. xx). **After** the Pecking Order is determined, any 6's rolled are now **Wild Dice**, and may be used for **any** action.

END OF THE ROUND

Once all Players have used all their Chicken Action Dice the round ends. Place all Chicken Pawns back in the chicken coop area. Leave any Grain Gems on the Yard Board. Check to see if the game has ended. If not, then proceed with the next round.



END GAME AND SCORING

The game ends when any of the following occur:

- ◆ At the end of the 3 round.
- ◆ At the end of a round in which any player completes all the Egg Features on their Egg Board.
- ◆ At the end of a round in which all Grain Gems have been drawn from the Feed Bag.

Once the game ends, Players tally their points based on the Grain Gems they did or didn't use on their Egg Board. Refer to the Scoring Table for point values.

Score points for any **completed** Egg Feature based on the Grain Gem type used and the size of the Egg Feature.
Note: Incomplete Egg Features are worth **nothing**, with or without Imperfections.

Players then lose points for **each unused** Grain Gem based on the type of Grain Gem.

Note: Unused Imperfections are worth +1 point each instead of negative points!

Players then calculate the effect of Imperfections in their Egg Features. Imperfections in completed Egg Features are worth -2 points each.

Once all players have totaled their points, the player with the most points has produced the most beautiful Egg and is declared the winner!

+0 PTS
+5 PTS
+0 PTS
+6 PTS
-2 PTS
+4 PTS



+4 PTS
+0 PTS

Unused

 -5 PTS
  +2 PTS

TOTAL: 14 PTS

OPTIONAL ADVANCED RULES

Power Clucks

Power Clucks are powerful cards that give each player's chicken a unique ability to use **once** during a round.

When playing with the Power Cluck Cards, deal out a number of Power Cluck Cards equal to the number of players face-up beside the Yard Board **after** the Grain Throwing Phase.

After determining the Pecking Order, players draft these powers in **reverse** Pecking Order. The Power Cluck chosen is active during the Chicken Actions Phase and is discarded at the end of the round.

New Power Clucks are drafted for **each** of the 3 rounds of the game.

Power Cluck Abilities:

Heavyweight - Cannot be shoved.

Picky – May leave 1 Grain Gem uneaten in spaces they occupy.

Nimble – May move in an L shape when using a Movement Die.

Tough – This chicken can shove opponents without spending an extra movement die to do so. The shoved Chicken is only moved 1 space.

Clever – May reroll 1 unused Chicken Action Die mid-round.

Hungry – May eat a Grain Gem from an adjacent space.

Wanderer - +1 to a movement (up to 4 spaces)

Flight – This chicken can move over other chickens. Cannot stop on a space occupied by another chicken.

Farmer's Favorite – Move any 4/5 Die on the Yard Board to the row or column your Chicken Pawn is in. Add Grain Gems to the board based on the new placement.

Eat-and-Run – When moving through a space, this chicken may eat one Grain Gem on that space.

High-Endurance – This chicken may use one of their Chicken Action Dice twice in this round.



Waste Not – This chicken may discard one unused Grain Gem from next to their Egg Board at the end of the round. Place it back in the Feed Bag.

Kick'n Scratch – This chicken may 'kick' one Grain Gem on an adjacent space up to two spaces away from them in a straight line. If the Grain Gem stops on another chicken, then that chicken must immediately eat the Grain Gem.

Forger – This chicken may place any Grain Gem it has eaten as if that gem were a pink Imperfection. The gem will be scored the same as any other Imperfection.

Stake-a-claim - Block any one, unoccupied space on the board. Chickens may not move onto or over this space this round.

Psychic – When you draw Grain Gems, draw 2 and pick which one to place, the other goes back in the Feed Bag.

Gambler – Instead of eating one of the Grain Gems on a space you landed on, you may draw one from the Feed Bag and must eat it instead.

Well Fed – May draw a Grain Gem from the Feed Bag when stopping on an empty space, if drawn it must be eaten.

Copycat – Clone the ability of another Power Cluck in play.

Strategic – May save up to 2 Chicken Action Dice from this round to use in the next round

Jeweler – May move one Grain Gem on their Egg Board to a new position at the end of the round.

Benevolent – May give any one Grain Gem they would eat to another player of their choice.

Fighting

Fighting is an optional rule that gives players the chance to steal a Grain Gem from another player's Egg Board, but they also run the risk of dislodging one of their own Grain Gems.

To fight, your Chicken Pawn must be adjacent to another player's Chicken Pawn after you have taken your action this turn. Declare that you are fighting by using an additional Chicken Action Die of **any** value to activate your attack. Roll the used die and apply the effect based on your result:

- 1 – Defending Chicken takes a Grain Gem of their choice from your Egg Board.
- 2 – Defending Chicken gives you a Grain Gem of their choice from a size 2 Egg Feature.
- 3 – Defending Chicken gives you a Grain Gem of their choice from a size 3 Egg Feature.
- 4 – Defending Chicken gives you a Grain Gem of their choice from a size 4 Egg Feature.
- 5 – Defending Chicken gives you a Grain Gem of their choice from a size 5 Egg Feature.
- 6 – You take a Grain Gem of your choice from the Defending Chicken's Egg Board.

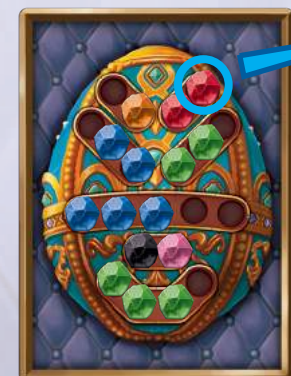
The chosen Grain Gem may be an Imperfection. You may only choose to fight a single time after each action you take.

Roll any Chicken
Action Die



ATTACKING

DEFENDING



**Blue Player
chooses to
give Red
Player their
Ruby**