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Suitable for 8 years +

Colour of contents may vary.

Please retain this information for future reference.

Made in China

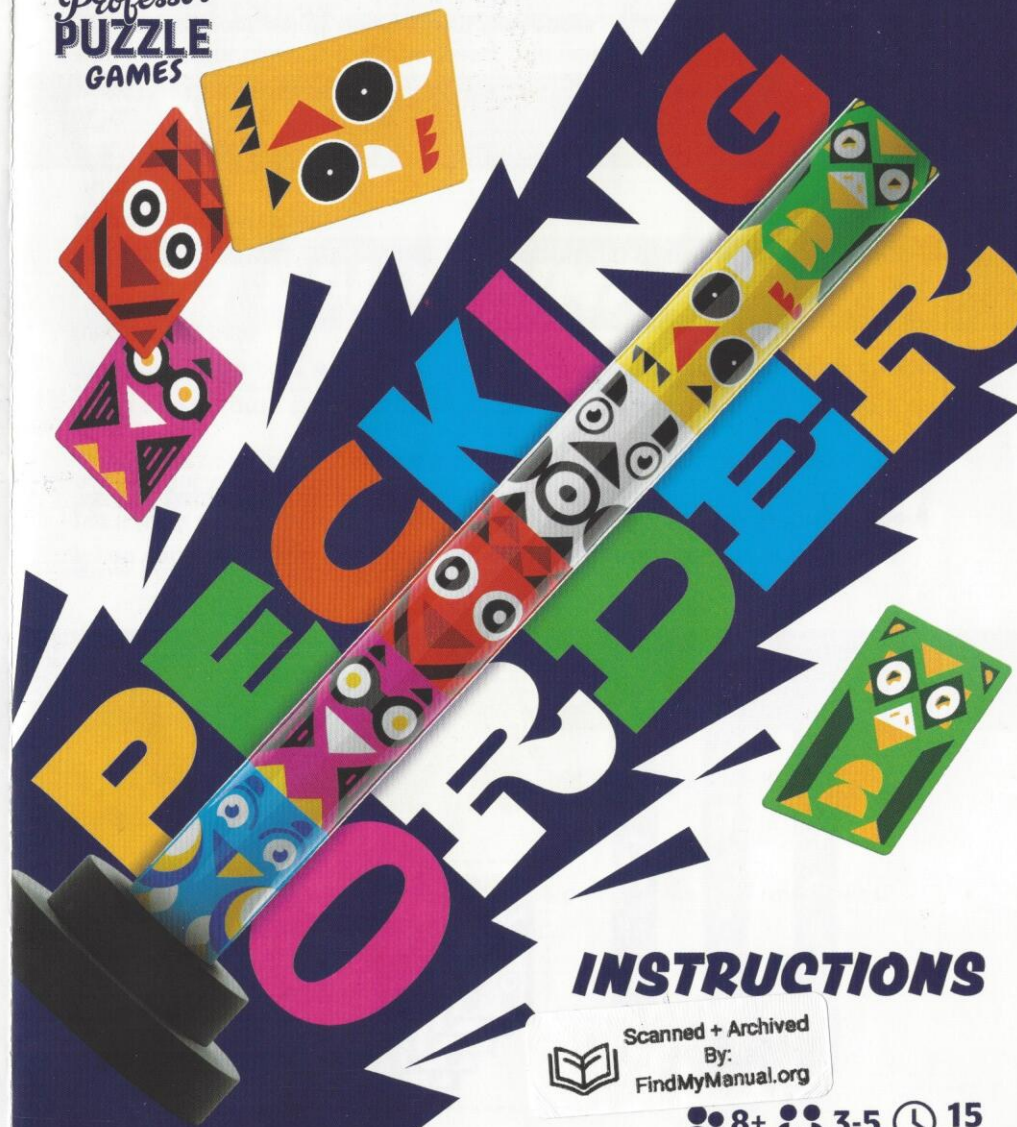
A100

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INSTRUCTIONS

Scanned + Archived
By:
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8+ 3-5 15 MINS

PECKING ORDER

AIM

Score the most points to win the game. The higher the position of the winning colour on the pole you grab, the more points you score – more on that later!

SET UP

Put one pole in the centre of the table for each player. It doesn't matter which poles you choose or what order you place them in, just make sure there is an equal distance between each pole. Put any remaining poles back in the box.

Shuffle the cards. Deal 5 cards to each player face down. Each player can look at their hand but must keep it a secret from everyone else. Place the remaining deck to one side.

Grab a pen and paper to keep track of the scores.



HOW TO PLAY

Each round of Pecking Order has 3 stages:

1. Play
2. Grab
3. Score

1. PLAY

You start the round by playing up to 5 cards of a matching colour face up in front of you. If you have multiple matching cards, it's your choice how many of them you play.

One player counts "3 ... 2 ... 1 ... Go!" On "Go!", everyone plays their cards face up on the table. Place your cards so that everyone can easily see what you have played.

2. GRAB

As soon as you've played your cards, you can grab a pole. The aim is to grab a pole with the winning colour in the highest position.

The winning colour is based on **all** the cards on the table. Whichever colour has the most cards is the winning colour.

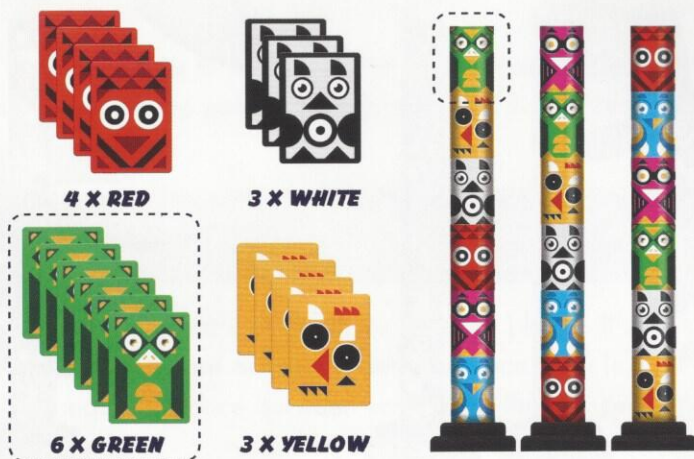
SQUAWK CARDS!

Watch out for SQUAWK cards! If a SQUAWK card is part of the winning colour, the scoring is reversed! So, try to grab the pole where the winning colour is lowest on the pole.



EXAMPLES

If there are 4 red, 3 white, 4 yellow, and 6 green cards on the table, green is the winning colour. Race to grab the pole with green in the highest position.



If there is a tie for the winning colour, these colours cancel each other out. The winning colour is then determined by the following most popular colour. For example, if there are 6 red, 5 white, 6 yellow, and 3 green cards on the table - red and yellow cancel each other out, making white the winning colour.



6 X RED



5 X WHITE



3 X GREEN



6 X YELLOW



If you decide that you don't like the pole you've grabbed, you may put it back in the centre of the table and grab a different one as long as there are any unclaimed poles.

If two players grab the same pole, the person who has their hand closest to the top of the pole wins it and the other player must let go and grab another (unclaimed) pole.

In the unlikely event that there is no single winning colour, no points are awarded.

3. SCORE

To work out your points simply count the spaces going up from the bottom of the pole until you reach the winning colour.

However, if a SQUAWK card has been played in the winning colour, the scoring is reversed. You must count down from the top of the pole until you reach the winning colour.

Keep track of the scores on a piece of paper.



NEXT ROUND (IMPORTANT!)

Place all the poles back into the centre of the table.

Remove all cards of the **winning colour** from play. **Leave all other cards on the table for the next round.**

Draw back up to 5 cards each and start the next round.

WINNING THE GAME

When the deck runs out, the game is over and the player with the most points is the winner!

If there is a tie, the player who scored more points in the final round wins. If there is still a tie, players share the victory.