

8+
age

2+
players

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CHICKEN VS HOTDOG

You Tube how to play chicken vs hotdog

IT'S THE BIG ONE

Throughout history there have been some great rivalries: Coke vs Pepsi, The Beatles vs The Stones, Batman vs The Joker, and so on. Many have been settled, but there is still one that has yet to be decided: Chicken vs Hotdog. Now is the time, people. Let's put the record straight once and for all! Introducing the contenders...

CHUMP THE CHICKEN

Height: 180mm

Blood type: Gravy

Likes: Corn, chick flicks

Dislikes: Fowl play

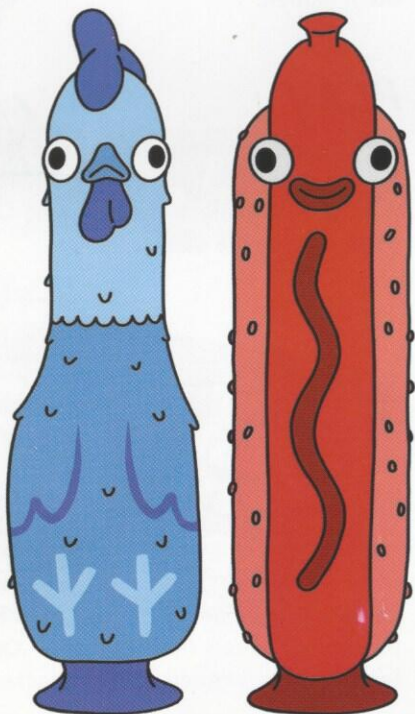
FRANKLIN FÜRTER

Height: 180mm

Blood type: Mustard

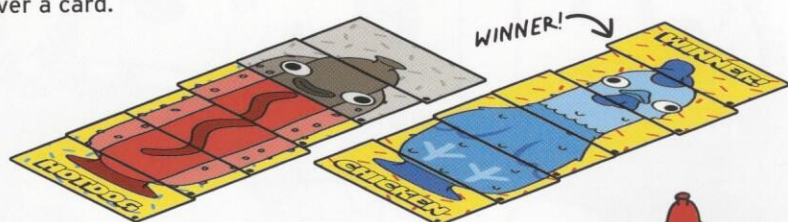
Likes: Vegans, vegetarians

Dislikes: Pigeons



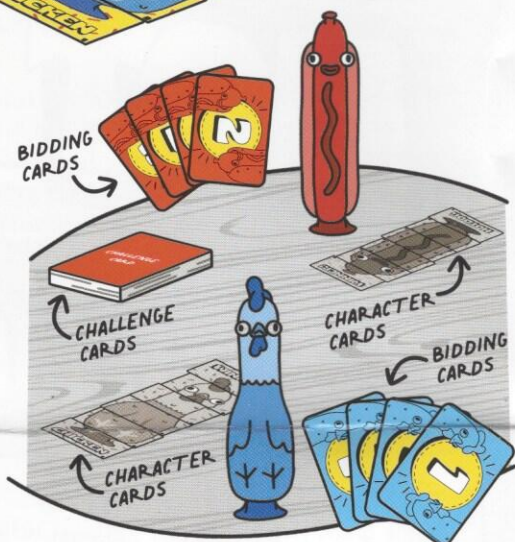
AIM

To be the first player (or team) to turn over all six of your Character Cards, creating your hero. Every time you complete a challenge you get to turn over a card.



SET UP

Place the Challenge Cards on the table. Choose your Sling'em: are you going to be the Chicken or the Hotdog? Now deal out the Character Cards and build your hero. Then flip your cards over to the grey side. Finally, take your set of Bidding Cards, shuffle them, draw four at random and keep them hidden.



PLAY

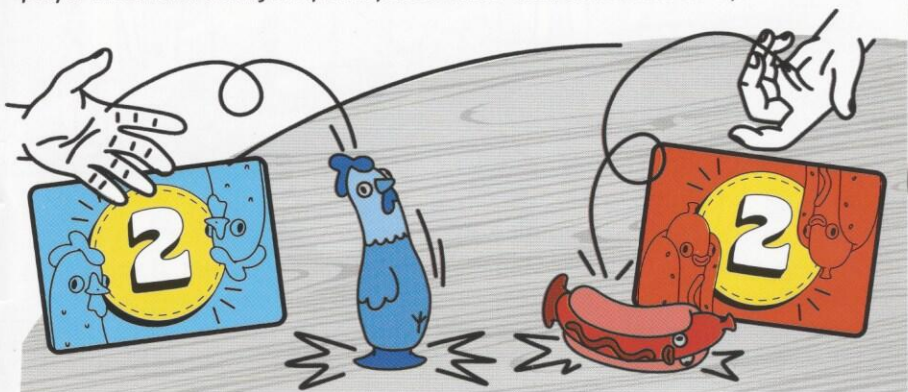
Turn over a Challenge Card. Each team decides how much they want to bid for the chance to take on that challenge. The higher the bid, the more they want it. Teams place their Bidding Cards face-down on the table, then turn them over at the same time.



The winning bidder must take on the challenge. If they complete it, they get to turn over their first Character Card. If they fail the challenge, the other team turns over their first Character Card.

FLIPPERAMA!

If both teams bid the same amount, then it's Flipperama Time! Both teams quickly grab their Sling'em and start flipping. If two people are playing, the win goes to the first player to land two single flips. If playing in teams, then each player must land a single flip and pass it on to their teammate to flip.



The team that wins the Flipperama now gets to decide whether they want to take on the Challenge Card or make the other team do it.

BIDDING CARDS

After both teams have placed their bid, and the Challenge Card has been lost or won, remove those Bidding Cards from the game. The used Challenge Card goes to the bottom of the deck.

KEEP ON FLIPPIN'

Keep turning over new Challenge Cards, bidding for them and trying to win them (or deciding it via a Flipperama). When you've used up your Bidding Cards, draw four more at random. If you are playing in teams, you cannot choose who performs the challenge, you must take it in turns.

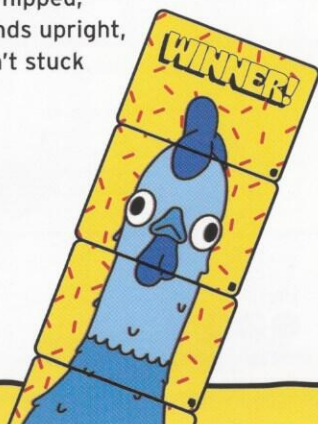
STICKY SITUATIONS

As long as your Sling'em stays upright after being flipped, then you've landed it. If it falls off the table but lands upright, that counts. If it lands upright but the sucker hasn't stuck down, that's fine too.

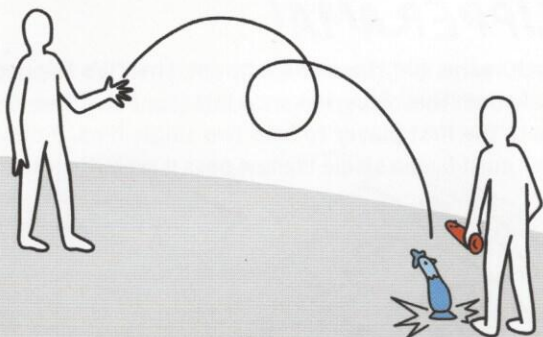
WINNING

The first side to turn over all six Character Cards and build their CHICKEN or HOTDOG wins.

IMPORTANT: You can only flip over your final Character Card by completing a challenge, not by the other team failing one.



DUELLING SLING'EMS



This is a side hustle of a game. It's a straight shootout. Stand 6-8 feet apart. Flip your Sling'em, trying to land it in front of your opponent. If you stick it, then they get a chance to flip one back at you. If they stick theirs, no points are scored. If they fail, you win a point. If neither flip lands, then the other player flips again. And so on. First to three points wins.



There are two blank cards in the game for you to create your own challenges. If you think they're good 'uns, scan the QR code to send them in. If they make it into the next game, we'll put your name on the card and send you a little something to say thanks.



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PAINT MAY MARK SURFACES



Don't play on a light-coloured surface. Paint can mark but does wash off.

DON'T PULL, USE TAB



Release the sucker using the tab. Don't yank or the sucker might break off



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WARNING:
Choking hazard. Contains small parts.
Not suitable for children under 3 years.

