



Gloria Picktoria

A clever card collecting game for 2-5
eager-to-lay chickens of the world

What a cackle! Since Rooster Booster from overseas announced his visit, each hen wants also to be a "chicken of the world." Having fluffed-up feathers is not enough lately, trendy chickens have been building up glamorous private collections which have to include not only golden yellow grains and top quality ankle bracelets made from platinum, but also genuine fox throw rugs, fox tails and even necklaces of fox teeth. If the small golden pile of poop in this glass showcase might match Rooster Booster's taste in art...?

This is what you'll find in the box:



90 collection
cards

1 score pad



10 Rooster
Booster cards



5 doubler cards



5 wild cards



1 fox

...and in case you haven't noticed yet: these instructions!

P.S. If these instructions are not enclosed, please get in touch with the company!

Aim of the game:

You win if you build up as exceptionally extensive and unique a collection as possible to gain the most points.

This is how you set up the game:

Separate out the **10 Rooster Booster** cards and the **5 doubler cards**. Then shuffle the remaining 95 cards and put three of them in a row face-up in the middle of the table. Each player gets 4 cards from the remaining shuffled cards and takes them, along with **1 doubler card**, into his hand, hidden from other players. Remove any remaining doubler cards from the game. Carefully shuffle the **Rooster Booster cards** into the remaining pack of cards, forming a face-down draw pile. Place the fox next to the pile, as he awaits his entrance.



Here's how you play:

The player who has last seen a living chicken starts. Then the game goes on clockwise. On your turn, you choose **three actions** and execute them in **any order**. You may also do the same action more than once. You can choose from the following four possible actions:

- A. Lay a card face down ("Construct a treasure chest")
- B. Lay a card face up ("Create a collection")
- C. Take cards into your hand ("Get collection items")
- D. Move the fox

A. Lay a card face down ("Construct a treasure chest")

You reveal one of your hand cards to all players and then lay it in front of you face down. By doing so, you turn this card into a treasure chest. From then on, nobody is allowed to look at the card face of this treasure chest any more. By constructing a treasure chest, you receive the chance to open a new collection (row of cards). In the course of the game, you may construct as many treasure chests as you like.

IMPORTANT: The first card of each collection MUST be a face-down card. That means that no collection can exist without a treasure chest. From then on, the face of this card has no importance anymore. It may vary from the cards that are added to it later on.

B. Lay a card face up ("Create a collection")

You add one of your hand cards face up to one of your own collections-either to a treasure chest ("Open a collection") standing alone or to an already existing row of cards of the **same motif** ("Extend a collection"). That means that each collection, besides the treasure chests of the first card, consists of a row of **identical** collection items. You may only build one collection of each motif; you may not add cards showing different motifs to a collection. Only the hidden face of the first card may be different, and it is irrelevant in placing the collection items.

The **last** player to add his first card to a treasure chest immediately places the fox on this "collection" (row of cards).

As long as there is a fox on a collection, this collection has no value! However, it may still be extended.

Illustration: Lea turns her "ankle bracelet" card into a treasure chest by laying the card face down on the table. She adds a face-up "showcase" card. She would have been allowed also to use any other card as a treasure chest and then open a "showcase" collection from that. However, she may add only "showcases" to her "showcase" collection. Since Lea is the last player who has laid a card face up, she places the fox on this row of cards.



C. Take cards into your hand ("Get collection items")

You take one of the three cards that are lying face up in the middle of the table into your hand. This card is **immediately** replaced by the top card of the draw pile so that always three cards are lying there face-up, even between a player's single actions. **Alternatively, you may also take the top card of the draw pile.** (This way the other players don't see which card motif you have drawn.) However, this costs you two action points. If you already executed two actions, you may not draw the top card from the pile. You may not take two cards from the draw pile in one turn.

D. Move the fox

If the fox is sitting on one of your collections, you may put him on any other of your own collections or on any collection of your left neighbor.

You have the following possibilities:

1. Use **one** of the three actions of your turn to remove the fox from one of your **own** collections and place it on any one of your other collections.
2. Use **two** of your three actions to place the fox on any collection of your **left neighbor**. Consequently, you may do only **one** more action in this turn.

During the same turn, you may move the fox only **once**.

You may as well pass the fox to your left neighbor **after your turn** without using any action points. Execute your three actions first without passing the fox. After that, you (additionally) place the fox on any collection of your left neighbor. You may perform this action even if you have previously moved the fox from one of your own collections to another.

Wild cards replace any card motif (except for the doubler!). Wild cards may also be used face down (as treasure chest cards). However, they may not be played as the first face-up card of a collection (directly on the treasure chests).



A **doubler** may also be added to every collection with at least one face-up collection item. This card, however, is not considered as a collection item. Instead, it doubles the value of this collection during all the upcoming scorings. The doubler ends the row, i.e., you may not add another collection item to this collection any more. If a doubler is used as a treasure chest, the value of this collection is **not** doubled.



Taking back, flipping over, or moving cards is not allowed.

This is how you get collection points - the three scorings:

Rooster Booster is not very far!!!

The player who reveals or draws a **Rooster Booster card** puts this card face up beside the cards in the middle of the table immediately, in such a way that at any time all players can see how many Rooster Booster cards have already been placed there. This is **not an action!**

As soon as the **fourth Rooster Booster card** has been placed, the game is **interrupted at once** and you do **the first scoring.**

The **second scoring** takes place after **three more Rooster Booster** cards have been revealed.

You **score for the third and final time** when **three more (all in all, ten) Rooster Booster cards** have been placed.

If the first or second scoring occurs during a player's turn, his turn is interrupted. If he is allowed to execute more actions, he does so **after** the scoring.

In the third scoring, all further actions are suspended. This scoring ends the game.

The scorings give players the sought-after collection points as follows:

- **4 collection points** are earned by a player for each collection that only he has built.
- **3 collection points** are earned for each collection for which a player has the longest row of cards.
- **1 collection point** is earned for each collection that is the second largest of its kind.
- In case there is a tie for the longest row, the second longest row is omitted. In this instance, all players with the longest row of cards get 2 collection points.
- In a tie for the second longest row, all players involved miss out.
- Doublers in the row double the complete value of this row of cards.
- **ATTENTION:** The collection that has a fox on it is worthless. The collection is treated as if it didn't exist at all. Therefore, it may occur that the value of collections of other players increases.

On the **final scoring**, you can also **lose** collection points:

- 2 points are lost for each card face down (treasure chests) that has been placed alone - without any collection items.
- 1 point is lost for each card that a player still holds in his hand at the end of the game.

All scoring results are noted on the score pad included with the game.

The player who **earns the most overall collection points** after three scorings **wins.**

* * * * *

Published by Zoch Verlag Authors: Alan R. Moon and Mick Ado Copyright 2007
English translation by Sybille Aminzadah and Bruce Whitehill, "Word for Wort"