

# Turkey Catchin'!



Hi! That feathery fella up there is named Tom. Tom is currently out running around free in the barnyard. Your job in this game is to build a fence around Tom so he doesn't go wandering off. You have to watch out though! Tom isn't too keen on being fenced in. He is going to try to run off while you build it. But with a little careful planning with your friends, and maybe a little turkey feed, you just might be able to get him! There's your fence posts and chicken wire over there. Good luck! Now go get him!

Turkey Catchin' is a game for 2 to 5 players

You should have:

48 Fence tiles

2 Turkey Feed tiles

1 Tom Turkey tile

1 8 1/2 by 11 barn yard 1" grid map



**Object:** The players use teamwork to surround the Tom Turkey tile with fence tiles to win the game.

**Set Up:** Mix the fence and turkey feed tiles together face down. If you want you can borrow a cup from the kitchen and shake them all up together in it instead and use it to hold the unused tiles.

Once you have the tiles mixed up, each player will draw out the number of tiles as listed below for the number of players involved:

Players	# of Tiles
2.....	6
3.....	4
4-5.....	3

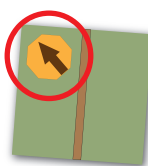
The players may place their tiles face up in front of them with the directional arrow marker in the upper left hand corner.

Place the Tom Turkey tile in one of the four center squares of the map to start out with.

Now you are ready to start playing.

How to Play:

## The Fence Tiles



All of the fence tiles are set up to be placed with the direction arrow in the upper left-hand corner. If the arrow indicator is not in that corner, then the tile needs to be rotated until it is to be legally playable. The brown line running across the tile or at a 90 degree angle is the direction the fence is going. In the given example, the fence is going up and down. The arrow that is in the corner is the direction Tom Turkey moves when the tile is placed on the map. In the example, Tom is going to move to the grid space that is one up and one to the left from where he is currently at (or, diagonally one space).

The first tile may be placed anywhere on the map as long as it has at least one grid space between it and Tom. The rest of the tiles must build onto the existing fence line from the second turn on. With the example above, the next player could play another up and down fence line or a corner piece. They may not play a fence piece that is running from the left to the right side as the fence will not connect with the other line on the already played tile.



After a player plays a tile they will draw a new tile to their collection from the unplayed stack.

## Moving Tom:

As stated above, when a player places a tile on the board, Tom is going to move according to the arrow in the top left corner of the tile. Tom always moves one square for each turn unless someone has played the Turkey Feed tile. Turkey Feed will be discussed a little later. There will be times when Tom can't go the direction that is indicated due to the fence being there already. In such an instance, Tom will start following the fence line looking for a way out. The player who is placing the tile when Tom is in such a position must move Tom in the closest open direction to the indicator arrow that is available.

Sometimes a player may not have a legal move and/or wish to exchange some, if not all, of their fence tiles. When a player wants to do this, they

will put their tiles in a discard pile and draw out the number of tiles that they started the game with.

When a player exchanges tiles Tom will still move. In this case, Tom will move back one space from the direction he came. If multiple exchanges are done in a row, Tom will end up pacing back and forth until someone places a tile on the board and then he will try to take off in his new direction or as close to it as he can.

In summary, a turn plays out in the following way:

- 1) Player places a tile
- 2) Tom is moved according to the directional arrow printed on the played tile, or as close to that direction as he can along the fence line if necessary.
- 3) Player then replaces their played tile with a new tile from the unplayed stack/cup/pile.
- 4) The next player's turn begins.

#### Turkey Feed Tiles

A player may choose to play a 'Turkey Feed' tile on their turn to the board when it is in their set of unplayed tiles. The player may place 'Turkey Feed' where ever they choose on the board. When 'Turkey Feed' is played Tom will immediately move to the square that the feed is on until the next tile is played.

#### Ending the Game

The fence line on last tile that completes the fence must connect to both of the fence lines on the fence tiles already in play. When the tile is successfully placed and Tom is inside the fence the game is over and the players have won.

If Tom's movement moves him off of the playing board he has escaped! The game is over and Tom Turkey has won!

So pay attention to where Tom is and what direction the tile is going to move him when you go to play your tile to the board. You could accidentally let him escape!

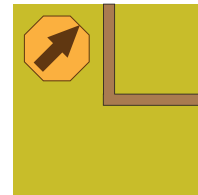
Good luck and happy Turkey Catchin'!

## Instructions for Your New Printed Tile Cards!

First of all, thank you for picking up our game! We hope you have a lot of fun!

We greatly recommend using a card stock paper, preferably 100 pound stock, if your printer can handle it. There are thinner varieties available also, if you need them.

Once you have printed out your tile cards, you will need to get a pair of scissors to cut them out with. Each of the little 1"x1" colored squares a single tile. Cut along the differences in the colors. A single tile should turn out like this:



Don't forget the Tom Turkey tile and the Turkey Feed tiles!

The tiles are designed to fit the inch squares on the play mat that is included in this pdf.

Once you have the tiles cut out and the rules printed up, you are ready to start!

Life can be fun! Have some! =>

-eric lindgren  
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Spare Change Games

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# Turkey Tuck Box

