

Spielanleitung • Instructions • Règle du jeu • Spelregels • Instrucciones • Istruzioni

Dancing Eggs • La danse des oeufs • Eierdans
La danza del huevo • La danza delle uova

Eiertanz



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Dancing Eggs

A boisterous bouncing game with eggs for 2 - 4 players aged 5 - 99.

Author: Roberto Fraga
Illustrations: Martina Leykamm



Contents

1 wooden egg, 9 bouncing rubber eggs,
1 red action dice, 1 "where to place the
egg" dice, 1 set of game instructions

Aim of the game

Who will be able to pinch the most eggs and collect lots of points? It won't be so easy as the eggs are bouncing boisterously about and continuously change their owner ... and also, as soon as somebody drops one of their eggs, the game is over.

Preparation

Get both dice ready. Place the box with the 10 eggs on the table. Keep the center of the table clear as the eggs will be bouncing about there.

Beware, fragile! Nothing will happen to the bouncing eggs themselves, but you should clear the table of any other fragile objects before starting to play.



Hey, what's the wooden egg doing in the game?

A precious wooden egg has mingled with the bouncing eggs! It will score two points at the end, while the bouncing eggs only score one point: therefore it's very popular with egg thieves.

How to play

Whoever jumps highest may start and throw the red action dice.

What symbol appears on the red action dice?



Laying an Egg

You've got lots of hen luck. Shout: "cluck, cluck, cluuck!" and take an egg from the box.



Egg bouncing

Take a rubber egg from the box. Hold it about half a meter above the center of the table and let it drop. The other players try to catch the egg. Whoever catches it first, keeps it.

Watch out: The wooden egg can't be used for this!



Egg pinching

All players try to catch the red dice as quickly as possible.

Whoever catches it, may take an egg from the box.



The egg dance

Now things start to move! Everybody stands up and runs around the table as quickly as they can. The player who gets back to their place first gets the egg from the box.



The big shout

It's time to wake up the neighbours! Whoever shouts first "cock-a-doodle-doo!" takes an egg from the box. If various players are equally quick, no one gets an egg.



The big hush

Look closely: this symbol looks very like the "big shouting", but not a single sound may be emitted. Whoever shouts here "cock-a-doodle-doo", has to return one of their eggs to the box, only, of course, if they have already got one.

Watch out, egg stealing!

If during the game no further eggs can be taken from the box, thanks to the "egg stealing" this and any other action can nevertheless be carried out.

You announce from which of the players you want an egg and take it. This player has to give it to you, without grumbling. If the player you choose has various eggs then you can decide which one they should give you.

Where to place the egg?

The eggs collected are not simply placed in front of oneself on the table. Whenever you get an egg you roll the dice which determines "where to place the egg".

The symbol shows where one has to position the egg:



... underneath
the chin



... under one
of the armpits



... between
the knees



... inside
one's elbow



... between shoulder
and cheek



Whoever rolls this symbol can
choose one of the options where
to put the egg.

Important:

- Do you already have an egg in the spot shown on the dice?
The player can choose for themselves if they want to jam the second egg in the same or another location.
- It is not allowed to stick an egg underneath clothing or use any other means.

End of the game

The game ends as soon as one of the players lets one or more of their positioned eggs drop.

The other players score one point for each of their eggs.

The wooden egg scores two points.

Whoever scores the most points, wins the egg battle.

Wild dice rolling!

This game involves a lot of dice rolling and requires quick reactions. Nevertheless you have to be careful! Whoever lets the dice drop or pushes it from the table has to pick it up by themselves and without help.

Try it:

it really is not so easy to stoop to pick up a dice with an egg jammed between your knees or underneath your chin ...



The author



Roberto Fraga Born in 1960 in La Coruña (Spain). Since early childhood he has lived in France, where he still lives in Saint-Malo with his wife and two daughters. Roberto Fraga has traveled a lot and has worked as a long-distance lorry driver, tracker, sailor, representative, diver and coastguard. Roberto Fraga has been inventing games for over 20 years, and has published 35 games.

The hilarious "Trump-ephants" or the educational game "Said and Done!", which has been nominated for "Game of the Year 2007" and was awarded the prize for the best educational game 2007 are only a small selection of his work with HABA.

The illustrator



Martina Leykamm was born in 1975. She studied graphic design in Nurnberg and communication design in London. She has lived and worked in Berlin since 2000 as a free-lance graphic designer and illustrator. She has already wielded her brush for many HABA books and games, for example "Lucky Sock Dip", "Said and Done".

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