



# DREHWURM



**Game design:** Axel Hennig

**Illustration:** André Janocha

**Players:** 3-6

**Age:** 7+

**Duration:** 5-10 minutes / match

## GAME IDEA & GOAL

Excitement on the chicken run! The worms are crazy and turn around again and again. The chickens must try not to get dizzy!

Each player wants to get rid of his hand cards as quickly as possible and get as many victory points as possible. Worms are put down on turnable piles on the table whereas chickens are used to eat piles of worms in order to get victory points. The player with the most victory points out of several matches wins the game.

### Components:

#### 90 worm cards

(27x yellow/blue/red, 9x joker)



#### 15 chicken cards

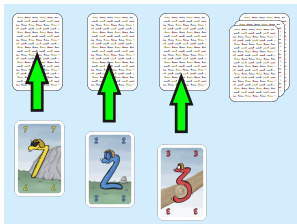
(5x yellow/blue/red)

+ 5 overview cards

## GAME SETUP

Shuffle the chickens face-down and hand out two cards to each player. The rest of the chickens will not be used in this match. Shuffle the worms face-down and hand out ten cards to each player. Chickens and worms are both hand cards at the beginning.

Place three worms face-down in the centre and another three worms face-up on these cards. These are the turnable piles. The rest of the worms build a face-down draw pile of cards.



## GAMEPLAY

Due to the short duration of one match you play as many matches as there are players. E.g. with four players you play four matches and the start player changes clockwise from match to match.

**During his turn** a player puts down one hand card on a pile in the middle. This can be a **worm card** or a **chicken card**.

**Play a worm card:** A worm is put down on one of the turnable piles in the centre. When playing a worm note the following two rules:

- **Different colour:** The played worm must have a different colour than the worm on top of the pile. A joker has ALWAYS a different colour, i.e. if you play a joker or if there is a joker on top of the pile the rule will be satisfied.

- **Neighbouring number:** The number on the played worm must be a neighbouring number to the one on top of the pile. E.g. when there is a „3“ on top of the pile, you can play a „2“ or a „4“. The card „1 / 10“ is a neighbouring number to „2“ as well as to „9“.

If a chosen card satisfies both rules it may be put down on the pile. After playing the card **the whole pile is turned** so that the worm from the face-down side appears to be face-up and vice versa.



**Example:** Alex puts down a red „8“ on a yellow „7“. He turns the pile afterwards. Now there might be e.g. a yellow „5“ face-up whereas the red „8“ is face-down.

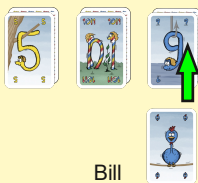
**Play a chicken card (eat pile of worms):** A chicken can be put down on any pile with a top card of the same colour as the chicken OR on any pile with a joker on top. E.g. you can play a yellow chicken on a pile with a yellow „2“ on top.

After playing a chicken card you take the whole pile and lay it down in front of you until the end of the match. In the end you gain victory points for this pile! A second eaten worm pile will be kept and valued separately.

The eaten pile of worms is replaced by a new pile. Take one card from the draw pile and place it face-down in the centre. Then put a second card from the draw pile face-up onto the first card (like at the beginning).

After the second played chicken in this match, a fourth pile of worms is formed in the middle the same way. After the fourth played chicken in this match you carry on with five piles of worms in the middle.

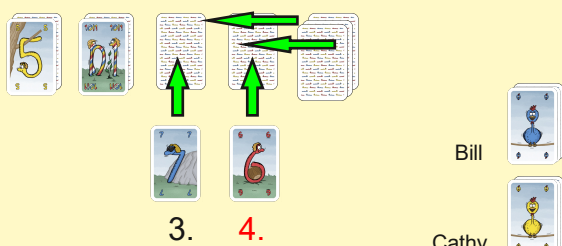
If there are not enough worms in the draw pile to form a new pile of worms, the match will end early.



**Example:** Bill plays a blue chicken on a pile with a blue worm. He lays down the pile in front of himself and builds a new pile of worms in the centre with two cards from the draw pile.

Bill

**Example:** If Cathy has already played a chicken card before Bill's chicken card is the second of the match. So a **fourth pile** will be formed in the middle.



If a player cannot play a worm or a chicken satisfying the rules, he draws one worm from the draw pile. If the draw pile is empty, the match will end early!

The player is not allowed to use the drawn card directly. After drawing the card he **turns an arbitrary pile** in the centre.

After a pile has been turned or a pile has been replaced due to a played chicken the next player in clockwise order executes his turn.



**Play card out of normal order:** Any time a pile in the centre has been turned, every player – except the one who turned the pile – may put down a worm on this certain pile. The card must satisfy the same rules as in the normal case (different colour, neighbouring number). You may not play a chicken card out of normal order. Only the quickest player succeeds and the **pile is not turned again** afterwards.

You continue in the original order.

**Note:** Even the player who has just come to turn can discard „out of normal order“ before executing his normal turn. I.e. if he is the quickest to put down a card on the just turned pile it will be counted as „out of normal order“. He will not turn this pile and then execute his regular turn.

## GAME END & SCORING

The **match ends immediately**,

- when one player got rid of all his hand cards (worms and chickens) OR
- when all players used both of their chickens OR
- when the draw pile is empty.

The match may end by playing a card out of normal order.

Now the players count and note their victory points.

Eaten piles of worms are valued separately. You get three points for each worm with the same colour as the chicken, two points for each joker and one point for any other worm! Any remaining card from your hand (worm, joker, chicken) discounts one victory point.

After every player has been start player once, the game ends. The player with the highest sum of victory points out of all matches wins the game. A tie is won by all players involved.

## SHORT RULES OVERVIEW

**Play worm card:** different colour (or joker), neighbouring number, turn pile afterwards

**Play chicken card (eating):** same colour (or joker), replace pile, if necessary form fourth or fifth pile

**Play worm out of normal order:** different colour (or joker), neighbouring number, only on the just turned pile, only one player succeeds, pile is not turned again

**Cannot play regularly:** Draw worm and turn arbitrary pile of worms

## VARIANTS

**FOR BEGINNERS:** Leave out playing cards out of normal order until you are used to the main rules

**FOR EXPERIENCED:** When playing out of normal order use the rule to play a card **with the same colour** and neighbouring number instead of a different colour.





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 scan QR-Code for PDF-rules (English/  
 German) and explanation videos:

