

CHICKEN RUN RULES OF THE GAME

Contents

| | |
|----------------------|---------------------------|
| 8 Playing Pieces | 2 Dice (1 black, 1 white) |
| 36 Chicken Cards | 47 Equipment Cards |
| 18 Opportunity Cards | 6 Search Cards |
| 12 Plan Cards | 24 Egg Counters |
| 2 Help Cards | 1 Rule Book |

Setting up the game

Shuffle the 47 **Equipment** cards and share them out between the woodshed, the barn, the workshop and the house. Shuffle the **Plan** cards and place face down on the food store. Separate the chicken cards into their 6 colour coded sets. Take one chicken from each set and deal one randomly to each player. Give each player the playing piece and the rest of the colour coded chickens that match the one they were dealt. This is the players starting hand. Place each playing piece on the appropriate hut. The **black** playing piece represents Mr Tweedy and is placed in the house. The **brown** playing piece is the guard dog and is placed on any space outside the fence. Shuffle the **Opportunity** and **Search** cards and place them on their marked spaces. Give each player 2 **Egg** counters. Place the remaining in a suitable container, now called the 'nest'.

Play

Each player decides which of their chickens they are going to activate. The active chicken is then placed face up on the table in front of them. This chicken is now represented by their playing piece on the board. This chicken must be carefully selected as they all have different attributes and will affect how you play the game. The number on the chicken card tells you how much to adjust your roll of the dice by, when you are moving your playing piece. You may change your active chicken during the game, but you must do this before you roll the dice on your turn.

Play starts at Hut 1 and moves numerically around the board, each round ends with the Tweedy's turn. Before each round starts players roll both dice for control of the Tweedy's, the highest roll wins.

How To Move

The first player now rolls both dice. The total indicates how many spaces you may move, remembering to adjust the amount according to which is your active chicken. You must never move diagonally. You must never go into the building with the 'Piematic' machine inside or into the Coal Bunker – unless sent there. You must also not go into another players hut unless you have

permission. If you enter any of Nick and Fetcher's building for equipment or go into the food store for a plan your movement ends. You may pass through a space with a chicken on it but not through a space with Mr Tweedy or his dog on it. Always enter and leave buildings through marked doors, unless tunnelling.

If you roll a 2 or a 3 Mrs Tweedy will visit you to collect eggs. You must give all your eggs to the person who has control of the Tweedy's. If you have no eggs then the controller chooses one of your chickens to feed into the 'Piematic' machine! As your chickens may be spread out over the board the controller collects one of them in the following order – 1.The Coal Bunker, 2.Your hut, 3.Your hand, 4.An escaping chicken.

If you are the controller of the Tweedy's and you roll a 2 or 3 on your turn you do not give up any eggs or lose a chicken.

If you roll a 4,5,6,7,8 or 9 before moving you collect an egg from the nest. If the nest is empty, unlucky you!

If you roll 10, 11 or 12 you may either move that amount (after adjustment) or release a chicken from the Coal Bunker or take an Opportunity card.

If you roll a double you must replace your active chicken before you move. Place this chicken in your hut and replace it with one from your hand. If you have no chickens in your hand you collect all the chickens from your hut and place them back in your hand. If your active chicken is your only one left in the game then it remains your active chicken. **Remember** – if you wish, you may replace your active chicken before you roll the dice, placing the old one in your hut for a rest!

The black dice – if you roll a 1,2 or 3 the person controlling the Tweedy's may move Mr Tweedy (the black playing piece) by this amount, but only after you have completed your move.

The Coal Bunker – you may only leave the Coal Bunker if you roll a 10, 11 or 12 or by depositing 2 eggs into the nest prior to your next move.

The Tweedy's Turn – after all players have had their turn the person controlling the Tweedy's rolls both dice. The white dice indicates the number of the hut that Mrs Tweedy will collect eggs from – if you have no eggs one of your chickens is chosen for the 'Piematic' Machine never to be seen again! Even if you are the controller your hut must still deliver the eggs or bear the consequence of no eggs. Collected eggs are placed in the nest.

The total of both dice indicates Mr Tweedy's movement. Mr Tweedy may move anywhere on the board with the exception of entering the huts, he may only leave the farmyard through the gates. If he catches a chicken running around the farmyard, that chicken is returned to their hut, any equipment they may be carrying is also returned to Nick and Fetcher. After catching a chicken Mr Tweedy is placed back in his house for a rest. If any chickens are in the house on his return they are also sent back to their huts. Mr Tweedy (or his dog) can stop an escape by landing on the same space as a playing piece attempting an escape or on the space that marks the start of an escape. All equipment is returned to Nick and Fetcher's piles and the chickens are sent to the Coal Bunker.

Mr Tweedy's dog must remain outside the wire at all times and can chase any chickens that escape the confines of the farmyard. If you control the Tweedy's you may move either Mr Tweedy or the dog not both.

During an escape if the player controlling the Tweedy's rolls a 1,2 or 3 on the black dice, the dice are rolled again and Mr Tweedy or his dog can keep moving (remember this only applies during an escape in progress). Mrs Tweedy does not get to collect eggs from another hut!

Search Cards

Whenever an escape is prevented by Mr Tweedy or his dog, the controller reveals the top search card. The hut marked on the card is searched and that player must hand over all the equipment in their hand, which go back to Nick and Fetcher's buildings. If a tunnel is being used it is shut down and all equipment returned. The Tweedy's controller is safe from having his hut searched.

Planning an Escape

All the plans require varying amounts of equipment, the more complex the plan the longer it will take to implement but the more likely it is to succeed. The plans do not cost anything but you may never hold more than 2 plans in your hand at a time. You collect plans from the food store, taking either the top plan or exchanging a plan – place the old plan at the bottom of the pile and take a new one from the top.

Equipment may be purchased with eggs. Cost vary according to where it is held.

Woodshed ~ cost 3 Eggs, Barn or Workshop ~ cost 2 Eggs, House ~ cost 1 Egg. On entering one of these buildings, if you have the eggs required, you may search through the equipment pile and choose one item. Payment eggs are placed in the nest. Equipment is then placed beside your active chicken (this may be kept secret if you wish). Remember a chicken may only carry one piece of equipment at a time. If you make it back to your hut without being caught you place the equipment into your hand and this may not be taken from you, except during a hut search on the Tweedy's turn.

During your turn you may enter another players hut – with their permission, in order to trade plans, eggs or equipment. You may also trade if your turn ends on the same space as another playing piece. Commodities are passed from hand to hand.

Attempting Escape

Once you have collected all the equipment you require to attempt an escape you move to a suitable area on the board, as indicated on your escape plan. Once there and if the coast is clear, on your turn, you announce your escape attempt. You must show the other players all the cards that are required to attempt the escape. You may take more chickens than required in the hope of a larger break out. Chickens are taken from your hand. If you only have your active chicken, you may wish to change this chicken, to enable you to release all your other chickens from your hut back into your hand. Once you have announced your bid for freedom there is no turning back, you must proceed.

You must announce which chicken is active prior to rolling the dice in your bid for freedom. A successful escape is only achieved when a chicken reaches one of the spaces marked 'Free'. Remember to mark the start of the escape with a counter. Once a chicken is outside the wire he may not return to the farmyard unless he is caught. A chicken cannot run past the dog, so stay clear or you will end up in the Coal Bunker! When safely in the Free-Range world the chicken card is placed on the Freedom space to recover! If it is a one chicken escape all equipment and the plan

are returned to the appropriate piles. If it is a multiple break out another chicken is chosen to take the place of that playing piece and is placed back on the marker that indicates the start of the escape plan. As long as the escape is not discovered by Mr Tweedy and all other requirements are still met the player may try and get as many chickens out as possible, one after the other.

As an escape progresses – this will usually take more than one turn – a player may decide to abandon the plan if Mr Tweedy or his dog are getting too close. You may declare that you wish to end an escape before you roll the dice but you will lose all but one piece of your equipment, which are returned to Nick and Fetcher. All your chickens still inside the farmyard must also be returned to their hut.

Dash for Freedom – this can be attempted whenever the Main Gate is left open, this happens whenever a **double** is rolled on the Tweedy's turn. It stays open for a full round. If another double is rolled it remains open. You may also attempt an escape without a plan if you manage to get hold of some **wire cutters** or **pliers**, these enable you to cut through the wire wherever you choose and will allow one chicken to make a dash for freedom!

End Game

The first player to have 4 escaped chickens is the winner. If you have less than 4 chickens escaped because all your other chickens are pies and you are out of the game, you may still win, especially if the 'Piematic' machine has been very busy. In this case the winner is the person with the most escapees – a draw being decided by the player who had their chickens escape first.

Advanced Game

To make the game more of a challenge the following options may be used.

Control of the Tweedy's may be determined by hidden bid. Each player takes all or some of their eggs into their left hand, transferring as many or as few as they like into their right hand. Everyone then holds their hand over the board and shows how many eggs they have. The highest amount wins. The winner places the amount of eggs they bid into the nest and takes control for that round. If there is a draw, those involved bid again. A second draw is decided by the roll of a dice and all those involved place their eggs into the nest. At the end of each round after the Tweedy's turn, the bidding starts again.

Attempting Escape, you may if you wish join forces with another player to attempt a more complex escape where you can pool your resources and chickens. If you take this option one player is in charge and takes control of all the equipment and chickens necessary to make the escape successful. The other player carries on their turn as normal, having bravely relinquished control of their chickens to someone else!

Susan Prescott Games

1 Stonefield Park, Martins Lane, Chilbolton,
Stockbridge, Hampshire, SO20 6BL
Tel: 01264 861000 Fax: 01264 861230
spgames@andover.co.uk

