

CHICKEN HEIST



RULEBOOK



background

You're a crew of chickens on a high-risk, high-reward bank heist. There's a large amount of loot in the vault, but you don't know who to trust and the getaway truck could leave at any minute.

Your goal is to escape the heist with the most loot. With danger and back-stabbing chickens around every corner, you must use your wit and skills to avoid getting caught.

What will you do in this Chicken Heist?

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01 components



12 Character Cards



14 Event Cards



24 Decision Cards



40 Loot Cards

The game consists of the following components:



1 Getaway Truck



1 Leader Card



40 Action Cards



8 Player Help Cards

02 objective



The player that successfully escapes with the most loot at the end of the heist wins!

03 game setup



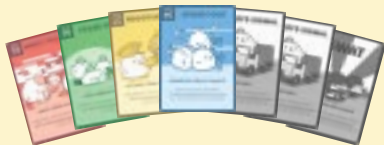
The player who is considered the biggest chicken will start as Leader; they are given the Leader Card.

Each player is dealt:

- **1** Character Card (placed face-up in front of player)
- **1** set of Decision Cards (Stay, Hide, Run)
- **3** Action Cards



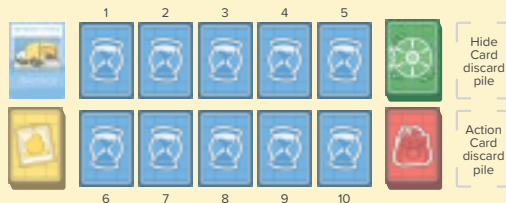
There are 10 Events in every game: **7** Base Events plus **3** unknown Variable Events chosen at random.



These 7 Base Events are always in the game



Shuffle together and randomly place the Event Cards facedown as shown in the diagram below.



Events happen in sequence from 1-10 as pictured

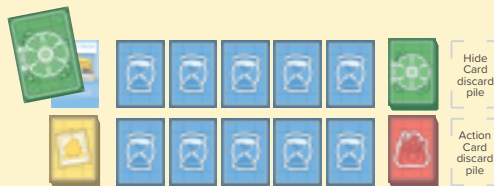
Place the Getaway Truck, Loot Cards, remaining Action Cards, and remaining Character Cards in their respective piles.

04 gameplay

The game consists of several rounds. Each round consists of **3** phases:

- Turn Phase
- Operation Phase
- Decision Phase

At the start of every round, the Leader takes 1 Loot Card from the Loot Pile and places it facedown onto the Getaway Truck.



Turn Phase

Starting with the Leader and going clockwise, all players take a turn.



On your turn, perform **one** of the following Moves:

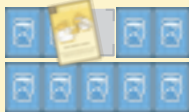
Rob

Draw 1 Loot Card and place it facedown under your Character Card. This is your personal stash of loot; you may look at it anytime.



Lookout

Look at any 1 facedown Event Card, then place it back in its original position. You may not show the card to other players.



Resupply

Draw 2 Action Cards.



Tinker

Take any 2 facedown Event Cards and swap their positions. You may not look at the cards you swapped.



In addition, you may:

- Activate your Active Character Ability once. Passive Character Abilities are already in play and will be triggered when the conditions for them are met.
- Play any number of Action Cards.

Your Move, Character Ability, and Action Cards can be executed in any order. Once all players have taken their turn, advance to the Operation Phase.

Operation Phase

Starting with the Leader and going clockwise, players choose to play 1 Action Card or pass their turn. Repeat this process until all players pass their turns, and advance to the Decision Phase.



Example:

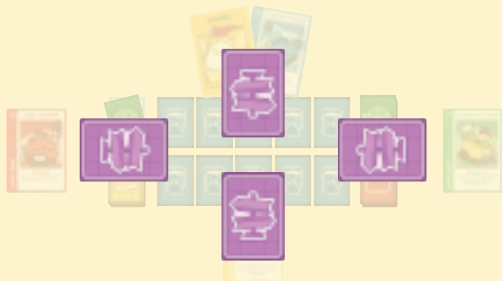
There are 3 players in this game. Player A is the current Leader.

- Player A passes.
- Player B plays 1 Action Card.
- Player C plays 1 Action Card.
- Player A then plays 1 Action Card.
- Player B then plays another Action Card.
- Player C then passes.
- Players A, B, and C then all pass.
- Advance to the Decision Phase.

Decision Phase

Each player must decide whether they want to continue in the heist by choosing 1 Decision Card to Lock-In before the upcoming Event Card is flipped over. Players may discuss their decisions with other players but may not show their Decision Cards to anyone.

Decision Cards are kept and used throughout the game. The only exception is the Hide Card, which can be discarded under certain conditions.



Stay

You are continuing in the heist and will be affected by the upcoming Event Card. If you get caught, you may discard your Hide Card to avoid getting caught and remain in the heist.



Hide

You are continuing in the heist and will be immune to the upcoming Event Card. If the upcoming Event Card does not affect you, discard your Hide Card.



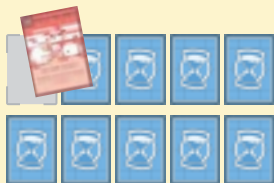
Run

You are escaping the heist with your personal stash. You must wait until the end of the game to compare total loot values.

Each player Locks-In their decision by placing their Decision Card facedown in front of them. Once you Lock-In your decision, it may not be changed. After everyone Locks-In, all players flip over their Decision Cards simultaneously.



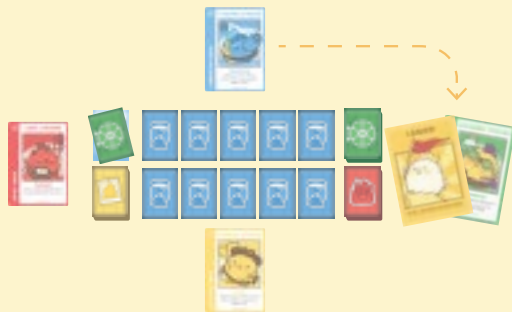
The upcoming Event Card is then flipped over and activated.



Vault Crew is caught!

Players who are caught are out of the game and must return their Character, Loot, and Action Cards to their respective piles. Players who decided to Run have escaped the heist; they flip over their Character Cards and keep their personal stash until the end of the game.

Begin the next round by passing the Leader Card clockwise to the next player until the game ends.



Game End Conditions

The game ends if any **one** of these conditions are met:

- 2nd Driver's Signal is activated. Players who Stay or Hide are caught; players who Run escape on the Getaway Truck and get a split of the loot.
- There is 1 player left in the heist. That player escapes and takes all the loot in the Getaway Truck.
- There are no players left in the heist.

At the end of the game, players who successfully escaped the heist compare their total loot values. The player with the highest loot value wins the game!

Splitting Loot

Players get a split of the loot in the Getaway Truck if they Run on the 2nd Driver's Signal. Loot Cards are revealed. Starting from the Leader and going clockwise, players take turns picking 1 Loot Card; continue this process until there are no more Loot Cards left in the Getaway Truck. If the Leader is out of the game, the closest player clockwise to the Leader who decided to Run goes first.



Miscellaneous

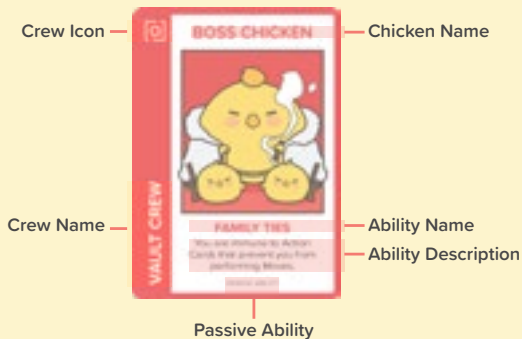
Players may not show or trade any of their cards to other players, unless otherwise stated.

glossary

character cards

Character Cards represent the players. They are placed face-up in front of their respective players during the game.

Every chicken belongs to a crew, indicated by the colour, icon, and crew name labelled on the Character Card.



There are 4 crews:



Hostage Crew



Intel Crew



Perimeter Crew



Vault Crew

Character Ability

Each chicken has a unique ability.

- **Active abilities** can be activated **once** at any time during a player's turn.
- **Passive abilities** are already in play and will be triggered when the conditions for them are met.

If a player receives other Character Cards within their turn, they can also use those Character Abilities. Passive Character Abilities are only in play once a player receives the Character Card.

Losing a Character Card cancels any ability effects on yourself and/or targeted players.



Angel Chicken

Pick a Move and a player. Both you and that player cannot perform that Move this round. If either of you lose your respective Character Cards, this effect is cancelled. You may activate this ability after you perform your Move, but you cannot pick the Move you performed.



Cowboy Chicken

Draw 1 Action Card whenever you start the game with, receive, or lose this Character Card. For example, if Scramble is played and you receive this card again, you may draw 2 Action Cards for losing and then receiving this card. Nothing can prevent this ability from being triggered.



Jester Chicken

If you change the positions of Event Cards, immediately play the first Action Card from the Action Pile. If the Action Card played changes the positions of Event Cards, this ability is triggered again.



Agent Chicken

Draw 1 Loot Card from a player's personal stash and add it to your own. That player then draws 1 Loot Card back from your personal stash. Neither player can look at the contents of each other's personal stash.



Alchemist Chicken

If you perform Rob and the Loot Card you draw is Gold, you may reveal it to everyone to draw 1 Action Card from the Action Pile. This Loot Card may then be placed facedown in your personal stash.



Mystic Chicken

Discard 1 Action Card from your hand, then draw 1 Action Card from the Action Pile. You may not use this ability if you have no Action Cards to discard.



Cyborg Chicken

Once per round, draw 1 Action Card from the Action Pile when you play 2 Action Cards within a round. This ability is only in effect while you have this Character Card, meaning Action Cards played before receiving this Character Card do not count.



Knight Chicken

If you perform Lookout as your Move, you may draw 1 Action Card from the Action Pile. By doing so, you cannot Lock-In Hide this round.



Samurai Chicken

When you are the Leader, you are immune to the effects of the first 5 Event Cards. The only exception is the 2nd Driver's Signal, in which you will still need to play Run to escape the heist and get a split of the loot.



Boss Chicken

You are immune to Action Cards preventing you from performing Moves. For example, if Flash Grenade is in effect, you may still perform Lookout. If Signal Jammer is in effect, you may still Tinker.



Devil Chicken

The player you target has their Character Ability disabled for the round. If either of you lose your respective Character Cards, this effect is cancelled.



Pirate Chicken

Discard 1 Loot Card of your choice from your personal stash, then Resupply or Tinker. You may not use this ability if you have no Loot Cards to discard.

event cards



Event Cards narrate the progression of the game and help tell the story of the bank heist.

There are **2** types of Event Cards:

- **7 Base Events**, which are used in every game.
- **7 Variable Events**, 3 of which are chosen at random. Players do not know which Variable Events are chosen.

The 7 Base Event Cards and 3 Variable Event Cards are shuffled together to make 10 Event Cards. Together, these make up the possible outcomes in the game. Event Cards are kept facedown until they are revealed.

BASE EVENTS

There are 4 crew Event Cards indicated by the colour, icon, and title of the event. When these Event Cards are activated, only players with Character Cards belonging to the corresponding crews are affected and caught.



For example, when Shootout is activated, all players belonging to the Perimeter Crew are caught.





SWAT Card

The SWAT team targets all players. When this event is activated, everyone is caught.

Driver's Signal

There are 2 Driver's Signal Event Cards. When the first Driver's Signal is activated, nothing happens. When the second Driver's Signal is activated, the game ends. Players who Run on the second Driver's Signal escape the heist and get a split of the loot in the Getaway Truck. Players who Stay or Hide on this event are caught.



1st Driver's Signal:
Nothing happens.

2nd Driver's Signal:
Game ends.

VARIABLE EVENTS



Betrayal

This card targets the Leader. When this card is activated, the player who has the Leader Card is caught.



Dye Pack

All Loot Cards in the Getaway Truck are discarded and shuffled back into the Loot Pile.



Masterpiece

If only 1 player Runs when this Event Card is activated, they draw 4 Loot Cards from the Loot Pile. If 2 or more players Run, no one draws any Loot Cards by this cards effect.



Membership Fee

Players must discard 1 Loot Card from their personal stash to avoid getting caught. You must discard a Loot Card if you have one. You may not choose to discard your Hide Card instead of discarding a Loot Card.



SWAT Again

This card is treated as another SWAT Event Card. All players are targeted and caught when this event is activated.



Police Patrol

Players who Run when this Event Card is activated are caught. You **cannot** discard your Hide Card to avoid getting caught.



Poor Planning

Shuffle the remaining Variable Events Cards that are not in play. Randomly draw 1 to activate in place of this card. If Warn is played, the player is correct when they predict either Poor Planning or the activated event.

action cards



Action Cards can be played during the player's own turn in the Turn Phase or during the Operation Phase. There is no limit to the number of Action Cards a player can play or have in their hand.

Action Cards are activated immediately upon play and are put in the Action Discard Pile once the card effect is over. When there are no more Action Cards to draw, shuffle all the discarded Action Cards to make a new draw pile.



Check-In

Pick a player. They must Lock-In and show you their Decision Card before you Lock-In yours in the Decision Phase. Your Check-In is void if the targeted player plays Copycat and/or Check-In. You cannot Check-In on yourself or a player who has already played Copycat and/or Check-In.



Copycat

Pick a player. Their Decision Card applies to the both of you this round and you do not play a Decision Card. If the targeted player plays Hide, it will still apply to you even if you do not have one. Your Copycat is void if the targeted player plays/played Copycat. You cannot play Copycat on yourself.



Disguise

Pick a player to draw a new Character Card from the Character Pile. The old Character Card is then shuffled back into the Character Pile. You may play Disguise on yourself.



Flash Grenade

Players cannot perform Lookout for the rest of the round. Keep this card on the board while its effect is in play and discard it at the end of the round.



Influence

Pick a player to become the Leader immediately; that player receives the Leader Card. This does not affect the order in which players take their turns. All players still only get 1 turn and the Turn Phase still ends after all players have taken their turn.



Fortify

Name a crew (e.g. Perimeter Crew) to be immune to the SWAT and SWAT Again Event Cards for the rest of the round. Keep this card on the board while its effect is in play and discard it at the end of the round.



Lockdown

Place this card on an event position. Players cannot perform Lookout on the Event Card in this position for the rest of the heist. You may still move the Event Card under Lockdown (e.g. when performing Tinker or playing Panic). Moving the Event Card under Lockdown does not change the position of the Lockdown Card.



Freeze

Players cannot play any Action Cards for the rest of the round. The only exception is if Overrule is played immediately in response to this card. Keep this card on the board while its effect is in play and discard it at the end of the round.



Overrule

This card voids a targeted Action Card and must be played before that card is activated. For example, you may play this in response to Panic, but only before the target Event Cards are chosen. You may play this in response to Freeze. It is the only Action Card that can be played out of turn.



Panic

Pick 2 facedown Event Cards to shuffle together and randomly place them back into position. You may not look at the Event Cards and you should not know which card went where. Playing this card counts as changing Event Card positions.



Scramble

Shuffle the Character Cards of all players currently still in the heist and randomly reassign them. Do not include Character Cards belonging to players who have Run.



Signal Jammer

Event Cards cannot change positions for the rest of the round, meaning Tinker and Action Cards like Panic or Teamwork cannot be played. Keep this card on the board while its effect is in play and discard it at the end of the round.



Teamwork

Pick a player and have them pick any facedown Event Card. You then pick a different facedown Event Card. Swap the positions of the two Event Cards. Neither player can look at the Event Cards picked.



Warn

Predict the next event. If the next Event Card revealed is what you predicted, draw 1 Loot Card and add it to your personal stash. Your prediction may be the name or description of the Event Card effect. For example, "the blue crew is caught" is the same as saying "Shootout".

