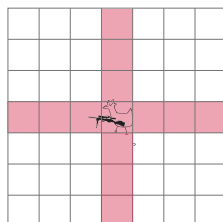## Seraphim

Passive:

After dying, this chicken re-enters at the exact center of the board.
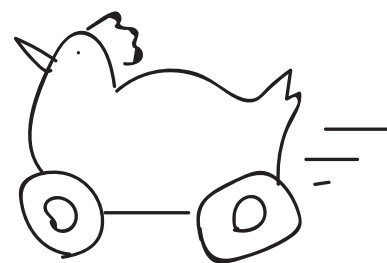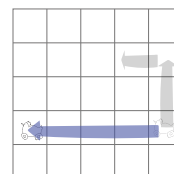
Sniper

Roll:

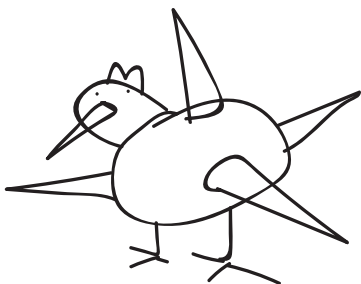This chicken can sacrifice one roll to instead destroy any chicken within 3 spaces of it.
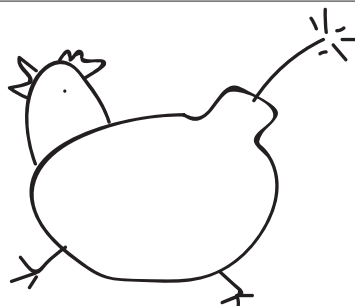
Car

1,2 -> 4

Roll:

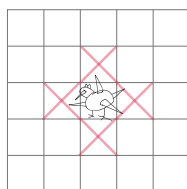This chicken can sacrifice one roll to double its other roll when moving.

Pointy

Passive:

Enemy chickens are blocked and cannot land in the 4 spaces surrounding this chicken.

Bomb

Passive:

Enemy chickens that land on this chicken are also destroyed.

Cannibal

Passive:

Every time a chicken is destroyed, this chicken rolls one extra die when rolling on your next turn.

Magician

Roll:

This chicken can sacrifice 2 rolls to instead swap places with an allied chicken.
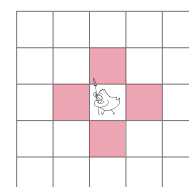
Skeleton

Passive:

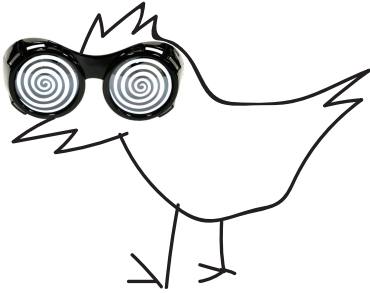Every time this chicken dies, it permanently gains an extra die when rolling.
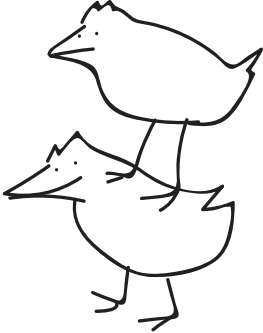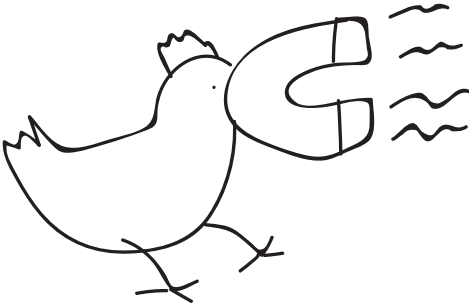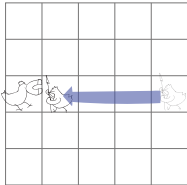
Spearman

Passive:

At the end of its turn, this chicken destroys all chickens within 1 space of itself.

Knight

Passive:

If this chicken did not move during your turn, it gains a shield to become invincible until the start of your next turn.

Jet engine

Roll:

This chicken gains +1 to its highest roll.

ex: (2,3 -> 2,4)

Hypnotist

Roll:

This chicken can sacrifice 1 roll to move an enemy chicken instead.

2 Chickens

Passive:

This chicken is 2 chickens. They can separate, but if one dies the other will die of heartbreak and is also destroyed.

Magnet

Roll:

This is chicken can sacrifice 1 roll to pull another chicken in the same row/column to the space next to it.

The Objective:

The objective of the game is to collect eggs from the basket and bring them back to the starting point (nest). The winner is the first player to bring back 2 eggs, or more if you want to make the game longer for some reason. I don't judge.

Setup:

Each player chooses 3 chickens and places their corresponding color circles on them, and takes their cards.
Players take turns choosing, or pick at random by choosing cards face-down. Up to you, really.

At the start of the game, all chickens start at the nest, and will enter the board through the starting space.
When a chicken reaches the basket (does not have to be exact roll), place an egg on top of it.

The Chickens:

Each chicken has either a passive or a roll ability, which is listed on its card. Should be self-explanatory, go read them.

The Turns:

A player begins their turn by rollng two 4-sided dice. The rolls can each be used to move a chicken that number of spaces horizontally or vertically in any direction, and can be used on the same or two different chickens. You may also choose to use your roll(s) on any of your chickens that have a roll sacrifice ability. If you cannot move any chickens due to blocked spaces, your turn ends.

Landing on other chickens:

You may pass occupied spaces, but if any roll lands you on a space occupied by an opponent's chicken, it is destroyed (sent back to the start).   Whenever you destroy an opponent's chicken, you may roll one additional d4.

If you land on one of your own chickens, you can choose to stack them.
Stacked chickens can be moved together as if they were one chicken, and can carry as many eggs as there are chickens in the stack.
All chicken's passive abilities apply to the entire stack, and the player can choose any roll abilities from chickens in the stack until their rolls are used up.
If an opponent lands on your stack, it is de-stacked and all chickens are destroyed and sent back to the start.

If a chicken that is carrying an egg is destroyed, the egg is dropped.
If the destroyed chicken was landed on, the egg now belongs to the chicken that landed on it.
If the destroyed chicken was killed by a ranged ability, or if it was a stack and the killer cannot carry that many eggs, the egg(s) is dropped on the space where the destroyed chicken was and is picked up by the next chicken that passes through that space.

Winning:

Your chickens carrying an egg that successfully make it back to the starting area (does not have to be exact roll) give you a point. The first player to get the required number of points wins. I know I said 2 points at the beginning but you can adjust this for longer/shorter games. However, you should probably decide this before you start playing unless you want your friends to get mad at you.