

CH'CKN  
=CHASE



Congratulations! You've graduated college with a Design degree and are about to begin your first job at a restaurant. Look, ma! You made it. Because of your limited experience, the only dish you are trusted to make is the Chicken™.

## OBJECTIVE

To be the first player to complete each of the tasks involved in cooking and serving the Chicken™.

## COMPONENTS

1 Game Board  
6 Chicken Tokens  
6 Stove Tokens  
2 d4 dice  
2 d6 dice  
1 d20 die  
15 High Risk Cards

## SETUP

Place the stove tokens on the stove sections on the board. There will be one less stove than there are players. E.g., if there are five players, place four stoves on the board.

Place the chickens on a yellow starting hex. There will be one chicken for each player, and this initial assigned chicken should start directly across from the player on the board. E.g., if there are four players, place four chicken tokens on the game board.

Shuffle the High Risk cards and place them face down next to the game board. Place each player on a green starting hex. The youngest player goes first, moving clockwise around the board.

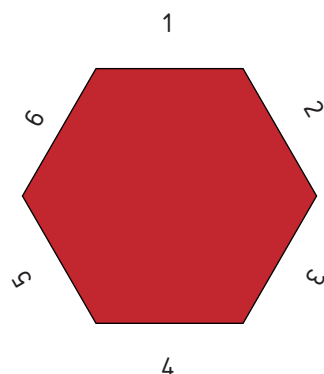
## TASKS

The player who completes the following tasks first, wins.

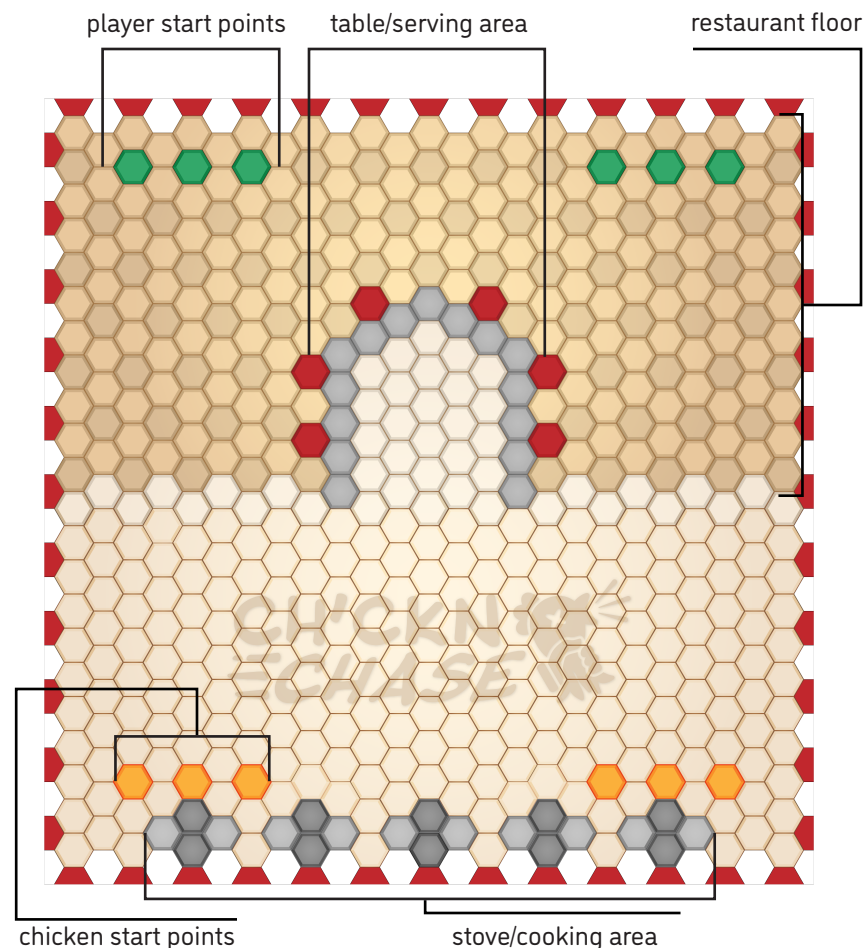
1. Capturing chicken
2. Cooking chicken
3. Serving chicken

### CAPTURING CHICKEN

The restaurant insists on making the freshest chicken for its patrons. This means a live chicken is released, and you must catch it in order to begin cooking it. Each round, roll 1d6 to determine the direction a chicken will run. The result corresponds to the hex thusly:



To determine how many hexes the chicken will run in said direction, roll 2d4. Once the chicken token has been moved, roll 1d4 to move your character, in the same direction as the chicken token. To capture and kill the chicken, you must be within one hex. A chicken can be killed with a basic attack. If you come within one hex of a chicken that is not the original chicken you were chasing, you may choose to usurp the chicken as your own. To steal a chicken, you must enter combat with the chicken's original chaser. If you get that player's health below 5, you may steal the chicken as your own.



### COOKING CHICKEN

Once you have captured a chicken, you may move onto cooking it. To cook the chicken, you must take it to an open stove. If no stoves are open, you may choose to enter combat with another player in order to steal their spot. Place the chicken token atop the stove and stand directly in front of it. To determine if your chicken is cooked, you will roll to simulate the cooking process. You will roll twice in one turn. For each roll, choose to either roll 2d20 and take the highest, or roll 2d4. Add up the sum over 3 turns (6 rolls in total). If the sum is between

70 and 78, the chicken is successfully cooked. Otherwise, you must restart the cooking process.

### SERVING CHICKEN

Once the chicken is cooked, it must be served. You must exclaim "Yes, Chef!" once the chicken is cooked. If you fail to exclaim "Yes, Chef!" you must return to the stove, though you do not need to restart the cooking process. You must move from the stove to the table in order to successfully serve the chicken. The first player to make it to the table with a fully cooked chicken has won the game.

## SABOTAGE

Players may choose to sabotage other players' progress throughout the game. However, each player can only sabotage four times during the game.

**During the chicken chasing**, players can usurp a chicken that comes within one hex of them, but only if another player's chicken comes within one hex of them before they have come within one hex of their original chicken. Players cannot leave chase of their original chicken in order to purposefully chase another player's. A player must kill their original chicken as soon as they come within one hex of it, unless they have chosen to usurp a chicken, and won combat over it. If a player loses combat and their chicken is stolen, they must begin chasing the original chicken of the player who stole theirs.

**During the chicken cooking**, players can choose to enter combat with another player over a stove, in order to "cut in line." If a player without a captured chicken enters combat with a player at the stove, the player at the stove will have to restart the cooking process if the challenger wins, but the player without the captured chicken may NOT steal the progress of the player at the stove. The winner of any combat is the player who first does 5 damage to the other player. Entering combat only can slow another player, it cannot speed any player up. If the challenger loses combat, they must wait at least another full round before challenging the same player to the same task again.

**During the chicken serving**, you may challenge a player moving to the table to combat. If the challenger wins, the

challenged player must return to the start of the task they were working on. E.g., if you were serving the chicken and lose combat, you must move back to the stove, but you do not have to restart the task of cooking the chicken.

## HIGH RISK EVENTS

Some choices made by players or things that occur in the game are considered "High Risk Events." These are:

- Any form of combat (between players, or killing chickens) in the area around the patrons. (Any hex that is touching a red or gray hex in the center.)
- A chicken running onto the restaurant floor (see game board key).

If a high risk event occurs, the player that is primarily responsible for the event must draw a card from the "High Risk" deck. Some cards in the deck affect only the player who draws them. Others affect all players. Some cards involve chance, and have the possibility of causing no negative effects. The player who draws a card must read it aloud to the group. Once the action (if any) outlined on the card has been carried out, place the card in the discard pile. If you run out of cards at any time in the game, shuffle the discard pile and begin a new deck.