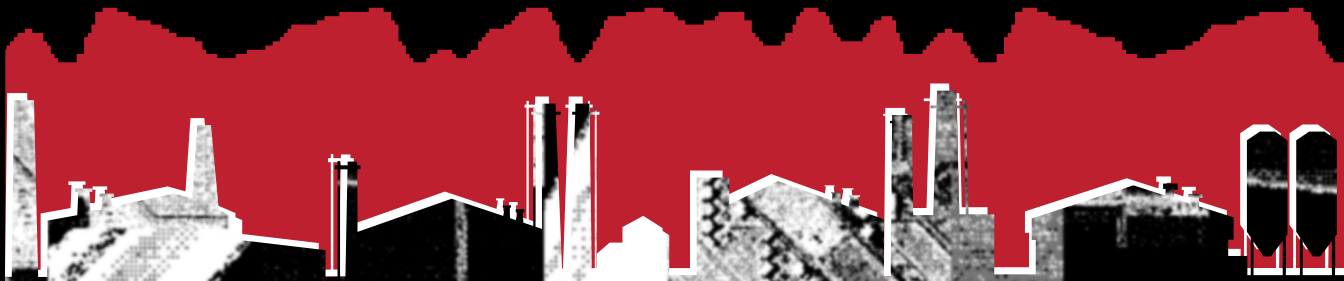


FARM  
TO  
SLAUGHTER



# INTRODUCTION

You are competing factory owners in the meat industry, striving to build the largest, most profitable meat production empire while avoiding the risks of regulations, disease outbreaks, and market fluctuations. Farm to Slaughter's objective is to grow your factory from a small concentrated animal feeding operation (CAFO) to the largest, most optimized for efficient production. The first player to open a slaughterhouse, processing facility, and packaging plant and become the largest farming wins.

The intention of Farm to Slaughter is to remind players of the cruelty that is common practice throughout the United States corporate meat industry. From animal welfare, environmental harm, human health risks, and poor labor practices current industrial farming practices must be more strictly regulated. The goal is not to shame people for what they eat but rather point to the unsustainable and inhumane practices that prioritize profit and are driven by corporate greed.



## GAME PIECES

- 1 Game Board
- 26 Narrative Cards
- 4 Player Tracker Board
- 50 Chicken / Money Tokens
- 12 Facility Tokens
- 4 Factory Level Tokens

## HOW TO WIN

The first player to open a slaughterhouse, processing facility, and packaging plant and become the largest farming operation wins.

## SET UP

- Pick a Factory Farm you want to play as: Tyson, Cargill, Smithfield, or Hormel
- Every player places a Factory Token on the Small "Factory Level"
- Begin with 3 tokens in the Chicken tracker and 3 tokens in the Money tracker on your Character Board.
- Determine who starts and begin play by making your first purchases. Continue with the player to their left.



## OVERVIEW

Convert Chicken Tokens into Money, by moving them through the corresponding trackers. Use your profits to expand your industrial operation and grow your business while avoiding the consequences of regulations, disease outbreaks, market fluctuations, and public reputation.

## PLAYER TURN

1. Move Chicken Tokens into the Meat Tracker by paying costs from the Money Tracker. The cost increases as your factory grows:

Starting Cost: 0\$  
Slaughterhouse: 1\$  
Processing Facility: 2\$  
Packaging Plant: 3\$

- The number of Chicken Tokens you can process depends on the size of your Factory and the Facilities you own:

Small Factory: 1  
Slaughterhouse: 2  
Processing Facility: 3  
Packaging Plant: 4  
Medium Factory: 5  
Large Factory: 6

2. Sell your chicken products! You get 2\$ for every 1 Chicken. Tokens must be kept in Meat Tracker for one round before it can be sold. Then, move and flip the tokens into the Money Tracker. You may sell one live Chicken for 1\$ each turn. If you are expanding your factory or purchasing cards, discard tokens into your bank to be used again.
3. At the end of your turn, pick up new Chicken Tokens based on the size of your Factory and Facilities. Place these tokens into the Chicken Tracker on your Character Board. The more you expand your farm, the more Chicken Tokens you collect each turn:

Small Factory: 1  
Slaughterhouse: 2  
Processing Facility: 3  
Packaging Plant: 4  
Medium Factory: 5  
Large Factory: 6



## MAKING PURCHASES

Each player can choose to do one of the following each turn.

1. Buy a card. Draw a card from the deck and give it to an opponent. The player must follow the card's rules on their next turn. When the player has completed it, place it in the discard pile. You may not purchase cards in the first round.

Card Cost: 1\$

2. Expand your operations by purchasing new Facilities or upgrading your Factory Level. You must purchase all Facilities before you upgrade Factory Level. Place the Facility Tokens and Factory Level Tokens in the corresponding spot on the Character Board.

Slaughterhouse, Processing Facility, or Packaging Plant: \$2

Medium Factory: \$4

Large Factory: \$5



