



INTRODUCTION

WHY?! Why did what appeared to be a perfectly normal and, up until recently, seemingly sane chicken, run headlong into traffic, causing a massive 42-car pileup? I ask you again, WHY?! What could have possibly been so important? Why did it do it?

The Cast



William "Da-Coop" Rooster

He is fed up. He's just not going to sit in his coop anymore. He's walking.



Shelly "Egg" White

She doesn't know where she is.



Marge "The Mother" Hen

She is convinced her little chicks are on the other side, and she needs to get them back home safely.



Johnny "Loco" Redriguez

Recently escaped. Looking for a way out of his jacket.



Hugo "The Chicken" Little

He bumped his head and started running, screaming, and running some more. "The sky is falling!"

GAME CREDITS

Game Design: Nathan Hansen

Art:

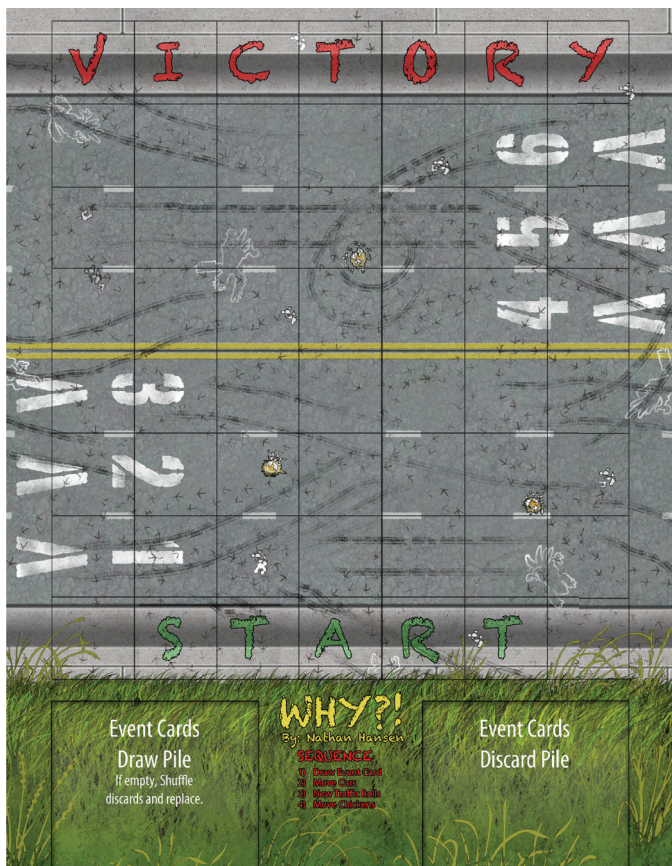
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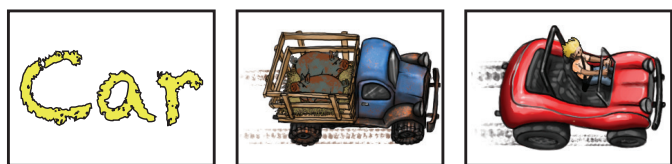
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COMPONENTS

•Game Board



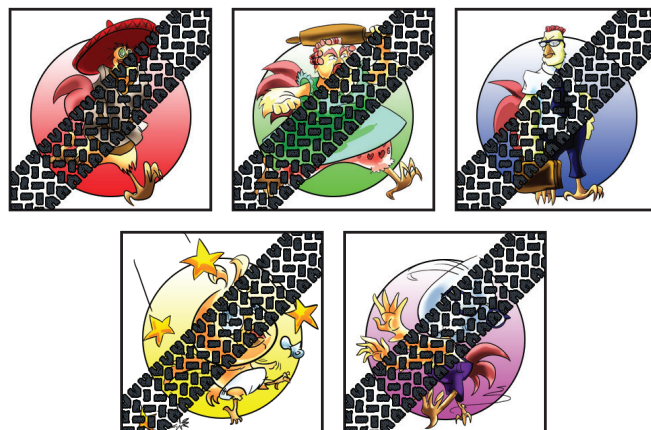
•30 Car Counters



•5 Standees



•5 Dead Chicken Counters



•25 Event cards



•1 six-sided die

SETUP

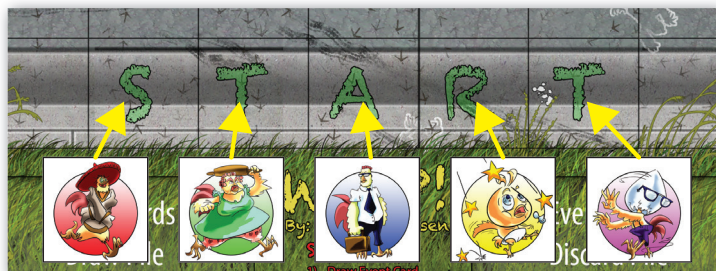
Place the Game Board on a flat area in front of you.

Shuffle the Car counters, and place them face down in several stacks off the Game Board. This is the Car Pool.

Shuffle the Event Cards and place them on the Game Map in the area labeled "Event Cards Draw Pile".

Take 4 random car from the Car Pool and hold them about 6 inches above the board and drop them onto the board. This will give the approximate location of the Cars. Reposition the Cars to make sure they are each in a single space.

With 1 Chicken player:



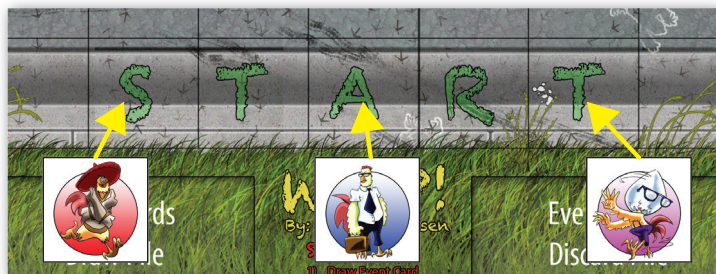
Place all the Chickens in the "Chicken Start" spaces. One Chicken should be placed on each letter of START on the Game Map.

With 2 Chicken players:



Each player chooses 2 Chickens. Player 1 should have Chickens on S, and the first T, while player 2 should have Chickens on the R and last T.

With 3 Chicken players:



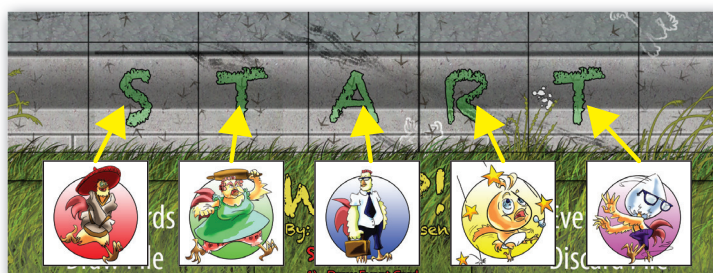
Each player chooses a Chicken. Place Chickens on the S, A, and last T. Each player gets one Chicken to control.

With 4 Chicken players:



Each player chooses a Chicken. Place Chickens on the first 2 and last 2 letters of START. Each player gets one Chicken to control.

With 5 Chicken players:



Each player chooses a Chicken. One Chicken should be placed on each letter of START on the Game Map. Each player gets one Chicken to control.

HOW TO PLAY

The game is played in rounds. Each round has several phases:

1. Draw Event Card
2. Move Cars
3. New Traffic Rolls
4. Move Chickens

REVEAL EVENT CARD

Draw the top card from the Event Cards Draw Pile. Each card has 3 sections. They are Car Movement, Traffic Rolls, and Chicken Moves.

If you are not playing alone, then each player takes a turn revealing an Event Card. The first card revealed should be drawn by the player who has a Chicken that starts on the S space. Each card drawn after the first card is drawn, should be drawn by the player to the left of the player who drew the last card.

This is important in determining order for Chicken Moves.

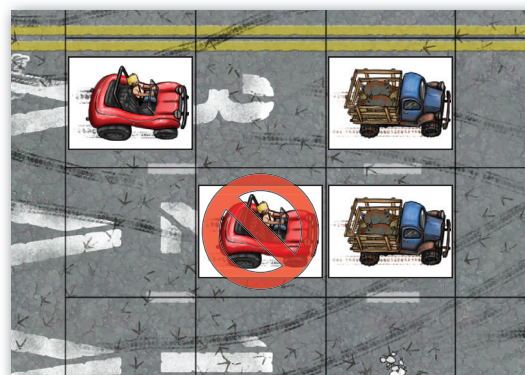


HOW TO MOVE CARS

Cars move a number of spaces equal to the number of matching Car icons on the drawn card. All Cars move every round. They move from their entry arrow to the opposite side of the road. When a car reaches the end, it is removed from the board and returned to the Car Pool to be possibly drawn again.

Cars are moved in order of lane number. Move all cars in lane 1, then all Cars in lane 2, then lane 3, and so on. The lead Car, the one closest to leaving the board, is always moved first.

Cars in a lane must have at least 1 space between them. If a Car moving 2 spaces is behind a Car moving only 1 space and its movement would cause it to move next to the slower car, it has to slow down and leave a gap of one space.



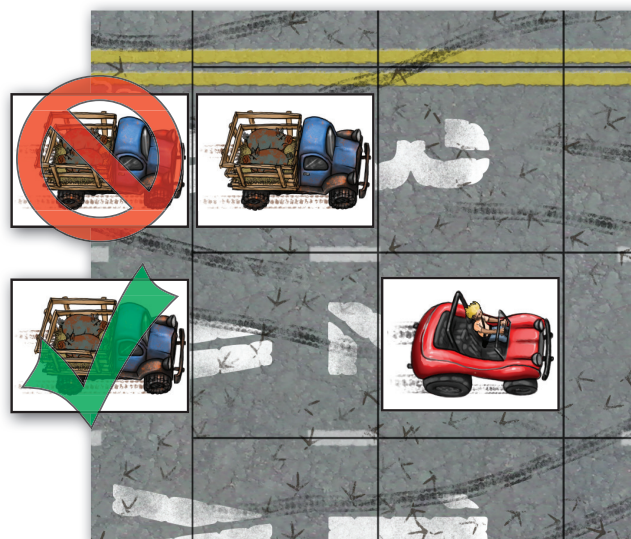
HOW NEW CARS ENTER THE ROAD

Rolling for Traffic is how new Cars enter the road. Take the new Cars from the Car Pool. The number of Dice Icons the card represents the number of die rolls you will make this turn, and the number on the die indicates the Traffic Lane number the new Car will appear in. These rolls may be made all at once if you have more than one die.

Roll a six-sided die. Place a randomly selected Car from the Car Pool onto the Arrow of the Traffic Lane that has the same number as the die just rolled.

If the indicated new Car placement is impossible, no Car is placed.

NOTE: A Car is impossible to place if there is already a Car on the Arrow of the lane or if placing the Car would violate the minimum distance of one space between Cars.



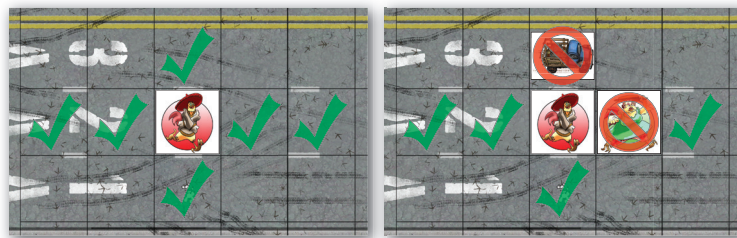
HOW TO MOVE CHICKENS

If a Chicken is moving SIDEWAYS, it can move 1 or 2 spaces.

If a Chicken is moving TOWARDS or AWAY FROM the Victory Lane (that is, across the Traffic Lanes), it can only move 1 space.

A Chicken may never move into a space occupied by a Car or end its movement in a space occupied by another Living Chicken.

Exception: Two or more Chickens can be in the same Victory Lane space at the same time.



When playing by yourself:

Event Cards indicate the number of Chicken Moves allowed on a given turn. For each Chicken Move, you may move one Chicken.

You must divide your Moves as evenly as possible. You can't move any one Chicken twice if any other Chicken hasn't moved this round. After all, fair is fair!

Note: If a Chicken moves onto Victory Lane, it is not considered to be on the Game Map. Therefore, any further moves are divided amongst the remaining Chickens.

You must make all your Chickens move. Chickens aren't smart enough not to move.

When playing with other people:

Ignore the Chicken Moves portion of the Event Card. Every player must make a Chicken Move for each Chicken they control.

Players move their Chickens in clockwise order starting with the player who drew the current Event Card. In a 2-player game, players take turns moving one of their Chickens at a time.

For example, in a 2-player game, player 1 moves their first Chicken, then player 2 moves their first Chicken, then player 1 moves their second Chicken, then player 2 moves their second Chicken.

PLAYING AS THE CARS

If playing with more than one player, one of the players may opt to play as the Cars. This makes it possible to play up to a 6-player game!

If a player is playing as the Cars, instead of rolling dice during the New Traffic Rolls phase, the Car player gets to make a few choices. For each Die Icon in the Traffic Rolls section of the current Event Card they get one Action Point to spend.

Action Points can be spent on several things:

For 1 Action Point:

- Roll 1 die and spawn a random Car per the standard New Traffic Roll Rules.
- Change the Lane of 1 Car. The resulting position must be legal per the How to Move Cars Rules and cannot cross the Double Yellow Line.

For 2 Action Points:

- Spawn a Car and place it at the start of ANY Lane which it can legally be placed in.

For 3 Action Points:

- May move one Car forward one space.

HOW A CHICKEN DIES

A Chicken dies if a Car Counter ever moves into or through the space it is in. If a Chicken has to make a move and can't for any reason, it's dead. When a Chicken Dies, remove the Chicken Standee and replace it with a Dead Chicken counter, which is left on the board. Road Kill!

Rubber Chicken

When more people than just YOU are playing, and NO ONE is playing the Cars, Chickens don't die. Instead, they return to any unoccupied space in the START lane.

HOW TO WIN

When playing by yourself:

The game ends when all Chickens have either made it to the other side or have all been killed.

Once the game is over you calculate your score. Look at your Chickens. Any Dead Chickens are worth the lane they made it to. Any Chickens that made it to the other side are worth 20 points.

For example, if playing by yourself and you got 3 Chickens across and 2 Chickens died in Traffic Lane 3, your score would be 66 [3 X 20 points + 2 X 3 points=60 + 6=66].

When more than one Chicken player:

The game ends after one player has moved their last Chicken into Victory Lane. The player who gets their Chicken(s) to Victory Lane first, wins.

If Playing as the Cars:

If a player is playing as the Cars they win if no Chickens are able to make it across the road.