

Chicken

A Food Forest Card Game, for 2 or more players

The Cards

Please see [Understanding the Playing Cards](#) for a thorough description of cards and icons.

What is a guild?

In a real food forest, as in the game, guilds are collections of plants (or other garden elements) that help each other. Some might attract pollinators, some might fix nitrogen, still others might provide a living groundcover to keep in moisture and provide fresh mulch as leaves drop to the garden bed. In a real food forest, we try to build guilds where every plant satisfies multiple needs and every need is satisfied by multiple plants. In the game, many plants are capable of satisfying multiple needs, but it is not always the case that every need is satisfied by multiple plants.

Object of the Game

The object of *Chicken* is to collect plant “guilds”, or “companion plantings”, of cards wherein *every* input from *every* card is satisfied. For the purposes of this game, a guild is composed of two or more cards. If a card has no inputs, and is not a wild card, it is “self-satisfied” and, for this game, can be included in a guild for extra points or for its outputs to satisfy the needs of other elements of the guild.

Making Guilds

Much like the game of blackjack, the game is played in short hands. Using the cards one has, one builds “guilds”. To put down a guild in *Chicken*, all of the needs of **every one** of the cards in the guild must be satisfied. Guilds can be two, three, four, or five cards, all working together so that every input in the guild is satisfied. A guild with five cards is worth more than a guild with two cards, but a guild with two cards is easier to make. Thus, the game becomes a metaphorical game of “chicken” where one must balance the desire to make large guilds with the reality that someone might do so first and win the hand. As soon as the first person lays down a guild, the hand is over. Only one person can win points for each hand.

Figure 1 is an example of a four card guild with all inputs satisfied. As you can see, the apricot card has inputs of water, pollinators, nitrogen and a groundcover. These inputs are satisfied as follows: nitrogen, pollinators and groundcover are all satisfied by the clover card, the water is satisfied by the house. The carrot patch card only has water as an input. This is also satisfied by the house. The clover and house cards do not have any requirements. This four card guild is worth four points, plus one for laying down the guild.

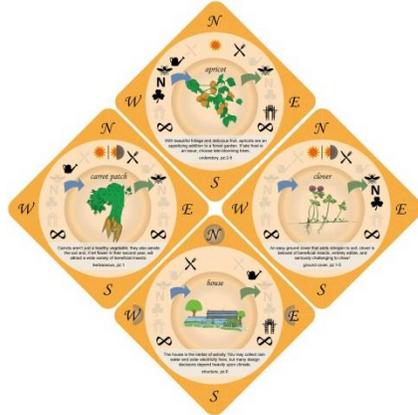


Figure 1: a four card guild with all cards' inputs satisfied

Playing the game

All but two of the House cards should be removed from the deck as are all insects cards.

Each player gets one card, and play proceeds clockwise as described below.

A turn consists of:

1. Take one card (a player may hold up to 5 cards in the hand at one time).
2. Decide whether or not to put down a guild (if a guild is possible)
3. If putting down a guild, the hand is over.
4. If not putting down a guild, the player may keep only 5 cards. All extra cards must be discarded.

Play continues until any player puts down a guild.

Wild cards

The only wild cards that this deck uses are the drought card and the tornado card. All insects cards should be removed from the deck.

Tornado:

When the tornado card is drawn, each player must pick one card (blindly) from the player on his *right*.

Drought: (note: if there is no drought card in your deck, use the yellow "Dear Friend" card as the drought card.)

When the drought card is drawn, each player must pick one card (blindly) from the player on his *left* and then discard it without looking.

Winning the Game

Hands are played until one player reaches 50 points (or another pre-decided number).