

# CHICKEN HEIST



RULEBOOK





# background

Your crew is on a high-risk high-reward bank heist.

The goal of this mission is get away with the most loot possible.

Tools will be given to ensure your success. Be on guard for dangers and traitorous chickens!

Lastly, make sure to keep an eye on the getaway truck or risk getting left behind!

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# components

The game consists of the following components:



**7** Base Event Cards



**7** Variable Event Cards



**12** Character Cards



**24** Decision Cards



**30** Loot Cards



**40** Action Cards



**1** Truck Card



**1** Leader Card



**8** Player Help Cards

# 02 objective

The player who successfully Runs from the Heist with the highest total Loot value at the end of the game wins!





# 03 game setup

## Player Setup

Each player is given:

- **1** random Character Card (placed face up in front of player)
- **3** Decision Cards (Stay, Hide and Run)
- **3** random Action Cards



## Heist Setup

Shuffle 3 random Variable Event Cards with the 7 Base Event Cards.



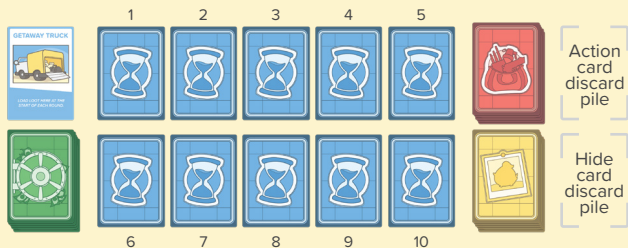
Shuffle 7 Variable Events  
and draw 3

Add the 3 Variable Events  
to the 7 Base Events



*These 7 Base Events are always in the game*

As shown on the following diagram, randomly place the 10 Event Cards face down and place the Character, Action and Loot Cards in their respective piles.



*Events happen in sequence from 1-10 as pictured*

1 Event Card is revealed and activated at the end of every Round.

# gameplay

## Game Start

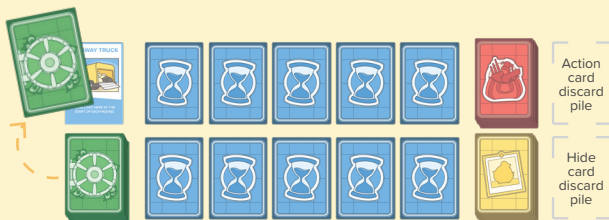
A player is randomly picked to start as the Leader.



*Random Player*

## 1. Round Start

The Leader loads 1 Loot Card from the Loot pile onto the Getaway Truck.



All Players starting from the Leader takes a Turn going clockwise.



## 2. Turn

Players must perform 1 of the following Moves:

### Rob

Take 1 Loot Card from the Loot pile and place it under their Character Card



### Lookout

Look at any 1 face down Event Card without showing others.



### Tinker

Swap the positions of any 2 face down Event Cards without looking at them.



### Resupply

Draw 2 Action Cards from the Action Card pile.



### Players may also:

Play any number of Action Cards.  
Activate their Chicken Ability once.



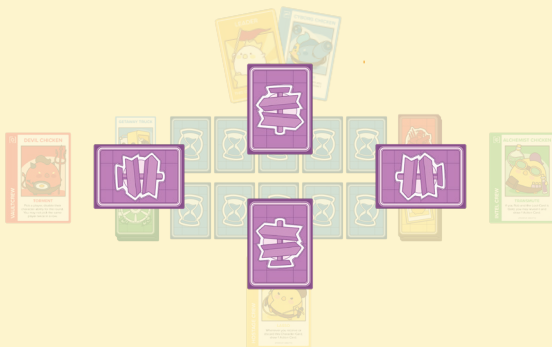
### 3. Operation Phase

The Operation Phase begins after all players have had their turn. Starting from the Leader, all players may play any number of Action Cards until no one wants to play any more Action Cards.



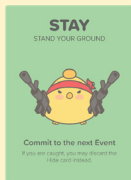
### 4. Decision Phase

All players must play 1 of their Decision Cards face down in front of them. Once everyone has played, no one may change their Decisions anymore.



## 4.1. Decision Cards

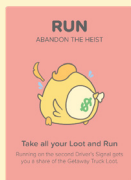
Decision Cards determine what a player does for the upcoming Event. They are not discarded unless stated otherwise.



### Stay

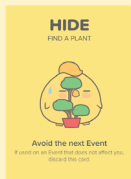
The player stays in the Heist. They will be affected by the upcoming Event Card.

If the player gets caught, they may discard their Hide instead of being caught.



### Run

The player is out of the Heist. They keep the Loot Cards that are under their Character Card and will not be affected by the coming Event Cards. They must wait until the Heist ends to compare total Loot value.



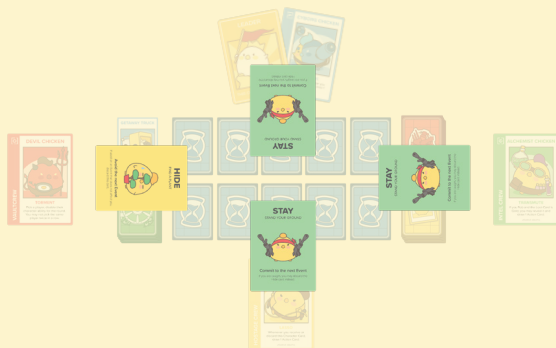
### Hide

The player is immune to the upcoming Event Card. If this card is played on an Event that doesn't affect the player, discard this card.



## 5. Reveal

All players simultaneously reveal their face down Decision Cards.



The next Event Card is revealed and activated. Players who decided to Run or are caught must flip over their Character Cards, discard their Action Cards, and wait for the Heist to end. Additionally, players who are caught must shuffle all their Loot Cards back into the Loot Pile.



*Vault Crew is caught!*

## 6. Wrap Up

If the game hasn't ended (see GAME END CONDITIONS on page 13), the Leader passes the Leader Card clockwise to the next player. This player becomes the new Leader and starts the next round (see 1. ROUND START on page 8).



## Game End Conditions

The Heist ends if any of these conditions are met:

- No players are left in the Heist
- The 2nd Driver's Signal is activated. Players that played Stay or Hide are caught. Players that played Run get to split the Loot Cards in the Getaway Truck. (see SPLITTING LOOT on page 14)
- If 1 player is left in the Heist and the 2nd Driver's Signal is not activated yet. This player takes all the Loot Cards in the Getaway Truck.

## Splitting Loot

Only players that play Run when the 2nd Driver's Signal is activated qualify for a split. The Loot Cards in the Getaway Truck are revealed to all. If the Leader qualifies, they start the split and going clockwise, players take turns taking 1 Loot Card of their choice until no cards are left. In the case where the Leader does not qualify, the closest qualifying player clockwise to the Leader starts first.

## End

Finally, players that managed to Run from the Heist must then compare to see who has the highest total loot value.



## Miscellaneous

Players cannot show their Decision Cards, Loot Cards, Event Cards, Action Cards to other players unless otherwise stated. Player cannot trade any of their Cards (Loot Cards, Decision Cards, Action Cards, Character Cards) unless otherwise stated.

# base event cards

There are 7 Base Event Cards that are used in every Heist. These Base Events are broken down into the following:

## 4 CREW EVENTS

These Event Cards target specific Crews. The icon, color and text on these cards match those found on the Character Cards of the targeted Crew. The corresponding Crews are caught when these cards are activated.





*For example, when Shootout is activated, all Characters in the Perimeter Crew are caught.*

## SWAT CARD

SWAT Event targets all players. Everyone is caught when SWAT is activated.



## DRIVER'S SIGNAL

The 1st Driver's Signal is a warning; nothing happens when it is activated. The Heist ends when the 2nd Driver's Signal is activated. Players who played the Run Card get to split the Loot from the Getaway Truck. Players who played Stay or Hide are left behind and are caught.

*1st Driver's Signal:  
Nothing happens.*



*2nd Driver's Signal:  
Game ends.*

# variable events

There are 7 Variable Event Cards. 3 of which are randomly chosen and shuffled with the 7 Base Event Cards to make 10 Event Cards. These 10 Event Cards make up the possible things that could happen within your Heist.

**BETRAYAL**

THE LEADER IS CAUGHT

*Unhappy with the leadership provided, the team stages a chicken coup.*

**Betrayal**

The player who is the Leader when this card is activated is caught.

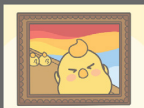
**DYEPACK**

DISCARD ALL LOOT CARDS IN THE GETAWAY TRUCK

*A dye pack was carelessly loaded onto the truck, it explodes and ruins the Loot.*

**Dyepack**

Return all Loot Cards in the Getaway Truck back to the Loot Pile when this card is activated.

**MASTERPIECE**

IF ONLY 1 PLAYER RUNS, THEY DRAW 4 LOOT CARDS

*Putting a grand pointing from the vault the chickens vie for ownership.*

**Masterpiece**

If only 1 player plays Run when this card is activated, they draw 4 Loot Cards. If more than 1 player plays Run, nobody draws any Loot Cards.



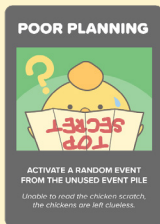
### Membership Fee

All players in the Heist must discard 1 Loot Card or they are caught. You must always discard a Loot Card if you have 1. You may discard your Hide (if you have 1) to avoid getting caught by this card.



### Police Patrol

Players that plays Run on the round this card is activated are caught. You may discard your Hide (if you have 1) to avoid getting caught by this card.



### Poor Planning

There should be 4 Variable Event Cards that are not in play. Shuffle them and draw 1. That card is activated in place of this card.



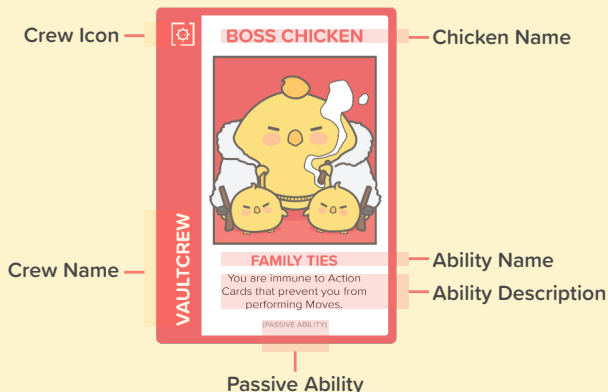


### Swat Again

This card is treated as another SWAT Event Card. All players are targeted and caught when this card is activated. Action Cards like Fortify will work on this Event Card.

# character cards

Character Cards represent the player. Character Cards must be placed face up in front of their respective players at all times.



Each Character belongs to a certain crew as denoted by the symbol, color and text on the left side of the character portrait. These crews are affected by various Event Cards.

### Character Ability

Each Character Card has an ability. Players may activate any non passive abilities of their Characters once per their turn. This quota is tied to the Character Card. Therefore, if a player receives another Character Card within their turn, they can also activate that character's ability.



**Agent Chicken**

Pick a player. Randomly take 1 Loot Card from them. Then, they randomly take 1 Loot Card from you. You must shuffle the Loot Card that you took with the ones you own before they take 1 Loot Card from you.



**Alchemist Chicken**

If you perform Rob and the Loot Card that you draw from the Loot Pile is a Gold, you may reveal it to everyone. If you do, draw 1 Action Card from the Action Pile. The Loot Card can then be placed face down under your Character Card.



**Mystic Chicken**

Discard 1 Action Card from your hand, then draw 1 Action Card from the Action Pile.



## Angel Chicken

Pick a player and a Move; both you and that player cannot perform that Move this round. You can use this ability after you have performed your Move but you cannot choose the Move that you just performed. The effect of this card is canceled if Scramble or Disguise is played on the owner of this card, even if Scramble returns this card to the original owner.



## Cowboy Chicken

Whenever you start the game with, receive or discard this Character Card, draw 1 Action Card from the Action Pile. If Scramble is played and you receive this card again, you may draw 2 Action Cards as you have discarded and then received this card.



## Jester Chicken

Every time you change positions of Event Cards, immediately play the first Action Card on top of the Action Card pile.



**Boss Chicken**

You are immune to Action Cards that prevent you from performing Moves. Example: If Signal Jammer is played, you may still Tinker. If Flash Grenade is played, you may still Lookout. If Lockdown is played, you may still Lookout at the Event Card underneath the Lockdown Card.



**Devil Chicken**

Pick a player. Disable their character ability for the round. You may not pick the same player twice in a row. The effect of this card is canceled if Scramble or Disguise is played on the owner of this card. This remains true even if Scramble returns this card to the original owner.



**Pirate Chicken**

Discard 1 of your Loot Cards, then Resupply or Tinker. You may not use this ability if you don't have a Loot card to discard.



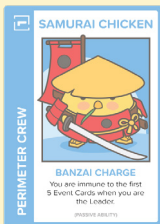
### Cyborg Chicken

Once per round, if you play 2 Action Cards while you have this Character Card, draw 1 Action Card from the Action Pile. This ability activates after you have received this Character Card. Action Cards played before you received this Character Card do not count.



### Knight Chicken

If you Lookout, you may draw 1 Action Card. If you do, you cannot play Hide this round. The effect of this card is canceled if Scramble or Disguise is played on the owner of this card. This remains true even if Scramble returns this card to the original owner.



### Samurai Chicken

You are immune to the first 5 Event Cards when you are the Leader. You will still get caught if you play Stay when the 2nd Driver's Signal is activated. However, you still get a split of the Loot if you play Run.

# 08 action cards

Action Cards can only be played on a player's Turn or during the Operation Phase. Action Cards activate immediately after they are played and go to the discard pile. When there are no more Action Cards to be drawn, shuffle and reuse the Action Cards in the Discard Pile.



**CHECK IN**

Pick a Player. That player must show you their Decision Card before they are revealed this round.

Check in on a nearby chicken that is suspiciously close to the exit.

**Check In**

Pick a player. They must show you and play their Decision Card before you play yours. That Player must play the Decision Card they show you. The Decision Card is shown to you only. If you play Check in on a player that played or plays Copycat or Check in, your Check in is void.

**COPYCAT**

Pick a player. That player's Decision Card also applies to you this round.

Daydreaming, you miss the rundown and decide to copy another chicken.

**Copycat**

Pick a player. Their Decision Card also applies to you this round. That player may play a Hide and you would still Hide even if you do not have one. If you play Copycat on a player that played or plays Copycat, your Copycat is void. You may not pick yourself. You do not play a Decision Card.

**DISGUISE**

Pick a player. They draw a Character Card and shuffle their old Character Card back.

Noticing a cooler duck, the chicken swaps its current disguise to wear it.

**Disguise**

Pick a player. They draw a new Character Card from the Character Pile and shuffles their old Character Card back into the Character Pile. You may pick yourself.



**Flash Grenade**

Lookout cannot be performed by any players for the rest of this round. This card should be kept on the board as a reminder that its effect is in play and discarded at the end of the round.



**Fortify**

Pick a crew. This crew is immune to the SWAT Event and SWAT Again Event for the rest of this round. This card should be kept on the board as a reminder that its effect is in play and discarded at the end of the round.



**Freeze**

Action Cards cannot be played by any players for the rest of this round. This card should be kept on the board as a reminder that its effect is in play and discarded at the end of the round.

**INFLUENCE**

Pick a player. That player becomes the Leader. Turn order does not change.

*Spreading rumors about the leader, you destroy their reputation. The pecking order has been changed.*

**Influence**

Pick a player. They become the Leader. Turn order does not change. All players still only get 1 turn.

**LOCKDOWN**

Pick a facedown Event Card's position. Players cannot look at Event Cards in this position.

*Your "lockdown" is disrupting an alarm. Leaders turn on.*

**Lockdown**

Pick a position with a face down Event Card. This card is placed on top of the chosen Event Card and players cannot look at the Event. The Event Card in the chosen position can still be moved; simply move this card aside, perform the action, and place this card back on top.

**OVERRIDE**

Void an Action Card.  
(Play in response to an Action Card.)

*Overcoming a chicken's stupid idea, you stop them before they embarrass themselves.*

**Override**

Void an Action Card. This card may be played out of turn and must be played before the target Action Card is activated. You may play this in response to Freeze. Example: before the targets are chosen for Panic or Teamwork.

**PANIC**

Pick 2 face down Event Cards. Shuffle the 2 cards, and randomly place them back into position.

*In a state of panic, you get the information spread up!*

**Panic**

Pick 2 face down Event Cards. Shuffle the 2 cards together and randomly place 1 in each of the positions that were left empty. You do not look at the Event Cards. You should not know which card went where.

**SCRAMBLE**

Shuffle all face up Character Cards together and randomly reassign them.

*Fring a blink, the chickens scramble and poach each other's disguises.*

**Scramble**

Shuffle all face up Character Cards together and randomly reassign them. Characters Cards that belong to players that have Run or were caught are face down and do not get shuffled.

**SIGNAL JAMMER**

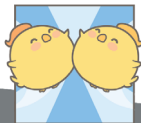
Event Cards cannot change positions for the rest of this round.

*Arrested with a crew member, you turn on the signal jammer for some peace and quiet.*

**Signal Jammer**

Event Cards cannot change positions for the rest of the round. This prevents players from playing cards such as Panic or Teamwork. This card should be kept on the board as a reminder that its effect is in play and discarded at the end of the round.

### TEAMWORK



Pick a player to pick a face-down Event Card. Then you pick a face-down Event Card. Swap their positions.

*Working with another chicken, you put some strings to confuse the cops.*

### Teamwork

Pick a player to pick a face down Event Card. Then you pick a face down Event Card. Swap their positions. Neither of you may look at the Event Cards.

### WARN



Declare the coming Event Card. When it is revealed and you are correct, draw 1 Loot Card.

*Feeling paranoid, you cry "The sky is falling!" and alarm the others of what's to come.*

### Warn

Declare an Event Card. If the next Event revealed is what you declared, draw 1 Loot Card from the Loot Pile. The leeway for this card should include anything from the actual title to the effect of the Event Card. Example: "The Event Card that catches all Chickens" is synonymous with the SWAT Event Card." and both answers are considered correct.

