



WAR FOR CHICKEN ISLAND



1-4 14+  60' 120'

There are stories of a place, an island where no outsider dares to tread. An island home to the most ruthless creature ever conceived. It is an island of nonstop war. They call this place... Chicken Island.

Chicken Island is a gateway skirmish game for 1-4 players who don the role of ruthless chickens, attempting to chase down the others to show their dominance by humiliating their opponents in battle. Players lead armies and build war machines in an attempt to prove themselves as the most powerful chicken on the island.

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Gnomes & Scepters



Special thanks to our 2,541 Kickstarter backers!

COMPONENTS



9 Leader miniatures



9 Soldier miniatures



6 Golem miniatures



6 Battle Car miniatures



5 Cannon miniatures



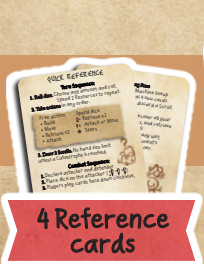
6 Tower miniatures



9 Leader cards



40 Machine cards



4 Reference cards



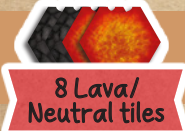
62 Scroll cards



1 Solo card



6 Territory tiles



8 Lava/Neutral tiles



4 Base tiles



20 Dice (different colors)



24 Chicken/Pilot tokens



36 Resource tokens (Wood, Rock, Metal)



12 Humiliation tags



8 Shield markers



4 Player Banners

* Colors and shapes may vary

COMPONENT ANATOMY

1. Name
2. Speed
3. Strength
4. Armor
5. Abilities
6. Chicken pilots cost
7. Resource cost



1. **Players pick a color and take the corresponding Banner, 3 Humiliation tags, 5 dice, and 6 Chicken tokens of that color.**
2. **Deal 2 Leader cards to each player.**
Each player selects one card to keep face up and takes its corresponding miniature. Return all unused Leader cards and miniatures to the box. They will not be used in this game.
3. **Deal 3 Scroll cards to each player's hand.**
If any Catastrophe cards are dealt, replace them with a new Scroll card. Shuffle all Catastrophe cards into the Scroll deck and place it face down on the table.
4. **Form the lineup** by shuffling the Machine cards and revealing the top 4 cards. Place them face up adjacent to the face-down Machine deck.
5. **All players roll their 5 dice once and place them on their Banner.**

You could appease the chickens and say the starting player is whoever has gone the longest without eating chicken or whoever is the most cowardly.

6. **Deal 6 Resources per player.** To do so, mix all Resource tokens and deal 6 at random to each player. Each player places their Resource tokens face up on their Banner. Place the remaining tokens in a common supply, near the Machine deck, within reach of all players.
7. **Place the Shield tokens and the rest of the miniatures** within reach of all players.
8. **Assemble the island board** according to the number of players as shown to the right—for the first few games—and return the rest of the tiles to the box. *Once all players are familiar with the game, you can create your own island as instructed on page 13.*
9. **Players claim their Base and Territory tiles.** Randomly determine a starting player. The player at their right chooses any Territory tile and places their stack of 6 Chicken tokens on the adjacent Base tile, then puts their Leader miniature on top of the stack. Proceed to the right (counter-clockwise) until all unclaimed Territories and Bases have been claimed.



Discard piles: During the game, players share a discard pile for played Scroll cards and a discard pile for destroyed Machine cards. Players can look at the discard piles at any time.

Common supply: Shield tokens, Machine miniatures not in play and any spent Resource tokens are placed in a common supply available to all players.

Player zone: Your Banner holds your available dice, Resource tokens, and any Humiliation tags placed by other players. Your spent dice and destroyed Chicken/Pilot tokens must be placed outside of your Banner, near your unplaced Humiliation tags. Your Leader card must stay near your Banner, along with any Machine and Strategy cards you get throughout the game. Shield tokens, strength bonus dice, and Magic cards bestowing a permanent effect to a unit must be placed on top of the corresponding Leader or Machine card (or close to the Chicken token if that's the case).





HOW TO PLAY

OBJECTIVE

To win, place your Humiliation tags on the Banners of the other players by attacking and defeating their Leader in combat. A player wins as soon as they place the number of Humiliation tags listed below.

1 or 2 players: 2 Humiliation tags on the enemy banner.

3 or 4 players: 1 Humiliation tag on 2 different enemy banners.

GAME OVERVIEW

Players command their chicken armies in an attempt to battle and humiliate the other chicken leaders.

To do so, they must move into enemy territory with their leader, chickens, or the machines they build. Keep in mind that this war started due to the limited space on the island; therefore, building a large army is not as effective (or important) as moving and attacking early—especially when targeting enemy Leaders!

Unlike most skirmish games, there is no player elimination here, and you get to roll dice before attacks are even declared. The mayhem mainly comes from the magic and strategy cards found on scrolls, which can be played even by those who are not involved in the combat to help either the attacker or the defender.

Chickens and machines are destroyed, retrieved and rebuilt all the time, even by sporadic catastrophes from the island itself; so in order to claim victory, you must defeat and humiliate other leaders in combat to become ruler of the island!



One of the most famous chicken leaders of all time was Chicken Caesar. When he was given a mark of humiliation, he marched back to the offending chicken leader and convinced his opponent to take the mark back. No other chicken has managed to complete that feat to this day, which is why we honor him by naming a salad in recognition of his accomplishment.

TURN SEQUENCE

Players take turns beginning with the starting player and proceeding to the left (clockwise) until someone reaches the objective, thus becoming ruler of Chicken island!

Every turn has 3 optional steps that must be performed in order.

1. Roll dice

Collect all your spent dice and add any amount of dice of your choice from your Banner (or assigned to units) to roll at once.

After your first roll, you may choose to spend any 2 Resource tokens on your Banner to get a second roll (but not a third or more).

If you do, choose any amount of your dice and roll them again. You must accept the new result.

Place all rolled dice on your Banner to start the next step.

2. Take actions

You have 1 free action every turn and can spend dice on your Banner to perform additional actions. You may take as many actions as you like, in any order and combination you want, as long as you spend the proper dice or your single free action.

3. Draw scrolls

At the end of your turn, draw up to 2 cards from the Scroll deck.



A cunning leader can sometimes save dice results for a future turn, but that means giving up valuable actions or bonuses.
Don't be so cunning that you become lazy!

ACTIONS

Actions and dice results represent your Leader's orders.

Below is a brief description of the actions that can be taken on your turn by spending your free action.



Build

Enhance your army by using Chicken tokens as Pilots and spending Resources to build a Machine from the lineup onto your Territory tile.



Move

Most units must move on the island board in order to reach their target for an attack or escape from a potential combat.



Attack

Once a target is within reach, you can engage in combat.

If an attack succeeds against an enemy Leader, you place a Humiliation tag on their Banner and get closer to victory!

If you succeed on an attack but the target was not a Leader, destroy it—don't place a Humiliation tag. If the attack fails, nothing happens.



Retrieve x2

Choose one: Retrieve 2 Resources from the common supply to your Banner, recover 2 of your destroyed Chickens to your Base tile, or one of each.



One would think that, with all of the destruction, the island would eventually no longer be populated. And yet, somehow, chickens continue to exist, as if being created out of thin air.

DICE ACTIONS

In the Take Actions step of your turn, you may spend any amount of dice by removing them from your Banner.

Dice outside of your Banner are spent and no longer available, but you can collect them on your next turn during the Roll Dice step.



Attack / Move

Spend this die to take an attack action or a move action (either one or the other, but not both actions).



Retrieve x2

Spend this die to take either the retrieve action and retrieve 2 Resources from the common supply, 2 of your destroyed Chickens, or one of each.



Stars

Some of your cards have abilities with star icons at the start.

To activate them, you must spend the indicated number of star dice.

Unless otherwise specified in the ability, follow these rules:

- You must activate them during your Take Actions step.
- You can activate them multiple times on your turn providing you have enough dice to spend each time.
- You can't activate abilities from other players' cards.

You may also spend stars to use the following abilities during your Take Actions step but always outside of combat:



Shuffle the Machine lineup into the deck and reveal 4 new cards.



Draw a Scroll, then discard a Scroll.



Draw a Scroll.



Draw a Scroll, recover all your destroyed Chickens, and retrieve Resources until you have 9.



Place a Shield on any unit.



Remove any Humiliation tag on your Banner.



BUILDING MACHINES

Machines are versatile units piloted by chickens. You can build by spending your free action, Resource tokens, and Chicken tokens.

Follow these steps to build a Machine from the lineup:

1. Choose a Machine card from the lineup and spend Resources from your Banner to match the exact cost on the card.
2. Take the required amount of your Chicken tokens from anywhere on the island board and flip them to their Pilot side.
3. Take the corresponding Machine miniature from the supply. Place the Pilot tokens on an empty hex on your Territory tile with the miniature on top of them.
4. Take the Machine card from the lineup and place it next to your Banner. Immediately refill the lineup by revealing the top card from the Machine deck.

The lineup must have 4 Machine cards available at all times. If the Machine deck depletes, shuffle the discard pile to form a new deck.

You may choose a different Machine (or action) when you can't build the chosen Machine for any of these reasons:

- Not having the required Resources and Chicken tokens needed to pay its cost.
- Not having available hexes in your Territory to build it.
- No more miniatures available in the supply for it—try destroying a Machine with the same name.
- No more free actions to spend.

You are allowed to build multiple Machines with the same name but be sure to keep track of which miniature—and its modifiers—belongs which Machine card in your Player zone.



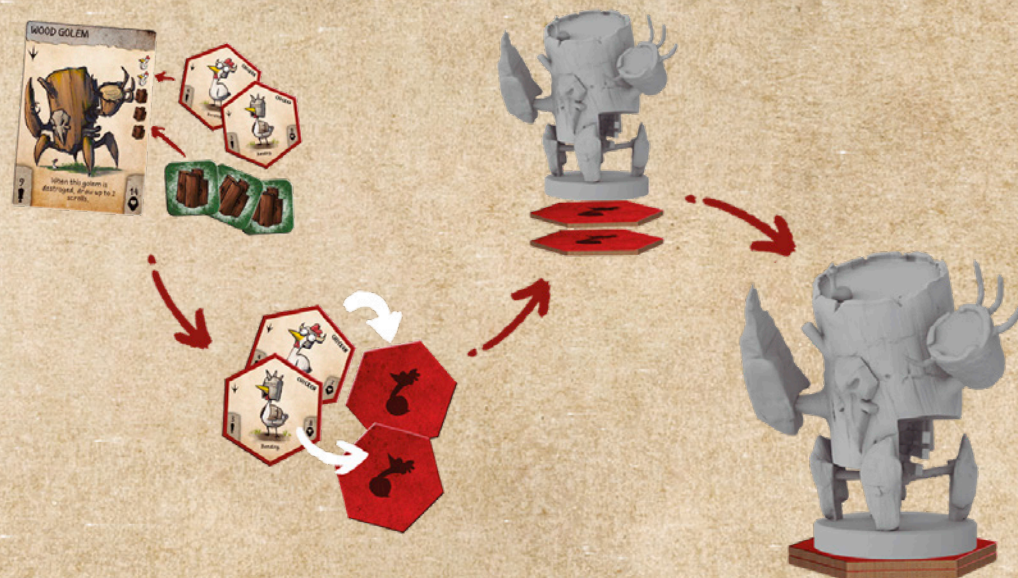
Chicken/Pilots

These chickens are now piloting the machine and are not acting independently. For the purposes of game effects, they are considered Pilots and not Chickens or units.

Pilot tokens are placed below the piloted Machine miniature so anyone can identify which player controls the Machine.

If the Machine moves, Pilot tokens move along with it. The Machine is considered a unit. Use the Machine's strength and armor stats for attacking or defending. Pilots can't attack or be attacked directly.

If the Machine is destroyed, Pilot tokens are destroyed as well and placed next to your Banner. Destroyed Pilots are considered Chickens again and can be recovered by their owner with a retrieve action.



You can save a couple of move actions if you build directly in a Hex on your Territory tile where you would like your Machine to move.



MOVEMENT

When a unit takes a move action, it moves a number of hexes up to its speed. It is not required to use all of its movement.

Base tile restrictions

No Machine of yours or enemy unit can enter into your Base tile; only your Chicken tokens and Leader can.

Moving through your units

Your units can pass through hexes containing your own units but cannot there when your last move action in a turn is finished. No unit can pass through a hex containing enemy units, unless another card or ability indicates so.

Lava hexes

Some Scroll cards might flip Neutral tiles onto their Lava side.

Others might allow you to move enemy units.

While unusual, you can move units to adjacent Lava hexes.

Most units standing on or passing through Lava tiles immediately lose their Shield tokens and are destroyed. Leaders are not destroyed, but they still lose all their Shield tokens and must be placed on an adjacent non-Lava hex or on their Base tile if no adjacent hex is available. Humiliation tags are not placed when this happens.

Units can move onto a Lava tile without being affected only if an ability states that they can do so. (They are still affected by the Eruption catastrophe.)

Sea hexes

Moving outside of the island board is never allowed unless an ability enables it. Units that can move onto Sea hexes must always finish their movement adjacent to at least one Territory tile so they can still be attacked. Usually, these abilities have a penalty for ending the turn outside of the island board.



BANDING

Units with the Banding icon that belong to the same player may be stacked together on the same hex.

With Chicken tokens, this is done by stacking them on top of each other.

With Machines, it is hard to stack miniatures. Instead, stack the Machine cards in a pile and use a single miniature on top of all the Pilots and/or Chickens to represent the stack. Place the other miniatures on the stack of cards.

When **building** a Machine with Banding, hexes on your Territory tile occupied by your banded stacks are considered available.

When you take **Pilots** to build a Machine, you may use Chicken tokens from any banded stack.

When you **move** a banded stack, you may move any amount of the banded units together. Use the speed of the fastest unit in the stack.

While **moving multiple hexes**, a banded stack can change as many times as you want, either by leaving or adding banding units in a hex they move through. If moving **through your units**, you may stop in a hex with another banding unit or stack of yours and combine them.

When a banded stack **attacks or is attacked**, the attacker chooses which specific unit is attacking or being attacked.

When your Leader is affected by a **Lava tile**, adjacent hexes with your banded stacks are considered available.

Effects target a single unit in the banded stack unless otherwise stated.

Pilot tokens do not count as banding for effects' purposes.

All Leaders, Chicken tokens, and Soldier Machines have banding. The Soldier Machines' ability grants them a bonus for each other Soldier Machine banding together.



Given that the island is so small, chickens and their machines must usually pile one on top of the other to go wherever their leader commands. The chicken at the very bottom may not have the highest honor, or the best view... It is quite unfortunate, indeed.



COMBAT

Whenever a player takes an attack action, follow these steps in order.

1. The attacker declares which unit is attacking and which enemy unit is defending. Combats are between a single attacker and a single defender in an adjacent hex (unless it is a ranged attack).
 2. The attacker spends any amount of dice on their Banner with a strength bonus result and places them on the attacker's card or token.
 3. The attacker plays any number of Scroll cards face down. Going clockwise around the table, all players may play any number of cards face down or pass. This includes players who are not directly attacking or being attacked! Continue until all players have passed in a row.
 4. Starting with the defender, each player reveals and resolves their cards' the effects in the order of their choice. Players not involved directly in combat can choose to support either side if the effect can target the attacker or the defender.
 5. Compare the attacker's strength to the defender's armor (Don't forget to check any Strategy cards in play.) If the attacker's strength is equal to or greater than the defender's armor, the attack succeeds. Otherwise, it fails.
 6. Strategy cards remain in play. Discard the Magic cards.
- If the attack succeeds and the defender is a Leader, place 1 of your Humiliation tags on that Leader's Banner. If the defender is not a Leader, it is destroyed instead. (Remove the Chicken token or the miniature with its Pilot tokens from the island board, and discard the Machine card and any attached cards.) If the attack fails, nothing happens; the attacker and the defender remain in play.



+2 Base tile armor bonus

Your Leader and Chickens get +2 armor bonus while standing on your Base tile.

Range

If a unit of yours has "Range X" in its ability, that unit may perform a ranged attack with the attack action. Choose an enemy unit that is up to X hexes away in any direction, not necessarily a straight line. Ranged attacks ignore any units between the attacker and the defender as well as any terrain type in between them (Lava, Sea, etc.).



Shields

Shields prevent a Leader from receiving a Humiliation tag and a unit from being destroyed in combat or by a Catastrophe.

On a successful attack, remove 1 Shield token from the defender instead. Return the token to the supply.

Units can have multiple Shield token. Shields are obtained by abilities and effects or by spending 4 stars at once.



Permanent +1 strength bonus

Place this die on a unit. It remains on that card or token until the unit is destroyed and adds +1 to its strength. You may opt to remove this die during your Roll Dice step if you choose to do so.



+2 Temporary +2, +3 strength bonus

Spend this die to grant a bonus of either +2 or +3 strength to a unit during a single combat.



Chickens are known for being truly ruthless when dealing with their foes. They coined the phrase, "A plucked chicken is worth two in the pot." And that's why it's wise to be cautious around chickens with particularly large pillows.

Move and Range example

Heidi wants her Golem to move 1 hex to attack Gabo's Leader. However, she cannot currently do so. The right path is blocked by a Lava tile, so the Golem would be destroyed.



It also cannot use the path to the left because that path is blocked by Gabo's Chicken.

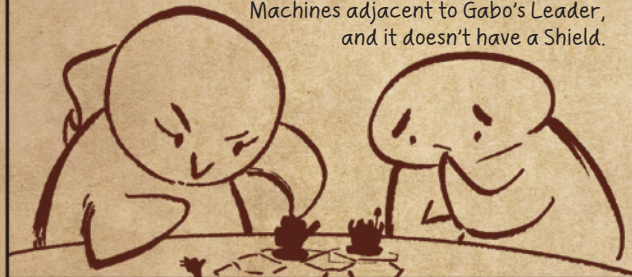
In order to reach Gabo's Leader, Heidi needs to destroy the Chicken first and then move one hex. Gabo's Leader has Range 2 on its card, so his Leader could attack the Golem during Gabo's turn without having to move.



There have been rumors of chickens working together, usually to overthrow one of the other leaders who has gotten too powerful. Luckily, these alliances rarely last, as the chicken leaders inevitably feel the need to be top cluck before long.

Combat example

Heidi decides that she is going to attack Gabo's leader, trying to give Gabo one of her Humiliation tags. She has one of her Machines adjacent to Gabo's Leader, and it doesn't have a Shield.



She declares her attack and spends both +2 dice to add 4 to her strength. Not confident that this will be enough, she plays a single Scroll card facedown.



Play then proceeds to Gabo, and he opts not to play any cards...



Play continues around the table to Edgar, and he plays two cards facedown. He doesn't say who he is helping, making Heidi doubt her ability to succeed.



When play comes back to her, she adds another card to her pile. Gabo has another option to play cards



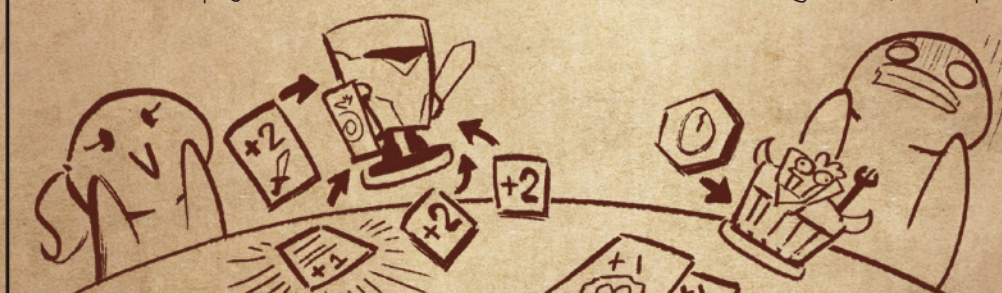
...but continues to pass, as does Edgar. Now that all players have played their cards, it is time for the reveal.



Gabo goes first, but he doesn't have any cards to reveal. Play continues to Edgar and he reveals his cards, showing that he is adding to Gabo's armor. He didn't want Heidi to give out a Humiliation tag and get one step closer to winning.



Finally Heidi reveals her cards, one of which is a Strategy card, which will remain in play after the combat.



Totaling up the values, Heidi's strength is 15 and Gabo's armor is 15. Heidi's attack was a success! She hands a Humiliation tag to Gabo, and he places it on his banner.

All the Magic cards played during that combat are discarded, and play continues.



CARD TYPES

Leader cards



While technically they are chickens, effects that affect Chickens don't apply to Leaders unless it is explicitly stated that a Leader can be targeted. Leaders count as units but not as Machines, Chickens, or Pilots.

Your Leader cannot be removed from play under any circumstances. If an ability or effect would destroy your Leader, just remove all Shield tokens (if any); its miniature and card are never removed.

All Leaders have Banding, and only your Leader and your Chicken tokens can enter your eliminar esta palabra Base tile.



Machine cards

Machines are built on Territory tiles by taking a build action, spending Resources, and using Chicken tokens as Pilots. All Machines require at least 1 Pilot.

Machines usually have higher strength and armor than Chickens and have a variety of abilities. Only Soldier Machines have Banding.

There are different types of Machines as indicated by in their names. Some Strategy cards affect certain Machines only. The base game includes Soldiers, Golems, Battle Cars, Cannons, and Towers, but you may find other types in promos and expansions, such as Mecha Chickens. For effect purposes, any non-Leader card counts as a Machine and as a unit, even if they don't look like a Machine.

How did the chicken cross the road? As a group of four-pronged feet marching in step, terrible to behold.

SCROLL CARDS

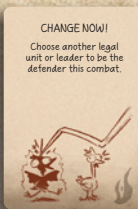
Players draw Scroll cards from a common deck into their hand. Cards in hand remain secret to all other players.

There are 3 types of Scrolls: Magic, Strategies, and Catastrophes.

Unless otherwise specified in a card, Magic and Strategy cards can only be played during combat (by any players, face down) even if their effects are not combat-related.

You must play Catastrophe cards immediately after drawing them.

Magic cards



These cards usually have single-use effects and are discarded after combat (unless otherwise specified in the effect). Magic cards that can (or must) be played outside of combat are played face up, resolved, and discarded.

Strategy cards



Strategies affect how your army behaves during the game. These cards have continuous effects while in play or effects that can be activated by spending stars. Place Strategy cards in your Player zone, next to your Banner.

Each player can have up to 3 active Strategies at a time. If you play more Strategy cards and exceed the limit, you must choose and discard the Strategies that you don't want to keep.



This may be our saving grace. Even though the chickens are ruthless, strategic, and powerful, they are often forgetful. Some days they just wander around the fields, acting as if they forgot how to do anything beyond exist. But always remember that behind that vacant stare exists a brutal killing machine...once they remember how.

Catastrophe cards

When you draw a Catastrophe card, you must immediately reveal it and resolve it. If you manage to draw more than a single Catastrophe card at a time, reveal all of them and choose the order in which to resolve them.

Once all Catastrophes are resolved, all players with more than 9 cards in their hand must choose and discard cards until they have exactly 9. Shuffle the Catastrophe cards and the Scroll discard pile back into the Scroll deck. Do not draw a new Scroll card.



Hurricane: All players discard 2 Resources from their Banner to the common supply.

Tsunami: Flip a Lava tile of your choice to its Neutral side. Destroy any non-Leader unit adjacent to that tile.



Earthquake: Flip all Lava/Neutral tiles to their other side. See "Lava hexes" on page 7 if this results in a unit standing on a Lava tile.

Eruption: Choose a Lava tile. (If there are none, choose a Neutral tile and flip it.) Destroy all adjacent non-Leader units without Shields. Remove all Shields from the other units (including Leaders) that are adjacent to that Lava tile.



Chickens and their contraptions are not the only thing to be scared of on the island. At least the violent reconstruction of the island can be beautiful to watch. Just usually from a distance. A very great distance.



LIMITS

Cards in hand: There is no hand size limit. However, after any Catastrophe card is resolved, if you have more than 9 cards in your hand, you must discard cards until you have exactly 9.

Resources in banner: You can have up to 9 Resource tokens in any combination on your Banner. If you get more than 9, choose and discard Resource tokens into the common supply until you have 9.

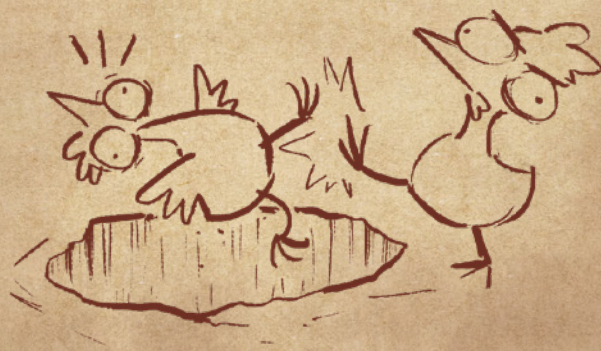
Chickens: Each player has a different color of Chicken tokens and each army has 6 of them. (Your Leader does not count as a Chicken.)

Machines: You are limited to the amount of Pilot tokens. All Machines require at least 1 Pilot, some of them need 2 or even more.

Strategy cards: Each player may have up to 3 in play.

Shields: A unit may have any amount of Shields. If there are no more Shield tokens in the common supply, you can't place more until a Shield token is discarded.

Humiliation tags: You have 3 Humiliation tags to hand out. While unusual, you may place up to 2 Humiliation tags onto a single enemy Banner, in case they plan to spend 5 stars to remove one of them. Your Banner can hold up to 3 enemy tags and up to 2 identical tags from the same enemy.





VARIANTS

TEAMPLAY MODE

(4 PLAYERS)

The game is made up of 2 teams with 2 players each. You must sit opposite from your teammate so that turns alternate from one team to the other. You cannot look at your teammate's hand or show yours. Any info exchanged must be public to all players. Your teammate's units don't count as yours for any purposes.

In order to win, a team must tag both players of the opposing team, regardless of which player's tags are on the enemy Banners.

CAPTURE THE FLAG

(2 – 4 PLAYERS)

This mode is played without leaders.

Play the game normally with these adjustments:

Objective: The first player to move an enemy Flag to their own Base, wins the game.

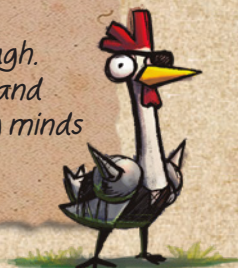
Setup: Remove all Leaders. Each player places one Humiliation tag on top of their Chicken tokens on their Base tile to represent their Flag.

Flag rules: Units can carry Flags and move with them. (Place the tags with their miniature or token.) To claim a Flag carried by an adjacent enemy unit, destroy that unit in combat or any unit banding with it.

If a unit carrying Flags is destroyed by a Catastrophe or Ranged attack, the Flag remains in the hex where its carrier was before being destroyed. When a unit enters a hex with an unclaimed Flag, that unit carries the Flag.

There's no effect for spending 5 stars at once.

For some chicken leaders, simple war is not enough. They needed new ways to show their superiority and provide new means of entertainment. Their cunning minds devised alternatives to all out combat.



EXPERT MODE

This mode features most of the designer's original rules. It is recommended for experienced skirmish players with some War for Chicken Island games under their belt who are looking for a more challenging and extensive match. You'll have to calculate your dice actions for your current and next turns, in addition to managing your Scrolls and Resources wisely.

Play the game normally with these adjustments:

Setup: Place a Shield token on each Leader.

Starting Resources: Take 3 tokens of each Resource type per player and mix them face down. Randomly deal 9 of them to each player. There's no Resource limit.

Roll Dice step: You can't spend Resources to get a second roll—manage your dice wisely. (There's just one dice roll each turn.)

Draw Scrolls step: You only draw 1 Scroll card.

The Strategy card limit is reduced to 1. (Keekmee may have 2.)

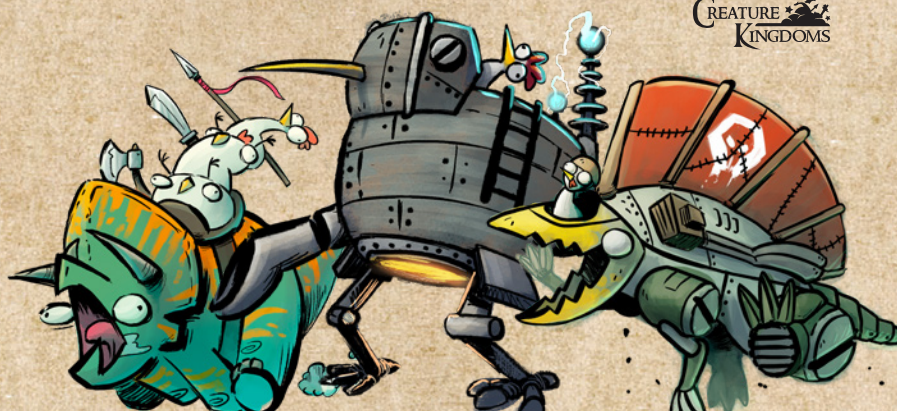
Any unit can **enter any player's Base tile** and get the armor bonus while stopping that player from retrieving Chickens.

Catastrophes don't cause players with more than 9 cards to discard them or cause the discard pile to be shuffled into the Scroll deck. When there are only **4 Scroll cards left** in the deck (just the Catastrophes) the game ends and all players lose.

CREATURE KINGDOMS

War for Chicken Island, Dodos Riding Dinos, and Kiwi Chow Down are part of a greater universe. The miniatures can be merged or combined with other Creature Kingdoms game titles with promo cards included in other games or crossover packs.

CREATURE
KINGDOMS



PELEA DE GALLOS

(2 – 4 PLAYERS)

Players only use Chickens and their Leaders (without Machines).

Setup adjustments

Remove from the game all Resource tokens, Machine cards, and the Scroll cards named Transmute and Lava Trap.

When placed on the island, Chickens are placed face down.

Additional rules

You can look at your own Chicken tokens at any time. Chicken tokens are only revealed to enemies when they attack or are attacked.

Once revealed, they remain face up until they are destroyed; they are discarded face down once destroyed.

Only the Leader and the top Chicken token in a banded stack can attack or be attacked.

You may rearrange the Chicken tokens in all your banded stacks only when you take a move or a retrieve action – even if you don't recover a destroyed Chicken token.

Any mentions of "Resources", "Pilots," or any Machine names in Scroll card effects are replaced with "Chickens" instead.

ACHIEVEMENTS

- ☐ Place a Humiliation tag attacking with 20 or more strength.
- ☐ Place a Humiliation tag attacking with banding soldiers.
- ☐ Win with a ranged attack after playing Flying Rock.
- ☐ Win a regular multiplayer game without taking the build action.
- ☐ Win by placing all Humiliation tags attacking with your Leader.
- ☐ Win by placing 2 Humiliation tags in a single turn.
- ☐ Win a multiplayer game on your 3rd turn.
- ☐ Win 9 times in Solo Mode using a different Leader in each game.
- ☐ Play all game modes.
- ☐ Paint all your miniatures and tag Draco Studios on social media with a picture of them!



CREATE YOUR OWN ISLAND

If all players have experience with War for Chicken Island, you may build a new island instead of playing with a preset.

1. Place a Lava tile at the center to start the island board.
2. In turn order, each player places a Territory tile, a Base tile and a Lava/Neutral tile.
 - a. The starting player places a Territory tile connecting at least 2 of its hexes with the central Lava tile. Next, that player places a Base tile connecting with at least 2 of its hexes of the Territory tiles. Finally, they place a Lava/Neutral tile. If the Lava side is up, it must touch the central Lava tile; if the Neutral side is up, it must touch at least 2 different tiles.
 - b. The next player places another Territory tile, connecting at least 1 of its hexes with a Lava tile (if possible) and at least 2 hexes with other tiles. Then, that player places a Base tile connecting with at least 2 hexes of the Territory tile that was just placed. Finally, the player places a Lava/Neutral tile. If the Lava side is up, it must touch at least 1 other Lava tile; if the Neutral side is up, it must touch at least 2 different tiles.
 - c. Keep repeating step b for each player (one more time in a 3-player game, two more times in a 4-player game).
3. If there are any spaces left open and completely surrounded by other tiles, place Lava tiles to fill them.

When placing tiles, keep in mind two things:
Avoid bottlenecks and try to connect multiple hexes.
Neutral tiles can connect Territory or Base tiles even more.

1

SOLO MODE

In this mode, you play as the Ruler of Chicken Island against the game itself, called the Challenger, whose actions are defined by its dice.

Objective: Place a Humiliation tag on the Challenger's Banner to win. If the Challenger places a Humiliation tag on your Banner, you lose.

For this game mode, use the normal rules with the following changes:

The Machine lineup has a strict order from left to right, with the Machine deck next to the rightmost card. Whenever a Machine is built and its card taken from the lineup, slide all the cards to its right one space to the left so that a new card from the Machine deck is revealed in the rightmost place. If at any time all the cards in the lineup have a speed of 0, shuffle them into the Machine deck and deal 4 new cards.

The Challenger's hand is kept in a face down pile, and nothing happens if the Challenger draws or plays a Catastrophe card.

In the Draw Scrolls step of your turn, you draw 1 Scroll card.

The Challenger does not need to spend Resource tokens or use Chickens as Pilots for its Machines.

The Challenger's Machine and Leader cards are lined up from left to right, arranged in an activation order starting from the left. The Challenger ignores its Leader's special ability.

Remove the Challenger's Chicken tokens, Resources, and Banner from play. They won't be used in the game.

The Challenger's dice are not placed on its Banner. Place them on the action rows on the Solo card that match the results on the dice, stacking dice on top of each other if needed.

Align the board with the Priority Hex on the Solo card. This will be used to determine the direction on the board in which the Challenger will move when deciding between many possible hexes.

1. Free Action (Attack/Move)
2. Challenger's Dice Actions
 - 2a. 1st row: Power
 - 2b. 2nd row: Command
 - 2c. 3rd row: Build
 - 2d. 4th row: Reinforce
3. Reroll dice
4. Draw 2 scrolls
5. Priority Hex (With "1" being the direction you are facing)



SETUP

The Challenger becomes the starting player.

Set up the game as a 2-player game with the following changes:

Choose your own Leader and the Challenger's Leader.

Place 9 Resource tokens (3 of each type) on your banner.

Choose your Territory and Base tile and the Challenger's as well.



Finally, find the Machine from the lineup with the most strength and speed of at least 1. In case of a tie, take the leftmost tied Machine. The Challenger builds that Machine on its Territory tile, adjacent to its Base tile. Place its card to the left of the Challenger's Leader card in the activation order.



ACTIONS

On its turn, the Challenger has 1 free Attack or Move action, which must be resolved first, and then proceeds to spend dice and take actions from the top 2 rows or the bottom 2 rows, depending on which has the most dice.

There are 4 rows in the middle section of the Solo card. Place each of the Challenger's dice in the row that matches their respective result.

From top to bottom, the rows are Power (+3), Command (+1, +2, claw), Build (chicken) and Reinforce (star).

Power: On turns where the Challenger's top 2 rows have the most dice, all the Challenger's units (including its Leader) get +3 strength bonus for each die on this row while attacking. This bonus applies even for the Challenger's free action.

Command: For each die spent, and following the Challenger's activation order, one of its units attacks one of yours within range. (In case of having multiple options, it prioritizes your Leader, then your unit with the most strength; the Priority Hex breaks ties.) If the Challenger's unit is not within range, it moves toward your Leader. If after moving, one of your units is within range, the next die in the Command row is spent to activate that combat. Afterward, the next Command die activates the next Challenger's unit in the activation row.

The Challenger's Leader can only move if two other Challenger's units have been activated this turn. Otherwise, the first unit in the activation row is activated again.

Build: Regardless of the amount of dice here, the Challenger builds exactly one Machine from the lineup for free. If there are no dice on this row, the Challenger builds the leftmost card in the Machine lineup with speed of at least 1. Each die on this row enables 1 additional card to the right of the leftmost Machine with speed of at least 1. The Challenger gets the Machine that has the most strength and at least 1 speed. Place its card second to last in the activation order (to the immediate left of the challenger's Leader) and its miniature in the empty hex closest to its Base tile, following the Priority Hex.

Reinforce: The challenger draws Scroll cards and Shield tokens according to the amount of dice in this row (they are cumulative).

First die: 1 Scroll card; Second die: Shield token on Leader; Third, Fourth, and Fifth die: 1 additional Scroll card for each.

CHALLENGER'S TURN

1. As its free action, the Challenger attacks your Leader if it is within range; otherwise, it attacks the unit of yours that has the most strength and is within range of one of its units. (Remember to add all +3 dice results on the Challenger's top row of dice if the majority of its dice are in its top 2 rows.) If there is no unit within range, it moves towards your Leader. This action is taken by the first (leftmost) Machine in the Challenger's activation row; if the Challenger has no Machines, the Challenger takes a build action instead and builds the leftmost Machine in the lineup that has a speed of 1 or more.

2. Then, on the Challenger's dice actions rows, identify whether the top 2 rows or bottom 2 rows have the most dice. The Challenger activates those two action rows (top 2: Power and Command; bottom 2: Build, then Reinforce), even if one of the 2 rows has no dice.

All dice from the activated rows are spent.

3. Roll all the Challenger's spent dice and place them in the proper rows for the Challenger's dice actions.

4. The Challenger draws 2 Scroll cards.

Tiebreaking: When multiple hexes are available, refer to the Priority Hex to define where the Challenger builds, moves, or attacks. For ties in the Machine lineup, pick the leftmost tied Machine card.

COMBAT

Whenever there's a combat, follow these steps for the Challenger, regardless of who is attacking or defending.

1. The Challenger plays the top card from the Scroll deck, face down.

2. You can play as many Scrolls as you want.

3. The Challenger plays (face down) half of the Scroll cards in its hand (rounded down; up to 8 cards max). If the Challenger is defending and your attacker's strength is lower than the defender's armor and you play no Scrolls, then the Challenger does not play Scrolls either.

4. Reveal all played Scrolls, then compare strength and armor to resolve the combat.

For the Challenger: All Scroll cards granting a strength or armor bonus greater than 1 provide that bonus amount as strength while attacking or as armor while defending. All other effects are ignored except those which cause the Challenger to draw Scroll cards to its hand. Cards providing a bonus of 1 or 0, provide a +1 bonus to Strength while attacking and Armor while defending.

5. All Scroll cards played by the Challenger are discarded, even Strategy cards.

HARD SOLO MODE

You must place 2 Humiliation tags (instead of 1) in order to win. You still lose if the Challenger tags you once. Also, you cannot spend 2 Resources to roll again during your Roll Dice step.



Chicken Island's small extension holds such chaos and turmoil that the very island itself changes! Constant volcanic eruptions and other catastrophes on this tiny ever-changing portion of terrain is what caused the chickens to wage a continuous, jam-packed war.



GLOSSARY

Armor: Defender's stat. Minimum strength needed for a successful attack.

Attack: Action of initiating combat by declaring the attacker and defender.

Attacker: Unit starting a combat. Uses strength stat.

Base: Your main tile. Only your Leader and Chickens can stand on it, and it provides +2 armor.

Banding: Ability that allows units to move as a single stack with other units that have this ability.

Banner: Player mat with the icon that represents your army. The dice and Resources available to you, as well as Humiliation tags from your enemies, are placed here.

Battle Car: A Machine unit that can move as a free action once per turn.

Build: Action of placing a Machine from the lineup into your Territory by paying Resources and providing Pilots.

Cannon: A Machine unit which cannot move but can do a ranged attack.

Catastrophe: A type of Scroll card that must be played immediately and affects the board. They are shuffled back to the Scroll deck along with the Scroll discard pile. Before shuffling them, players with more than 9 cards in their hand must discard until they have exactly 9.

Chicken: A banding unit—not a Machine—which can attack and move or become a Pilot for Machines.

Cost: Resources needed to build a Machine from the lineup.

Defender: Unit targeted by the attacker in combat. Uses armor stat.

Dice: Components used for actions that represent your Leader's commands.

Golem: A strong Machine unit requiring 2 Pilots and 3 equal Resources, with an ability that triggers when destroyed.

Hex: A hexagon space on one of the island's tiles. Territory tiles have 4, Bases and Lava/Neutral tiles have 1.

Humiliation tag: Token you place on another player's Banner when you defeat their Leader in combat.

Lava: A dangerous type of tile where no units can enter.

Leader: The unique unit that leads your army. Not considered a Chicken for effect purposes. Can't be destroyed.

Lineup: The 4 Machines available to build. Replenished after one is built or 1 star is spent to shuffle them.

Machine: A type of unit that you can add to your army with the build action. Revealed in the lineup and placed into your Territory.

Magic: A type of Scroll card usually played in battle for bonus or special effects. Usually discarded after its use.

Move: Action of advancing your units around the island to reach their targets or avoid being attacked.

Neutral: A type of terrain that belongs to no one. Units can move here but Machines cannot be built here.

Pilot: The number of Chicken tokens needed to build a Machine, represented by the amount of chicken icons. A Pilot is no longer considered a Chicken.

Range 2: Indicates a unit can attack a hex up to two spaces away, ignoring terrain or any intervening units.

Resources: Wood, Stone, or Metal tokens used to build Machines. Kept on player's Banners and discarded to the common supply.

Retrieve: Action of recovering a resource from the common supply onto your Banner, or one of your Chicken tokens onto your Base tile.

Sea: A type of terrain adjacent to all of the island's edge tiles where no units can enter unless specified. Imaginary hexes.

Scroll: Cards containing Magic, Strategies, or Catastrophes with diverse effects. Drawn by players.

Shield: A protective trait. If a unit with a Shield is defeated or destroyed, the Shield is removed instead, and no other effect is applied.

Soldier: A weak but fast Machine unit requiring 1 pilot and 2 equal Resources, with a stacking bonus for banding with other Machines.

Speed: Amount of hexes a unit or banding stack moves with a single move action.

Spent dice: Dice which were already activated and discarded; no longer useful until rerolled.

Star: A die result that can be spent on its own or with other star results for various effects. The more stars that are spent at once, the stronger the effect.

Strategy: A type of Scroll card which remains in play. Each player may have up to 3 in play. Can be played in combat or in your turn.

Strength: Attacker's stat. If equal to or higher than the defender's armor, the attack is successful.

Supply: The common discard zone for Resources, Shields, and miniatures.

Territory: The tile linked to your base. You can build your Machines in these hexes.

Tower: A tough Machine unit with a variety of effects that can be used in the same turn it is built.

Unit: A Leader, Chicken, or a Machine. Can move, attack, or be attacked.



FAQ

What happens if the effect on a card conflicts with the rules?

The card's effect takes precedence.

Do I place a Humiliation tag if I cause an enemy Leader to stand on a Lava hex or be affected by a Catastrophe card?

No, you only place them when you defeat a Leader in combat.

Can I destroy an enemy Leader somehow?

No, Leaders must remain in play at all times. They can be defeated in combat, but they are not removed. If an effect would destroy a Leader, just remove all its Shield tokens (if any), but nothing else happens.

What happens if an ability or effect causes the attacker (or defender) to swap places with another unit?

Only their position changes, but they still are the attacker (or defender) in that combat, even if they get out of range.

Can I force a player to attack their own units with an effect that changes the defender?

No, you must choose an enemy unit (for that player) that is within range.

Does my Leader count as a Chicken?

Not for effect purposes, no. Leaders count as units but not as Chickens. If an ability only mentions "Chickens," you should consider Chicken tokens only, not even Pilots.

Are units within a banded stack considered adjacent to other units in the same banded stack?

No, adjacent means in a different hex 1 space away.

If I activate an ability that lasts until the end of turn and lose that card later in the same turn, is the ability lost?

No, the ability remains active until the end of the turn.

Can I activate a Machine's ability in the same turn it is built?

Yes.

Do Soldier Machines get more powerful with banding Chickens?

No, they only get a bonus with other banding Machines.

In Pelea de Gallos, how much armor Chickens get from Trenches?

A total of +3 armor.

Visit <https://www.dracostudios.com/warforchickenisland/> and learn how to play with short videos.

A game created by Gnomosapiens, published by Draco Studios, and Kickstarted by 2,541 amazing backers: "The Chicken Army."

Egg-xecutive Producers: Bill Wang, Amelia Earhart & Brent Voigt, Debbie Moynihan, Nicholas Richards, Rimely E Matus, Josep Campins, Alejandro Reyes Varela Skoglund, Daniel Servitje Rivera Torres.

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