Operation Chicken

Hack of Burgle Bros

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Introduction

- Collaborative
- For 2-3 players interested in animal wellbeing
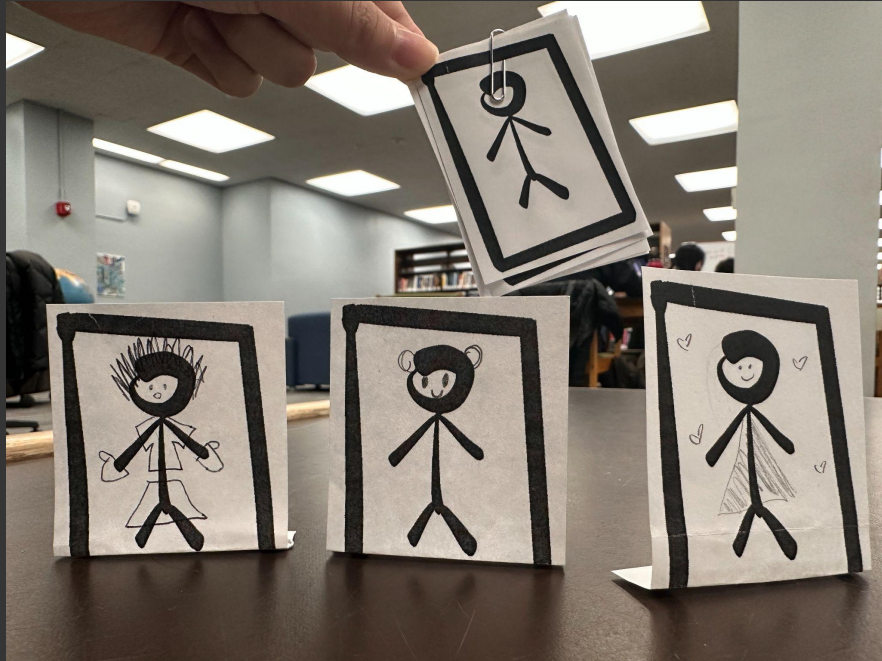- Strengthen knowledge about poultry farm

Theme

Rescue the Chickens!
Avoid the their fates of
being turned into chicken
nuggets!!

Rules

- Character creation
- Map setup
- Choose a tile and start your quest
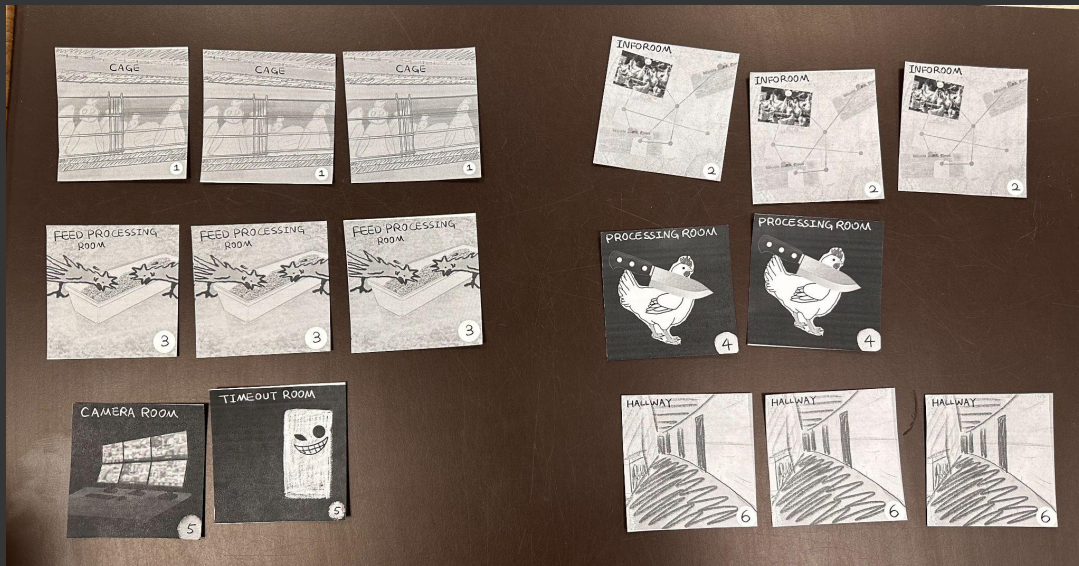- Calculate final score

Character Creation

Doodle your own character

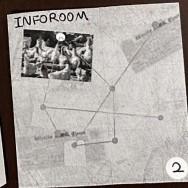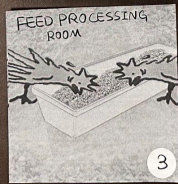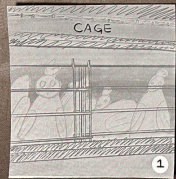(No special powers will be bestowed)
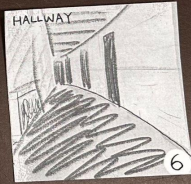
Map setup

3 Cages

3 Info Rooms

3 Feed Processing Rooms

2 Processing Rooms

1 Camera Room

1 Timeout Room

3 Hallways
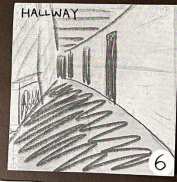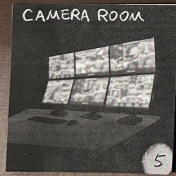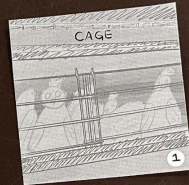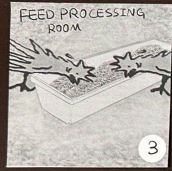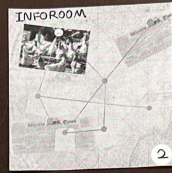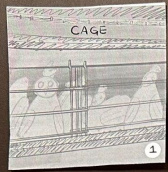
4 by 4 square

Walls

But facing down at the beginning

No inaccessible area

Card 1:

following are poultry farm activities:

preparing the chicken house for the arrival of the chicks
feeding the chickens
monitoring the conditions inside the chicken houses, including temperature, humidity, and air quality
monitoring the feed and water lines to make sure they are providing the chicks with plenty of fresh water and chicken feed
monitoring the health of the chickens
cleaning the chicken houses or coops
collecting eggs (for laying hens)
loading chickens onto trucks for moving to chicken plants (for meat chickens)

Card 2:

3 Methods to Prevent Chicken Disease

1. Sufficient nutrition
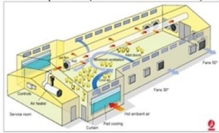Feed a full-price mixed feed to meet the chicken's needs for various nutrients according to chicken age, breed, type, weight, and use.

2. Careful feeding
To prevent mouth diseases, don't use moldy, rancid or decayed feed, or provide filthy, unclean, and toxic water.

3. Create and maintain a relatively stable living environment for the chickens
The chicken house is required to have good air circulation, reasonable density, and suitable temperature and humidity. It also needs to be cleaned and scrubbed frequently to eliminate waste and control pollution. All staff should strictly abide by the established various feeding and management systems. Visitors are not allowed to bring in germs.

Card 3:
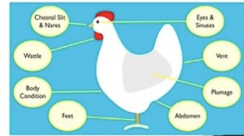
The most convenient way of feeding chickens is with a balanced pelleted ration, whether the birds are confined indoors or allowed to range outdoors. Most diets contain corn for energy, soybean meal for protein, and vitamin and mineral supplements. Secret recipe: about 24% protein, grower diet 20% protein, and finisher diet 18% protein. Layer diets: generally have about 16% protein. Whole grains can also be provided as scratch grains.

Draw 3 info cards, facing down

Label them 1, 2, 3 and write the number on the back
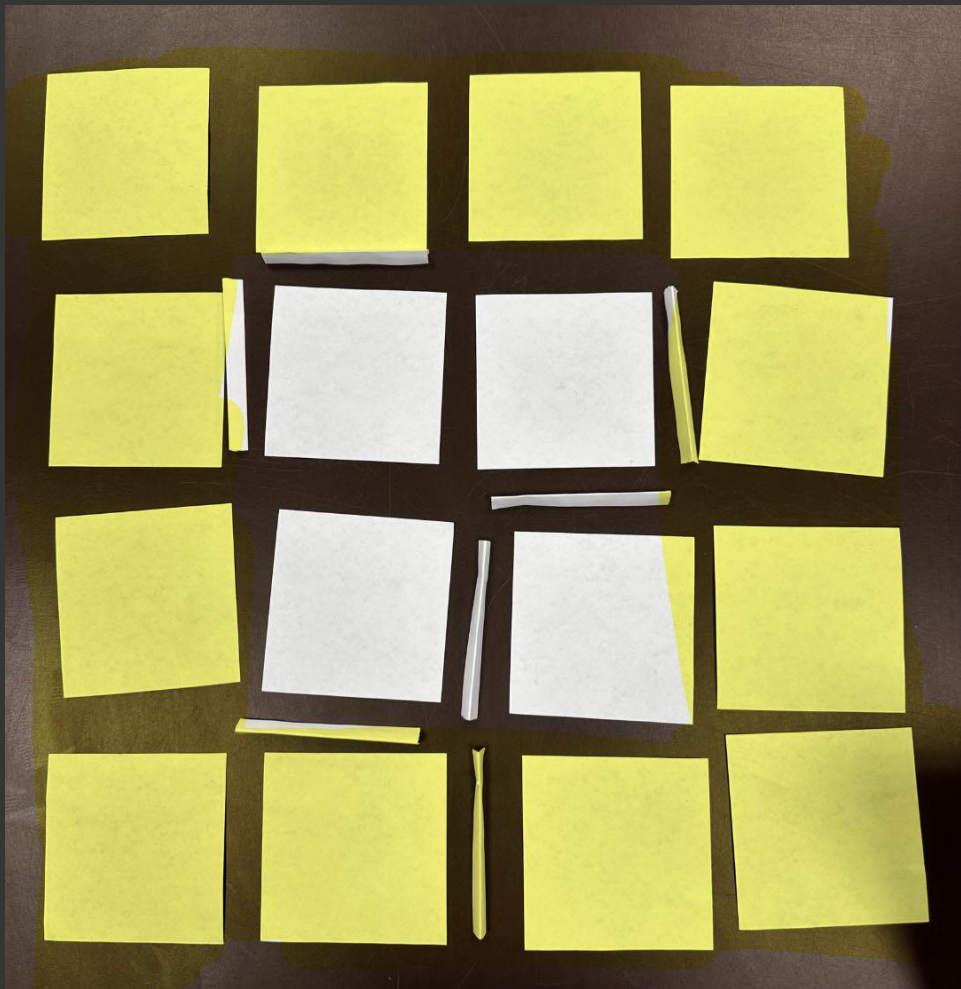
Players would choose a tile on the edge of the square as their entrance

Player Turn

1. Each turn a player has at most 4 actions. If carrying chicken, at most 3 actions per turn.
2. Three Actions to choose from :
    a. Peek: Look into the room (flip the tile over but not entering the room)
    b. Barge: Enter the room directly and flip over the room tile
    c. Move: Move to an adjacent tile
3. Use the tools based on the action they costs
4. Peeking into a room will not trigger anything from the room. Barging into an unknown room might trigger the guard if it is the camera room
5. Each character has 2 health points

Tools

- **Cutting Nipper: cut the cage immediately, cost 4 actions.**
- **Lock Pick: can cross out 3 numbers that are needed for information room, cost 4 actions.**
- **Lots of Money: bribe the guard so that you will not get hurt while passing the guard**
- **Lucky Stone: when in the processing room, you can decide the result of the die**

Room 1: Cage

CAGE

1
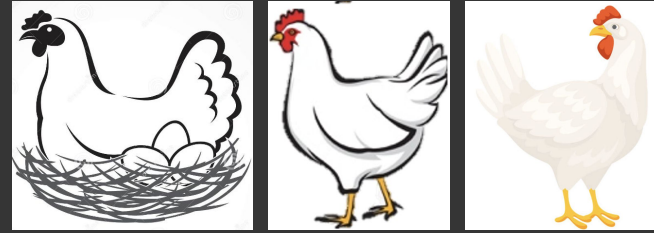
Players need to get into the cage to take chicken with them. 6 chicken of one type in each cage, players can choose how many to take with them.

Chicken of 3 types:

Layer - A female bird kept for egg laying production

Roaster - A young chicken of either sex usually butchered after eight weeks of age

Capon - A castrated male chicken with soft skin or tender flesh

Room 1: Cage

How to get in:
1. Cutting nipper, cut the cage immediately, cost 4 actions.
2. Word guessing, provided with hints of a Poultry Farm related word, cost 2 actions

After getting in:
1. Can take up to 6 chicken at a time
2. Number of actions in one turn is now 3

Room 1: Cage

Word Guessing Game example

Salmonella
Cockerel
Capon
Layer
Roaster
Hen
Bantam
Chick
Broiler
Broody
Comb
Brooder
Cock
Crop
Dust
Gizzard
Candle
Hackles

A young chicken of either sex usually butchered after eight weeks of age

Roaster

1. Cost 2 actions to get a word to guess
2. Do not look at the answer
3. Can work as a group to guess the work looking at the word list
4. Check answer by flipping the definition
5. If correct, the cage is unlocked. If not, put the word aside
6. If (very unlikely) that all the words are used, shuffle them back into a pile

Room 2: Info Room
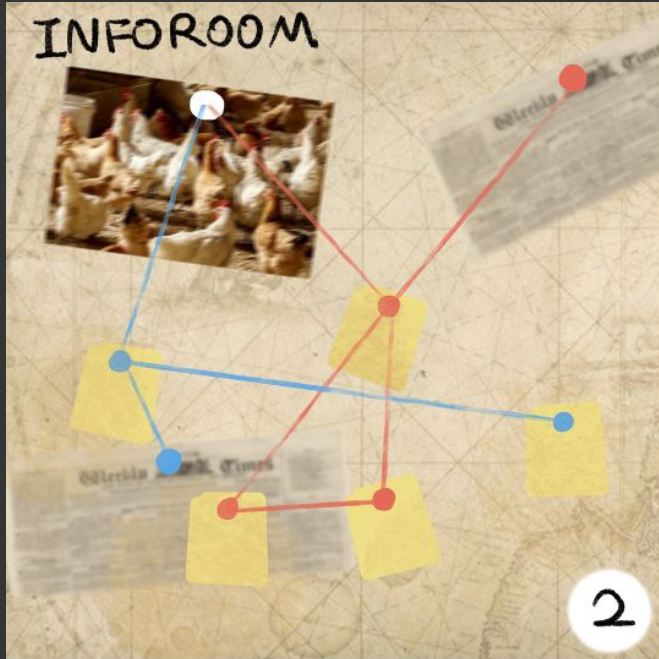
Information to determine the location of the exit (cannot escape from the entrance because the owner called the police)

Room 2: Info Room
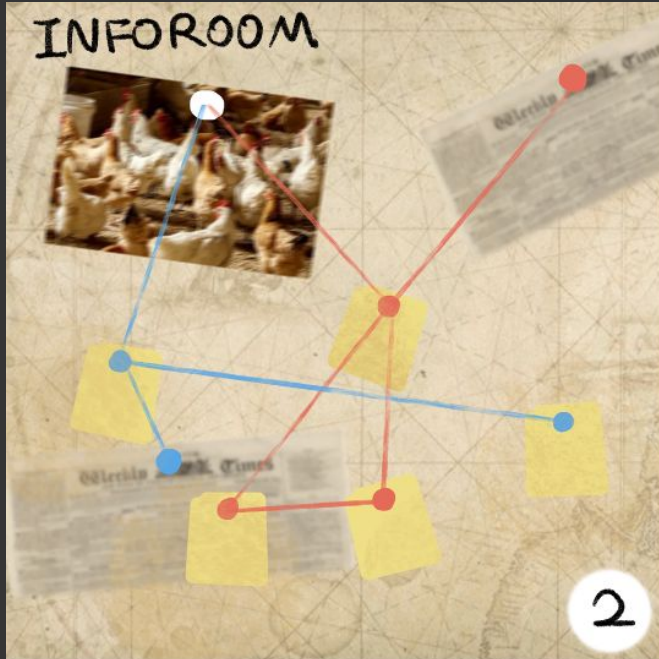
How to get in:

1. Every tile has a number on the bottom right corner, 2 actions to add a die, 1 action to roll the dice, need to get all the numbers of the row and column where the info room is located
2. Lock pick, can cross out 3 numbers that are needed, cost 4 actions
3. The exit will be determined by the order of the collection of the information (there will be a table), add the exit token to the tile when it is determined

Room 2: Info Room

Table indicating exits

EVERY TIME YOU FOUND A PIECE OF INFORMATION, FILL IN THE NUMBER
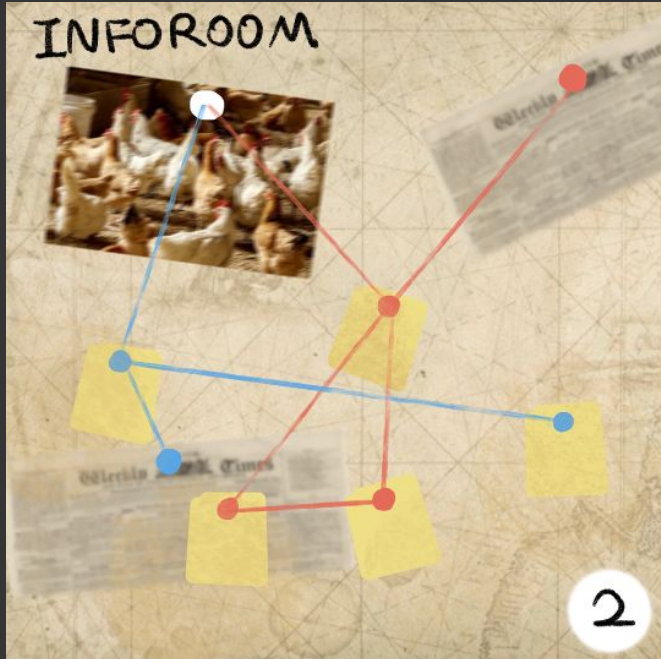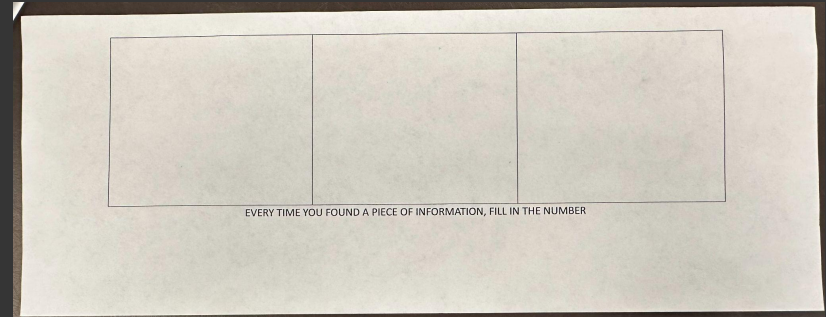
ORDER	ROW	COLUMN
123	1	3
132	2	2
213	2	4
231	3	1
312	3	3
321	4	2

Room 2: Info Room

1. **Add a die (cost 2 actions)**
   Put one die on the tile, the number of the die represents the number of dice in this room
2. **Roll (cost 1 action)**
   Roll all the dice and cover the number you get

Room 3: Feed Processing Room

Players can pick up 1 feed token from the room that can +1 action to a turn when carrying chicken and can be used at any time, all single use.

1 Feed Token in each room

Room 4: Processing Room
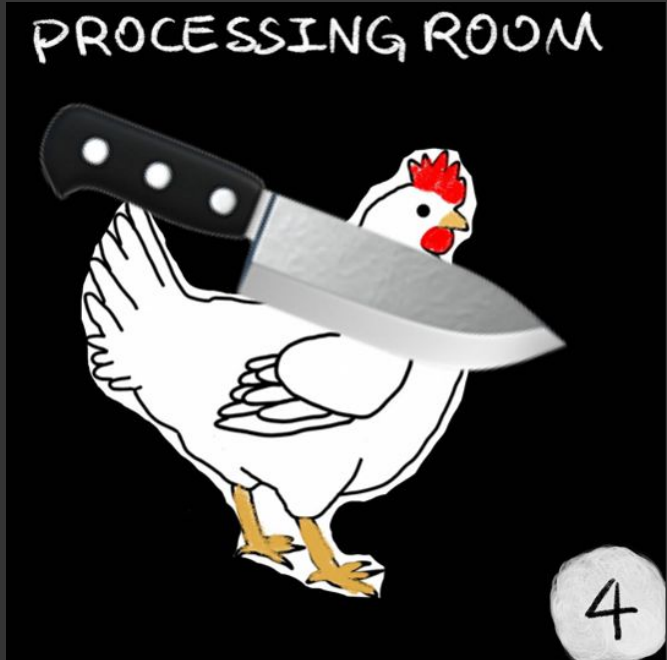
If players enter the room with chicken, they need to roll a dice 1-6, to determine the number of chicken that survived. If the number from the dice is equal or higher to the number of chicken carried by the player, then all the chicken survive.

The Lucky Stone can decide one result of the roll.

Room 5: Camera Room
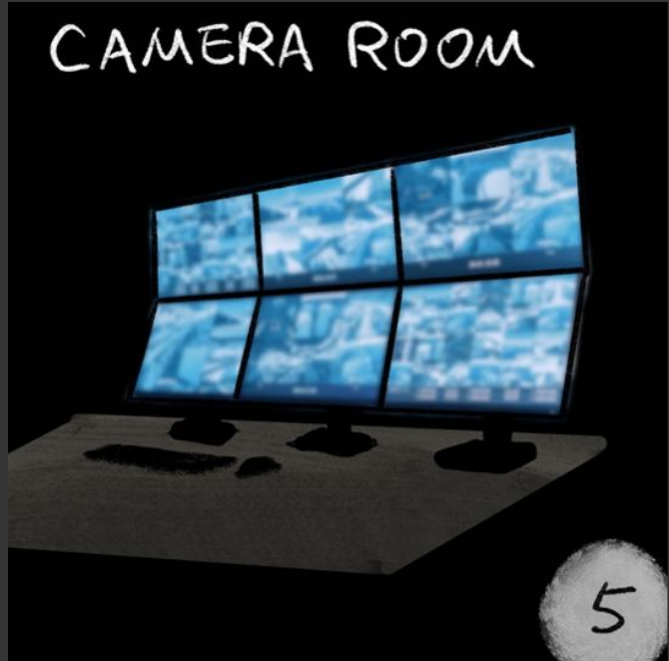
If the players barge into the camera room, then the guard is activated. Peeking into the room will do nothing. But entering the room after peeking will activate the guard the next turn. After 15 minutes of the game, the guard is activated even if the camera room is not flipped.

Room 5: Camera Room

1. Ways to Activate the guard:
   a. If the entrance is the camera room/barge into/enter after peeking
   b. cage/info room is unlocked
   c. 15 mins after the game starts
2. If activated, the initial location is determined by the first card of the guard movement deck.
3. If the guard is at their destination, draw a card from the deck to determine the next destination.
4. Guard moves at a speed of 3 (move through 3 tiles) after each player's turn (Example turn order: Player1 -> Guard -> Player2 -> Guard -> Player3 -> Guard -> Player1)
5. If the player passes by the guard (being in the same room), -1 to the health point.
6. The player with Lots of Money can pass the guard without getting hurt once by bribing the guard.

Room 5: Time Out Room

If one player loses both of their health points, they will be locked in the room by the guard. If they have chicken with them, then the guard will take all the chickens and bring them from the room back to the original cage, then draw a new destination. If not, the guard will stay in the room for 2 turns. The turn of the player in the time out room is skipped.

Room 5: Time Out Room

How to save a player:

1. Another player needs to spend 3 actions in the time out room to save one player. The player that is saved need to stay in the room on their next turn.
2. If the player is saved and the guard enters the time out room again, nothing happens, the player can still leave on their next turn.
3. If all players are caught, then they lose. (One of the possible endings)

Room 6: Hallway
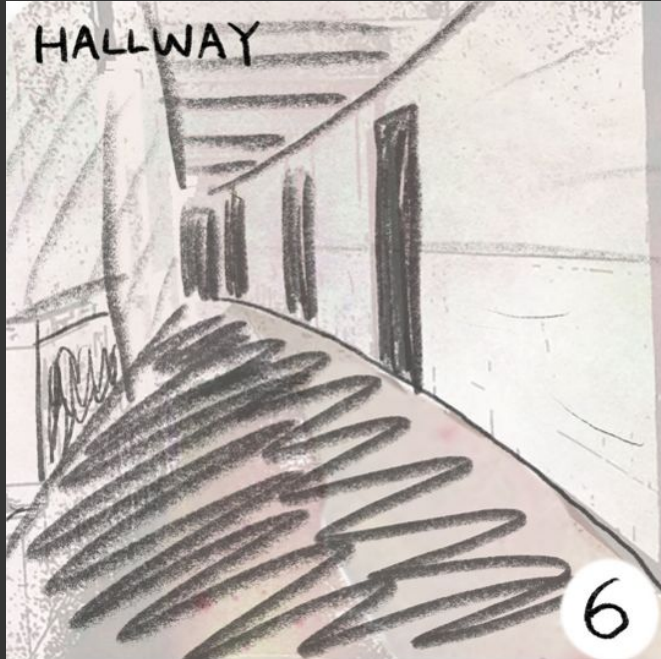
Room tile that does nothing

Take a breath here and relax!

Scoring

The game ends when the 30 minute timer goes off or that all the chicken are saved from the poultry farm.

Victory Points
1. One VP for each chicken rescued.
2. Achievement points
   a. One player does not lose health points – 5 VP
   b. If one player saves other players from the Time Out Room 3 times – 4VP (Intentionally getting caught by the guard is not allowed)
   c. Successfully saved one player once – 1 VP (Can be accounted for repeatedly)
3. If at the end, not all players get out from the exit, – minus 5 VP for each player left in the poultry farm.
4. If the team gets
   a. 35 VP – The highest achievement ever!!!!!!!!!!!
   b. 15 – 34 VP – We need agents like you
   c. 5 - 14 VP – Not too bad
   d. 0 - 4 VP – Try again!

Learning Potential

- **Vocabularies**
- **Information: Facts, actuality of the poultry farm**
- **Animal (chicken) wellbeing**