



While experimenting with time travel, a group of scientist chickens accidentally open an endless time vortex. Their lab and everything in it are sucked inside.

The good news is there is an escape pod that will eject its occupant from the vortex. The bad news is only one chicken will fit in the pod. On top of that, there is a very small window of time where the pod can escape the vortex.

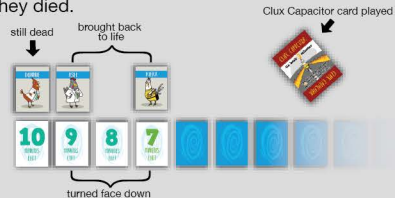
As the game starts the escape window is 10 minutes away and the chickens are fighting over who gets the pod. Time is running out... or is it? Since we're in a time vortex things are going to get funky.

Play! (Cont'd)

If a player draws a **Time Slips Away** card, the highest timeline card is removed from the game and can no longer be traveled to. The **Time Slips Away** card is then added to the discard pile. Any dead player whose card is placed above a timeline card that is being removed is erased from time ... AND the game!



Coming back to life: When a **Clux Capacitor** card is played, any dead players whose cards were sitting above a timeline card that is turned to face down are brought back to life. They can continue to play in turn using the hand of cards they had when they died.



If you run out of cards in the **game play** draw pile, shuffle the discard pile and turn it face down to become the new draw pile.

Winning the game: If the **Escape Window** card is turned face up, the player with the **Escape Pod** can play it *on their turn* to win. If the **Escape Window** card gets turned back to face down before their turn comes around, they must wait until it is face up again to play it (in turn) and win the game.

Gotchas:

Swap it Like it's Hot: In order to use a **Swap Hands** game card, you must have at least one card to swap (after playing the **Swap Hands** card).

Mooch Ado About Nothing: You cannot Mooch a "Time Slips Away" or "You Dead" card from the discard pile.

Sudden Death: If at any point there is only one player left alive, he or she wins regardless of whether or not they have the **Escape Pod** card.

The Final Countdown: If the **Escape Window** is the only card left in the **timeline**, all **Time Slips Away** cards are null and void. If you draw one, simply discard it and draw again.

CHICKEN TIME WARP

3-6 players

Ages 14+

Contents: 76 cards

KICKSTARTER

First Edition 1/1000

www.chickentimewarp.com

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The Basics

Objective: Win by acquiring the **Escape Pod** card and playing it when the **Escape Window Timeline** card is face up.



Each turn consists of 3 moves:

1. Turn over the next **Timeline** card
2. Play a **Game Play** card (Optional)
3. Draw a **Game Play** card (Not Optional)

Use the **Game Play** cards in your hand strategically to alter time or mess with other players.

If you draw a **You Dead** card you are ... dead. Unless you have a **Clux Capacitor** card which you can play immediately to reverse time and come back to life.



Watching our "how to play" video is the best way to learn how to play!
www.chickentimewarp.com/play

Set up the game

Organize the cards into 3 piles:

- **Character** cards (6 cards)
- **Timeline** cards (11 cards)
- **Game Play** cards (54 cards)

table

1. **Character deck setup:** Each player gets a character card and sets it face up in front of them.

2. **Timeline deck setup:** The 11 timeline cards are laid **face down** on the table arranged so that they count down from 10 to the **Escape Window** card.

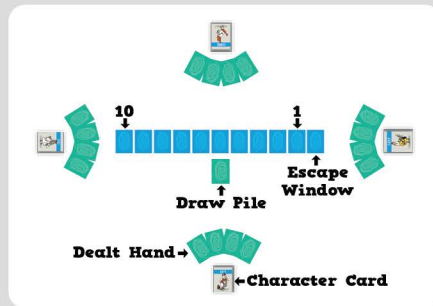
3. **Game Play deck setup:** Remove the **You Dead** cards and the **Time Slips Away** cards (they are both black) from the deck and set them aside.

4. Shuffle the remaining **Game Play** cards. Deal 4 cards to each player.

5. Add the **Time Slips Away** cards and **You Dead** cards back into the **Game Play** deck. If you have 4 or fewer players, only put 6 **You Dead** cards back into the deck (and set the other 2 aside). Shuffle the deck thoroughly and set on the table as the draw pile. **You are now ready to play!**

Play Chicken Time Warp!

After setting everything up, your table should look something like this. Pick a player to go first:



On your turn, do these 3 things:

1. Turn the next **Timeline** card in the line to face up.
2. Choose whether or not you want to play ONE **Game Play** card from your hand, and if you do, follow the instructions on the card. (Create a discard pile next to the draw pile for played cards)
3. Draw a **Game Play** card from the deck and add it to your hand.

There are 2 **Game Play** cards that must be played immediately:

1. **You Dead**
2. **Time Slips Away**

If a player draws a **You Dead** card, they can play a **Clux Capacitor** card from their hand to escape death (and reverse the timeline 3 minutes by turning the 3 most recent minute cards face down)

If the player has no **Clux Capacitor** card they set their character card face up above the current timeline card showing that they died on that minute.



Dead players are out of the game for the time being but keep their cards in their hand. **HOWEVER, (THIS IS VERY IMPORTANT)** if a player who dies has the **Escape Pod** card in their hand, the card moves to the living player next to them opposite of playing order. The **You Dead** card is then added to the discard pile. **(Instructions continued on back)**

