CHICKEN CAESAR

WELCOME TO THE COOP

For most roosters life is short, boring, and meaningless.

But in our coop things are different. We have risen above the ignorance and confusion of our species to establish the Pax Gallinaria. We are industrious. We are organized. We are ambitious. Here, a rooster can live forever.

Well, not literally, of course: sooner or later, whether by fox or farmer, we all get eaten. But the family remains. The name continues. Our monuments will tower over our descendants, telling the stories of our proud achievements. Some of those stories will even be true.

Reward your friends, confound your enemies. Strive for justice, and protect our coop from the Fox. Strike at precisely the right moment, and one day chickens will look back with pride on the day that our family hatched...

Chicken Caesar!

OBJECT OF THE GAME

Players maneuver their roosters through the various offices of the coop, gaining Frumenti (corn) and insignia of office for each rooster each turn. Sets of insignia yield legacy points for the family, as does wealth. The player whose family has the most legacy points at the end of the game is the winner.

COMPONENTS

1 game board



20 Praetorium cards



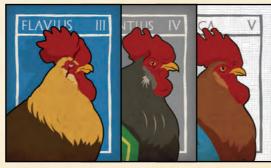
10 Vigil



10 Traditor

- 1 Suffragium pawn (large)
- 1 Tax Rate pawn 6 Reference cards
- 2 Tax Proposal markers (discs)

42 Rooster cards, distinguished by a number



8 each in blue, grey and white



6 each in green, orange and purple

42 corresponding Rooster pawns













110 Office Insignia tokens



30 Aedile



30 Praetor



18 Censor



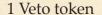
18 Consul



12 Caesar

66 Frumenti tokens







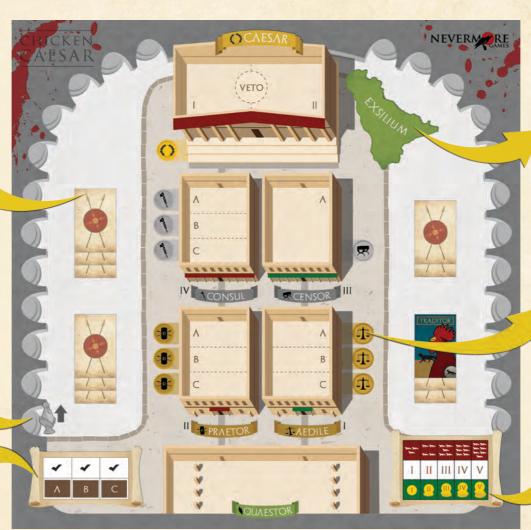
Praetors place
Praetorium cards
next to offices.
The maximum
allowed is
indicated next to
each office.

MONUMENT ALCOVES

Where Roosters go when they die, starting with the marked alcove.

VOTING TRACK

Used to settle votes.



EXSILIUM

Where Roosters go when they are exiled by the Censor. After Advancement they return to the Quaestor's Office.

Where Office Insignia tokens are kept so that players can easily grab them during Award Phase.

TAX TRACK

Where Aediles set the tax rate.

SETTING UP THE GAME

Each player receives the rooster pawns and cards in their chosen color. The number of rooster pawns and cards each player receives is determined by the table below:

# of Players	# of Roosters per Player
3	8
4	6
5	5
6	4

Extra rooster pawns and cards will not be used. Each player receives two 1 Frumentum chips. All remaining Frumenti chips make up the general supply.

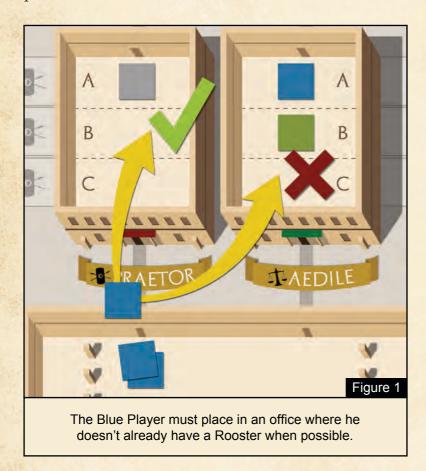
Set the Tax Rate pawn on the II (2) space on the Tax Track. Place the Veto token in the Office of Caesar. Stack Office Insignia tokens next to their corresponding offices on the board.

You're ready for Initial Placement.

INITIAL PLACEMENT

Players choose which of them will place the first rooster pawn by any agreed—upon means. This player may place any one of his roosters into any office seat on the board. After he places one rooster, the player to his left places a rooster in any remaining seat.

Roosters must always be placed into the office with an open seat containing the least number of that player's roosters. In other words, players may not pack offices with their family as long as there is an alternative placement available.



Placement continues clockwise, until every player has placed one rooster pawn. The last player (the player to the immediate right of the first player) now places another of his roosters, followed by the player to his right. Placement now continues counter-clockwise, with each player placing one rooster, until the last seat is filled. All players should place their remaining rooster pawns into the Quaestors' office. The player whose rooster occupies the office of Caesar takes the Suffragium marker and the Veto marker.

The game is now ready to play; the first turn starts with the Action phase.

SEQUENCE OF PLAY

Each turn consists of the following phases:

- 1. ADVANCEMENT

 Vacant offices are filled from the offices below.
- 2. ACTION Each office performs its duties.
- 3. AWARD
 Officers receive insignia and Frumenti.
- 4. ATTACK
 Attacks by the Fox are resolved.
- 5. ATTRITION & ADJUSTMENT Caesar (usually) dies, and his Censor returns to the Quaestors.
- 6. ACCOLADE

 Improvements to monuments are proposed.

1. ADVANCEMENT PHASE

This phase will not occur during the first turn.

Starting with the highest office (Caesar) and moving down in numerical order, any offices with vacant seats are filled, starting with the most senior vacant seat. All offices must be filled, and must be filled from the next occupied office below. If there are insufficient officers in the next office below, then all roosters will advance in order of seniority to fill the vacancies. (see Game End and Scoring).

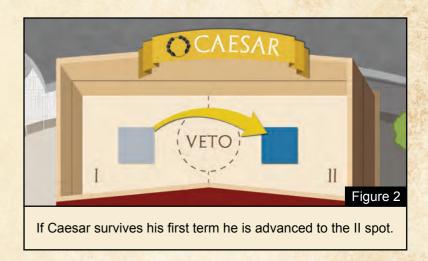
SENIORITY

For offices that have multiple seats (Aedile, Praetor, and Consul), any roosters currently in the office are moved up into the senior seats, retaining the same order of seniority, so that only the junior seats remain to be filled. Note that the office of Caesar has two spaces, even though there can never be more than one rooster in the office of Caesar. These spaces mark Caesar's first and second turns in office. New Caesars always occupy the space marked I. (see Figure 2).

HICH OFFICES (Caesar, Consul, Censor)

After seniority has been resolved for all offices, the High offices must be filled in order from highest to lowest (Caesar, Consul, then Censor). Any Consul is eligible to be elected Caesar. Any Praetor is eligible to be elected Consul, and any Aedile is eligible to be elected Censor. Note that the current Censor is not eligible to be elected Caesar.

If there are more or the same number of open seats as there are eligible roosters, then all eligible roosters are advanced to the empty seat(s). If more than one rooster is advancing, then the senior rooster advances first, so that the seniority order of the lower office is preserved in the higher office.



If there are more eligible roosters than there are seats to be filled, then an election must take place (*see Voting*). Voting continues until enough roosters have been elected to fill the vacancies. Note that roosters are advanced in the order in which they are elected, which may not match the seniority order of their former office.

It can happen, if taxes (and thus, losses to the Fox) have been especially high, that there are not sufficient roosters in a middle office to fill a high office. When this happens, the high office should be filled without a vote, directly from the Quaestors' office, just as middle offices are.

The player who controls a newly–elected Caesar must take the Veto marker from its space on the board and hold it until he uses it, or until Caesar dies.

MIDDLE OFFICES (Praetor and Aedile)

Once the higher offices have been filled, any vacancies in the offices of Aedile and Praetor must be filled from the ranks of the Quaestors. The Quaestors' office is a busy place, full of ambitious roosters hoping to advance to higher office. There is no time or space to conduct a full–scale election, so only those fortunate enough to be in the right place at the right time—or influential enough to win the favor of those in the right place—may advance.

If there are vacancies in either or both of the middle offices, the player holding the Suffragium marker must choose one of three options: he may advance one of his own roosters by paying one Frumentum to the bank, he may advance another player's rooster for free, or he may pay one Frumentum to the bank to pass. If there are vacancies in both of the middle offices and the voting player advances one of his own roosters, the rooster must advance to the middle office containing the fewest roosters from his own family. He is free to pack one of the middle offices with another player's roosters, but he may not do so with his own.

After the voting player resolves his nomination or passes, he passes the Suffragium marker to his left. The process is repeated until all open seats in all offices are filled.

EXILED ROOSTERS

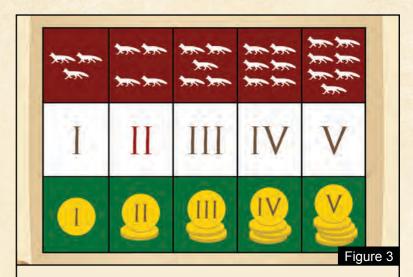
Finally, after all other Advancements have been resolved, any rooster in exile is returned to the Quaestors' office to quietly restart his career (and plot his vengeance).

2. ACTION PHASE

Every office above the Quaestors' office comes with certain powers which are used during the Action phase. In order, these are:

AEDILE

The office of Aedile is responsible for taxation of the residents of the coop. Since the distinction between public and private funds is a bit hazy to most chickens, Aediles traditionally keep a part of the taxes they collect for their own families. If the Aediles tax too heavily, though, the citizens become unhappy. Unhappy guards, in particular, are more likely to allow the Fox to carry away the officers whom they should be protecting.

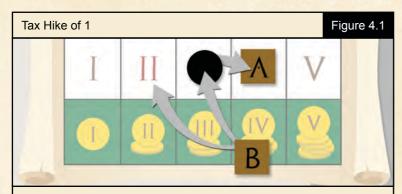


Players place Proposal Markers and Tax Pawn on the middle (white) row, marked by Roman numerals. The column containing the Tax Pawn also determines both the number of Traditors (red row) and the Caesar's income (green row)

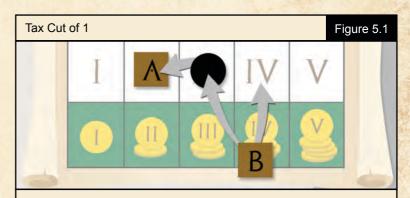
The tax rate must be between one and five, inclusive. The Aediles work together (or against each other) to set a tax rate for the turn, as follows: the player controlling the senior Aedile takes a Proposal marker and places it next to his proposed tax rate on the tax track (see Figure 3). His proposal must be within two (higher or lower) of last turn's tax, as shown by the Tax marker.

The player controlling the middle (B) Aedile then makes his selection. He may simply agree with the senior Aedile by replacing the Proposal marker with the Tax marker; this will be the new tax rate, and no input from the junior Aedile is required. Or, he may submit a counter proposal by placing another Proposal marker next to his proposed rate on the tax track.

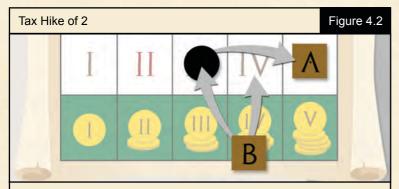
If the senior Aedile proposed a rate higher than the tax marker (a tax hike, see Figures 4.1 & 4.2), the middle Aedile may counter–propose a rate one or two lower than the rate proposed by the senior Aedile. Conversely, if the senior Aedile proposed a rate lower than the tax marker (a tax cut, see Figures 5.1 & 5.2), the middle Aedile may counter–propose a rate that is



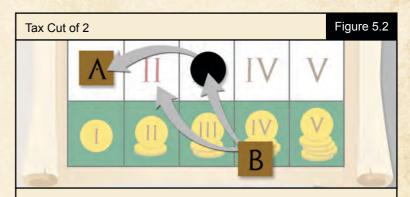
The seniormost Aedile proposed a tax hike of 1. The middle Aedile may approve the proposed tax hike or may counter–propose by proposing the current tax rate stay the same or be lowered by 1.



The seniormost Aedile proposed a tax cut of 1. The middle Aedile may approve the proposed tax cut or may counter–propose by proposing the current tax rate stay the same or be raised by 1.



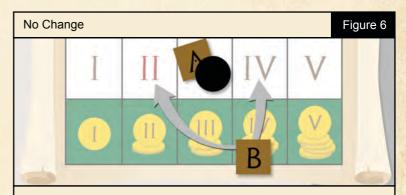
The seniormost Aedile proposed a tax hike of 2. The middle Aedile may approve the proposed tax hike or may counter–propose by proposing the current tax rate stay the same or be raised by 1.



The seniormost Aedile proposed a tax cut of 2. The middle Aedile may approve the proposed tax cut or may counter–propose by proposing the current tax rate stay the same or be lowered by 1.

one or two higher than the rate proposed by the senior Aedile. Finally, if the senior Aedile proposed that taxes remain unchanged, then the middle Aedile may counter–propose either a tax hike or a tax cut of one Frumentum (see Figure 6).

If the senior and middle Aediles do not agree on the tax rate, then the player controlling the junior Aedile chooses the tax rate for this turn by moving the Tax marker to one of the proposed rates. The proposal markers are removed from the tax track and returned to their spaces near the Aediles' office.



The seniormost Aedile proposed to leave the current tax rate where it was. The middle Aedile may approve the proposal or counterpropose by proposing the current tax rate be raised or lowered by 1.

PRAETOR

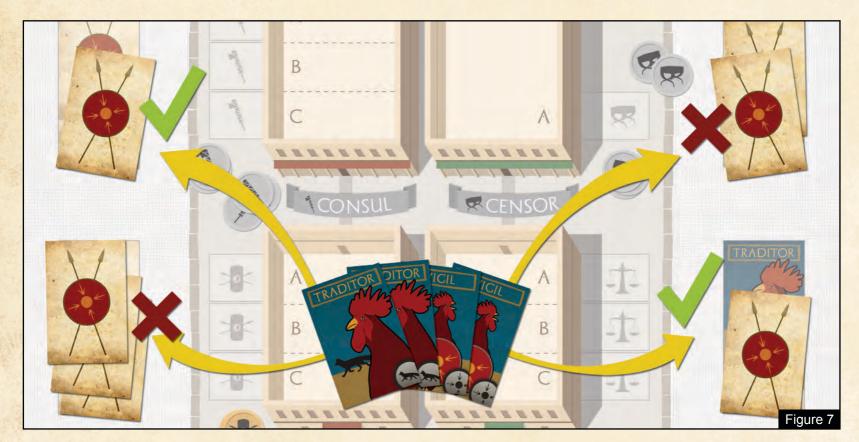
The Praetors' office is responsible for placing guards around the chicken coop for warding off the attacks of the Fox. The trouble is, the guards have to pay taxes, too. If the tax rate set by the Aediles is too high, some of the guards will be less interested in protecting the coop than they are in "sticking it to the bird". The Praetors get to make use of the guards, regardless of their attitudes.

The player controlling the senior Praetor builds the Praetorium deck by taking the number of Traditor cards shown on the board (3–7) and adding Vigil cards to make a total of 10 cards.

He now looks through the Praetorium deck, secretly chooses one card and places it face down next to one of the offices. He passes the remaining cards to the player controlling the middle (B) Praetor.

The player controlling the middle Praetor chooses one of the remaining cards, places it next to the same office or another office, and passes the rest to the player controlling the junior Praetor. The player controlling the junior Praetor places a card, and passes the deck back to the player controlling the senior Praetor. This process continues until all 10 cards have been placed on the board.

Once the required Praetorium cards have been placed nexttoanoffice, nomore may be placed there (see Figure 7). The Consuls' office and Praetors' office receive exactly three Praetorium cards. The Censor receives two. The Aediles' office receives only two Praetorium cards, but there is an additional, permanent Traditor card printed on the board for the Aediles' office. This counts as an additional Traditor card on that office, bringing the total to three. Caesar has his own personal guard, and so no cards may be placed next to his office.



CENSOR

The Censor is in charge of protecting the internal security of the coop. After the Praetors have finished posting guards, he may select any one rooster on the board, other than Caesar or a rooster in the Quaestor's office, and move it immediately to the exile space on the board. An exiled rooster must start over next turn, returning to the Quaestors' office at the end of the Advancement phase. If the Censor decides to exile himself, he is able to grab the insignia of his office on his way out of town, and so receives his insignia token for the turn. Any other rooster that is exiled will receive no insignia token, and no Frumenti, for the turn.

If the Censor does exile a rooster other than himself, he immediately collects one Frumentum from the bank.

Note that exiled roosters are immune to attack by the Fox, and so exile may sometimes be an act of mercy.

CONSUL

The Consuls' sole duty is to decide whether to allow improvements to the monuments of slain roosters. Each Consul, in order of seniority, must approve or disapprove a proposed monument improvement until no proposed improvements remain. If a Consul approves an improvement, he takes any Frumenti that were placed with the proposal, and then places the proposed insignia onto the card of the monument's rooster.

If a Consul denies a proposed improvement, he returns the insignia, as well as any Frumenti placed with it, back into the general supply.

Note that the improvement of a monument is considered a sacred duty by the roosters. If a Consul happens to find a few Frumenti next to a monument that he wishes to improve, he will of course pocket these, but his decision must not be sullied by overt bribery.

The decision of whether to improve a monument is therefore the only one in the game which cannot be directly influenced by a bribe of Frumenti.

Because there will be no players with extra insignia tokens prior to the second turn, the Consuls will do nothing for at least the first two Action phases of the game.

() CAESAR

Caesar is far too busy to be distracted by actions. He is concerned primarily with the safety of the residents of the Coop, relations between this Coop and other Coops, and with the Farmer. It is generally in Caesar's best interest to keep taxes moderate, and to encourage the Praetors to carry out their duties faithfully, but Caesar does not perform any specific actions during the Action phase.

3. AWARD PHASE

After all actions have been resolved, each officer receives payment for fulfilling the duties of his office. Every officer (including the Censor and Consuls, even if they did nothing this turn) receives a token with the insignia of his office. Additionally, Aediles receive Frumenti equal to the current tax rate minus one, and Caesar receives Frumenti equal to the tax rate (one more than anyone else — he is Caesar, after all).

A rooster in exile receives nothing, but remember that a Consul who exiles himself may collect his Insignia of Office token (but no coin) as he does so. The Insignia of Office token for any other rooster in exile is removed from the game.

An Insignia of Office token must be placed on the card of the rooster who earned it, if possible. But no rooster may have more than one insignia token per office. If a rooster already has the insignia for the office that he filled this turn, then his player must place it to the side in his family stash in hopes of placing it onto a monument to a rooster that did not hold this office before he died. Insignia from the family stash may be redeemed at any time for Frumenti. The player returns the insignia token to the game box, permanently removing it from the game, and takes one Frumentum for bronze (Aedile or Praetor) insignia, two Frumenti for silver (Censor or Consul), or three for gold (Caesar).

4. ATTACK PHASE

After Awards have been doled out, the attacks of the Fox are resolved for each office, starting with the Consul's office and moving downward. The Praetorium cards next to each office are shuffled, revealed, and fully resolved before the the cards beside the next office are revealed. The pre–printed Traditor card next to the Aediles' office counts as an additional Traditor card on that office. Any office that has at least as many Vigil cards as Traditors is safe. Any office with more Traditors than Vigils will suffer losses to the Fox.

For each Traditor in excess of the number of Vigils, one officer will be carried away (and eaten, of course) by the Fox. If fewer roosters are carried off than there are officers in the office, then the roosters to be carried away are chosen by voting (*see Voting*). Generally, either all of the officers in an office will be safe, all of them will be carried away, or only one of them will be carried away.

One Traditor placed next to the Consuls' office may be encouraged by his awe for the office (and a bribe) to leave his post rather than helping the Fox. After the cards next to the Consuls' office are revealed, but before this attack is resolved, any player may pay three Frumenti into the general supply to remove one Traditor card from the Consuls' office (see Figure 8). Players may work together to pay the bribe, so long as a total of three Frumenti is paid. Only one Traditor per Attack phase, and only one placed next to the Consuls' office, may be bribed in this way. The bribed Traditor



does not become a loyal Vigil, but is simply removed from the stack, saving the life of one Consul.

A rooster that is carried away by the Fox is placed in the first available monument alcove. If several roosters are carried away without a vote, then the most junior rooster goes into the first available alcove, followed by the others in order of increasing seniority.

5. ATTRITION & ADJUSTMENT PHASE

It's a tough job being Caesar, full of stress and responsibility. After attacks have been resolved, the players must determine whether Caesar is going to last for another turn. If any officers were carried away by the Fox, then Caesar must do the honorable thing and offer his last services to the farmer's cook. Caesar's pawn is removed from the office and placed in the first available alcove.

Caesar also dies at this time if his pawn currently occupies the senior position in his office. The job is just too stressful for any rooster to keep it for more than two turns.

If Caesar dies before he has exercised his Veto power, then the Veto marker must be returned to its space on the board at this time.

Each new Caesar deserves a fresh Censor, unsullied by the ugly duties of the office, at the start of his reign. Whenever Caesar dies, his Censor returns to the quiet anonymity of the Quaestor's office, from whence he may rise to be Caesar himself one day.

After the fates of Caesar and his Censor are determined, the tax rate is adjusted in light of the turn's events. If Caesar did not die this turn, he will spend his second term (and the resources of the coop) improving his legacy with many impressive new government programs: the tax marker is immediately advanced two spaces higher. If Caesar died because the Fox carried away roosters this turn, then the mood of the coop is ugly, and the roosters are ready for a new era of responsible government: the tax marker is immediately moved two spaces lower. If the Fox did not carry away any roosters, but Caesar is retiring after a second term, then the tax rate is left unchanged.

Variant for advanced players: After your first few games, you may try skipping these tax adjustments entirely, allowing the rate to remain very low or very high for many consecutive turns.

Finally, players should check to see whether any of the game end conditions have been met (*see Game End and Scoring*).

6. ACCOLADE PHASE

As the final step in each turn, each player should consider the extra insignia of office he has accumulated in his family stash. If one of his dead roosters lacks one or more of the stashed tokens, then the player may propose that the extra insignia token(s) from his family's stash be added to the dead rooster's monument. To propose an improvement, the player places the insignia token(s) next to the monument he wishes to improve, together with at least one Frumentum. While it would be considered a great insult to actually bribe a Consul to approve a proposed improvement, an offering of at least one Frumentum (you know, for the Gods) next to the proposed improvement is obligatory. A proposed improvement and its offering, once placed, may not be retracted. A player may make as many improvement proposals as he wishes, so long as he has stashed tokens that could legally be placed onto one of his dead rooster's cards, and Frumenti coins to place with them (see Figure 9).

After the Accolade Phase, the next turn begins with the Advancement Phase.



GAME CONCEPTS

CAESAR'S VETO

Caesar may, once during his tenure, cancel the result of any one election. The election may be for advancement, or for selecting the victims of the Fox. The player controlling Caesar must wait until a result is announced, then announces the Veto by placing the Veto marker back into its space on the board. The announced winner of the election is disqualified from this one election. If the disqualification itself does not resolve the issue being voted on, then the election continues; the disqualified rooster may not be nominated again during this phase.

The Veto is very powerful, but it may not be used to cancel a tax rate decision by the Aediles, a Praetorium card placement by the Praetors, an exile by the Censor, or anything else other than an election result.

VOTING

At various points during the game, it will be necessary for the players to decide together the fate of a rooster in a middle or high office. The process of election is the same, regardless of whether the elected rooster is to advance to a higher office or be carried off by the Fox.

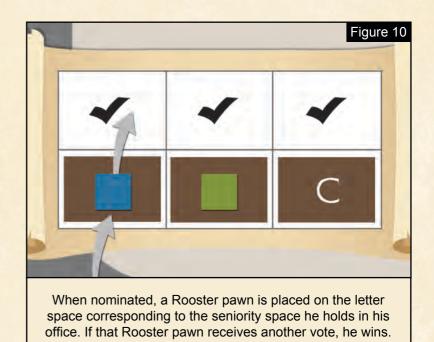
Only the player holding the Suffragium marker may take any action. He must do one of the following before passing the Suffragium marker to the next clockwise player:

1. Nominate any eligible rooster by moving that rooster to the space on the voting grid that matches his seat (A, B, or C) (see Figure 10). If the nomination is for advancement and the rooster belongs to the voting player, he must pay one Frumentum to the bank. If he cannot pay this fee, then he must nominate another player's rooster,

- 2. Second the nomination of a rooster already on the voting grid, resulting in a "win" for that rooster, *or*
- 3. Abstain by paying one Frumentum to the bank.

A rooster that is nominated and seconded is immediately moved to his destination. If the election is for advancement, the rooster is moved to the most senior open seat in the office above. If the election is to resolve the attacks of the Fox, then the rooster is moved to the first available monument alcove. It is at this point that Caesar's player may use his Veto power, if desired.

If there are more advancements or Fox attacks to be resolved, then voting continues with the remaining eligible roosters; roosters that have already been nominated remain nominated. Once the required number of roosters have been advanced or carried away, any remaining roosters are returned to their office, in seniority order, so that only the junior seats remain empty.



Some important but easily–missed voting rules:

- A player must pay one Frumentum to nominate his own rooster during the Advancement phase. He does not pay to second any nomination, nor for any vote during the Attack phase.
- Roosters being advanced from the Quaestors' office do not require a full election; the player with the Suffragium marker simply advances the rooster of his choice, paying one Frumentum if the rooster is his own.
- During the Attack phase, players vote for the rooster(s) to be carried away, not the rooster(s) to be saved from the Fox. This is important for Caesar's Veto power to work as designed.

NECOTIATION

Players are encouraged to negotiate for votes and other favors at any time during the game. Players are free to make deals, but only Frumenti may change hands between players; insignia tokens may never change hands. Players are also free to make promises, but only promises bought with Frumenti must be honored. A player who has accepted Frumenti in order to do something must do exactly what he promised.

Unless all players agree to a different arrangement, no more than ten to twenty seconds of negotiation should be allowed before any decision; the game can run very long if players are free to negotiate endlessly.

Here are some examples of negotiable items:

- A player's vote may be bought, but the Suffragium marker may not be bought (the order of voting is permanently fixed, in other words).
- A player's tax proposal may be bought.

- A player's Praetorium card placement may be bought. In this case, the card placed must be shown to everyone at the table before it is placed.
- The Veto token may not change hands, but Caesar's player may be bribed to Veto the outcome of an election.
- The Censor may be bribed to exile or not exile any particular rooster, or a rooster from any particular family.

The only decision that is not subject to bribery is a Consul's decision of whether to approve or disapprove a proposed improvement to a monument. A player may make a non-binding promise to approve an improvement; similarly a player may make a non-binding promise of future favors in return for a Consul's approval. But no money may change hands as a result of such an agreement, so players should carefully consider how much to offer when proposing improvements.

CAME END AND SCORING

The game ends after the Attrition and Adjustment phase when any of the following three conditions is true:

- 1. There will be insufficient roosters, alive and not in exile, to fill all of the open offices for the next turn,
- 2. The supply of Insignia tokens for any office has been exhausted, or
- 3. One family's roosters are all dead.

When the game ends, each player should cash in any remaining insignia tokens in his family stash. He receives 1 Frumentum for each bronze (Praetor and Aedile) token, 2 Frumenti for each silver (Censor and

Consul) token, and 3 Frumenti for each gold (Caesar) token.

Next, players retrieve the insignia tokens from their rooster cards, and arrange them into sets by office. Each set is exchanged for Frumenti coins according to the table to the right.

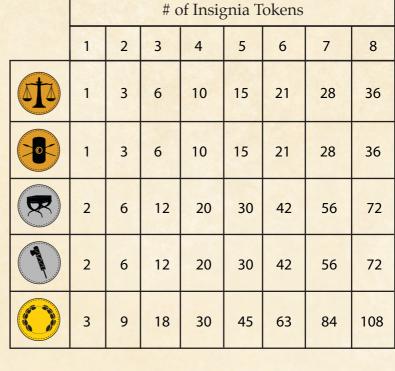
The player with the most Frumenti wins. Ties are broken by monument order: the tied player with the oldest monument (dead rooster closest to the first monument alcove) wins.

EXAMPLE

In the example below the blue player's final score is calculated as follows:

- 1 Aedile token = 1 pt
- 2 Praetor tokens = 3 pts
- 1 Censor token = 2 pts
- 3 Consul tokens = 12 pts
- 1 Caesar token = 3 pts
- 5 Frumenti = 5 pts
- 2 Extra tokens = 3 pts

Total score: 29 pts





1 pt 2 pts









= 3 pts



CREDITS

GAME DESIGN: Bryan Fischer & John Sizemore **ILLUSTRATION**: Bryan Fischer & Ed Batkins

RULEBOOK EDITING: Blake Morris

Special thanks to our friends and family, especially our playtesters: Ben, Justin, Mike, Nathan, Page, Trey and Tim.

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BUFFALO BACKERS Eric Alvarado Tim Rodriguez – Dice+Food+Lodging Ginny Blake Morris Jim Phillips Familia Haudensis Timo Stepper Ronald Fischer Anders Herbst Pedersen Paco Garcia–Jaen The Taylors Don "The Main Man" Alexander Devious Damen James "The Pope" Hastings midnightstar Jim Barberio David G. Cox Mario Alvarido Janet Patterson Scott "Aldie" Alden Joseph M. Louis Marcia Easterling Brandon "Bargus" Carter Lije Carpenter Ricardo F. Ferreira Patrick Ross Robert Hutchinson Aaron W Andrew & Pepsi Harcourt Bill Glasgow Sally Robinson–Wittwer Chris Lavalette Glenn W. Sutton Ludus Iovis Diei Sam Tindall Ken Meyri Yosuke Otsuka Blair Kelly Austin Abramson Carter and Liam Fischer John Anthony Toth Jonathan Pui Teik Chooi Oh Rachel Rambo Andrei Mouravski Jane & Lance Fogel Jenny & Jim Stack Doosra Inglis RPardoe John Ibarzabal Allenlin1110 Anthony & Nicole Dahl Shawn Gierlinger Jon and Michelle Singer Mery Rose & Matt Hayes Joseph Habacker Jonathan Lacson Steph Turner Ronny Mo

BBQ BACKERS Kyle E. Koivisto ThatsGobbles Eric Foldenauer Andrew Burk John Drake john guthrie Tim "out4blood" Seitz Steven Sartain Patrick Hussey Stefan Frey Page Vest Tim Weber Wade Simmons Bill Lemmond Andrew Rauenzahn Nathan J Markey Ryan Lorence Syfargo William Crispin Jamie Searle Feng Kevin Gu Matt McClare Lukas Mathis Kyle R. Woods Ben Carlton Lukas Daniel Klausner Chia Kangyu "Chicken Yu" Benny the Dog Jonathan A. Gillett GaryP Andrew Chapman Tony Sexton Atsuo Honjo Jason Burns Michael Ostman Jr Richard Valente Stephen Burgess Matt Fullenwider andrew eichholz Perry Mihalakos Congressman Thompson Andrea Sargon Cupido Carmela Hofstee Geoffrey Antos Scott Bowden Setsuji Umei Anjari Alanjari Mothrascales University of Manitoba Strategy Gaming Club Aum & Maya Aggarwal Stephen "Bobo" Bobrowski Joseph & Andrea Wisniewski Steve Miller Marc Kerkhofs Matt & Sakia Bryson J.A.Baluci Alan Nanes Tony Efengie Nick Patron Jeremy Brown Andrew Pack Sir Andrew Ramsey hypergorilla Jeremy L. Harrison M. Russell Moore Scott Nisenfeld Clyde Wright Jim Pace Rohit Ramesh Benedict Roeser Steve Baletsa Christopher DeLoose Michael O'Connell Fraser Grant James Albert Erick Vallejos Philip Manoff G. Scott Russell Mike McCann Russell S. Ahlstrom Jay Volk Greg Bahl Ian M. Jurgensen Ron Wilhelm Jordan Christopher J. Carter Iain Burnett Andrew Obertas

WINGS BACKERS Aiden Uber Frances Neddo Christine Bentz Dice Hate Me Kevin The Great P. Kellach Waddle Anthony Baldassar Matthew Pattemore Jennifer Fischer Peter Schott Tucker Brandon Goldman Gayle Murman Jesse Samford Kevin Brusky Kevin Konieczko Dan Hentschel Daniel Folkes Andrew Hairfield Lavi Gobeil Brian & Tara Phipps Elise Renzetti Stanfield TIM & FAYE LINKOUS Frank and Holly Gorse John Morrow Jonathan Logan Adam McIver David B Huddle Sam Cook Bob Munsil

SANDWICH BACKERS Benny Sperling Seth Roback James Torr Tom Moughan Travis O'Connor Madelyn Chappell Jason Fordham Kyran Jones Ed Kowalczewski Steven Draper Richard Newby Sara Slifer Bunn ThatsGobbles Christopher Lucia Cody Reichenau Isaac Kendrick Leonard Gude Ryan Metzler Andrey Lurye Nathan Worcester Adam "Pyrowolf" Clark A.J. Sansom Alan Miller Yannick Carriere Moshe Sulamy Peter Verrey Jeff Yates Steven Rinsma C. David Walters David A. Webb Jason Rupp Aaron Bohm Tom (Snicker Daddy) Pancoast Chris

Berger Johnny Owens Arjun Nair Ruben Zurita Andrew Ceci Luis Francisco B. Coutinho Neil Whyman Pitt Crandlemire Alex Lake Aaron Fischer Matthew C Williams Liz Winters Mike & Vanessa Hutchinson Jennifer Holmes Greg Forster Daniel Montgomery Dale Monkeykenobi Medhurst Joshua H. Elias Tyler D. Welch & Emily K. Simon Mason Smith Art Acree Rob Balder (of Erfworld) Jim Otto Jeremy Hauss Charley Sharp Jessica Jones Mike Sokalski Cresston Gackle Nathan McCullough Nathan LaFollette Peter Ernest Soekamto Anna Dieterman Jason Hayes Marek Belski Vincent Tay Robert Joseph Allen Bell Lisa Austyn Burgess Dylan Pritchard Eldon Nichol The Crippled Werewolf Zaron Gibson Jeremy Buckmaster Todd Bookman Jonathan Heinz Schmiel Linda K The Button Lady Kim Hutchinson Brian A. Smith Colin Goldberg Jake Johnston Sam Brown Torben Vang Jonathan Cox Dr. Dan Famini caesarbear Jack Otto Veikko Sariola Daniel Ivan Harris MICHAEL PRIMEAU Ryan Lemanski George and Tera Preussel Robert Burke Bryan Smith Jack Gulick Kevin Kortekaas Christopher D. Fonda Scott O'Dell Peter Wilson Sean McVeigh Jon Paul Blankenship Jr Stephen J. Dewey Davi Figueiredo Aaron Fennell Blair Halvorsen Jordan Johnston Adam Ward Joel M. Wentz Bradley Eng-Kohn Stefan "Storm King" Kaleta Ken Harder Jason Blohm Luke Neville Voglezon Paige Bertram Dre Manderfeld George & Deborah Parker Maru Cahiwat Dan A. Niekerk Joel Eddy Jason Tesser (LORDs diakonos) John C. Glindeman S Drew Besse Dave Buijs Michael M Robert Foose Dave Hamrick Benjamin Rosset (@BenjaminRosset) Nick Dalager Don Fox Kristi Lawless Kevin Hupy Mike Carmody Christopher Rattray Juggling Mike Dan "The Orange" Stanley Brian Batchelder Ivan Leung Elaine & Lee Sweeney Glen Kehoe David Ells Lemming Endre Fejes, TD Joseph Polenchar Zack Stackurski Chad Unruh Ingolfur Valsson Benjamin F Jacobson Skipper Harris Matthew Newby Peter McAndrew R. Lane Joshua Muscat Nathan "Inky" Walsh Anthony Snider Phil Hobson Michael Lamar Potts Mark Shocklee Matthew Miller Daniel Savage Bob Peterson Zach Thompson Justin K Neal Jonathan Scott Chris Hartman Kimmo Kakkuri Jonathan Smith Brenton Vallade Bill Grant Cindy Nowak Witold Wasilewski Andrew John Snyder Nathaniel Milbrath DWEIGN jan432 Jack Kaye Karen J. Grant Gabriel Booth C.J. Hall Dan Kemp Duclos Bros. Racing Joseph Yossarian Elpenguino135 Chris Hartwich Michael R Taylor Todd Warnock John Christopher Lo Shao-Hui Alan Davis Lawrence E. Wimsatt Jr. Josh Cannon Michael Cathro Garry Jenkins Stephen Brenner Joshua Wray Bell Jason R. Schmidt Mike Mathews Rodney Sheldon The Brady Bunch Threevenge John Hauger Lucas Batenhorst Karl Fast Maxime Dumont Jeremy Haas Mark Horn Charles Pearson Malte Kohle Justin Martinez Maxwell Murrihy Dave Shaerf Jason Yanchuleff Katrina C Cathy Griffin Jayson Brown Kevin Burns Tyler Gallant Jim Wuerch Ryan Kohler David Guinee Dillon R Sadofsky Jay Diener-Brazelle Brian Couch David Young Michael "Chanfan" Edwards Gareth Walker William Faust Jorge E. Alvarez Ben Bruckart Stephen Elliott Matt and Julaire Henderson Christopher Earley Harper Ann Lind Bellevue Board Game Geeks (WA) Meeples Café Radu Craioveanu Bradford Stephens Ouimette Family Alejandro Loayza Tyler Dockery Jeff "Darkwind" King Tom Cohen Christopher Petrilli Kim Shier Deion Hemphill Robert "Robertus Secundus" Manore Stephan Szabo Alex George Martinez Jr. Eleanor Cupp Richard Cole Stephen Cooke sagolman Ted Groth CHERRAMOTI Andrew John Squires Alexis M Perez Tim Collett Kyle Oliver Chuck Hughes Tyler Moore Kelly Gilbert Sizemore Area 42 Games Christian Nord Ken Woo Peter Dolan Lacey Gustavo "Godinex" Vargas Bob Vosper Brian Dudte Markus Kollmer Travis E. Badley Scott Barcik Nate Lamagna Anthony Arnold Miss Amanda Czuchnicki & Mr. Daniel Goymour Kerry Robson Chris Moir Nicolas Inkel Richard Cheng Jared Kinkade Harris Chiu Chad Page Joshua Yearsley Paul Mather R. Khater Tim Stevenson J. Schultz Ryan Razon David Way Jeffrey T Maslany Zach Zahos Daniel Winterhalter Tony McCall EM3 Garcia, J. M. Peter Sellers Pete Bacon Baginski Eric Brian Johnson Markus Werdenich Jonathan H. Liu Ben Verhaevert Michael "Mmm" Lerner Jake Cain Norberto Morales Karl Zahler Trey Combs David Rankin S. Paquin Van Fujishige Ben Verhaevert Philip Wong Crafty Christopher Moore Ryan Wilson Jeffrey Sylvan Kurt Rompot Korey Jackson Chris Larkin Brian S. Calvary, Jr. Aaron E. Eding Eric Jonasse "The Tim" Ellis Brian W. Knowles Samuel Mosley Adrian Katie Turner Steve Willson Joshua Howard Christopher "The Healer" Baldi Joseph Soonsin Lee Po En Brian Wu Nicholas Young Frank Wimmer Landon Kryger mikeboon Thomas Utterback Bill Henders Nancy Calvert-Warren Jay Berry David Tiertant John Trobare Philip Stiff Highland Wolland Nebe Barnett Ava & Karissa Glave Labalbi Vincent Bonanni Michael R. Tange Ryan (TwoTone) Wilson Douglas "Poppy" Ortiz Jr. Bjorn Steffen David Hughart Brian Hebert Scott Moffett Michael D. Kelley Elizabeth and Alfred Mills Josh Borton Galley Oppressor G GamesForAll Daniel Son TERRENCE P J MICHEAU Martin "Boquak" Samocha Daniel Ferreira Caldas Anthony Cornish James Heidenreich Oliver Juang Dave Maltbie Ryan Copper Scott J Marlow Christopher Dieckmann Brian Symington Linda Todd Atkinson R. Scott Daniels Brad Jarman Byron Grimes Laura Hughes Angry Duck Vince "Invictus" Arebalo Matt & Becca Oliver Isaac Hollkamp Michael J. Spencer TIMOTHY HING

BISCUIT BACKERS dlminsac Lorien Green Bruce Nettleton C. Holmes Jason Sherlock Jon Latz Jason John Roger Eastep Jens Sutmoller Gavin Owens Lee Crawford Jay Schultz and George Rockwell Jennifer White Josh Holt Floodgate Games Nancy A. Martira Nickolas R. Heckman Glen 'Quincy' Adams Nathan 'Big Nate' Stvartak D Mac Rafael Murguia Mike Hansen Aria Brielle Morris Mara Rochon Ma Benjamin J Pulley Matt Price Paul, Katie, & Sadie Thomas Nick Shaerf harro Sam Fisher Blair Robertson Bernie Rabinovitz David Schleusener Ellen Forsyth Rockheads Comics & Games Scott Burns Oren Steinberg Wamanda Lyder Christian Muhl James Pond Ryan Wanger

NUGGET BACKERS Andreas Limber David Kirstin Davidson Sarah Mackay Greta and Baby Forneris Christoffer Dahlblom Joseph Wolfe Travis Johnson Karl Fenner Jonner Purinton Sarinee Achavanuntakul Daniel Milstein

TURN SUMMARY

Each turn consists of the following phases:

1 ADVANCEMENT

Move up into seniority seats. Fill all offices from below. For more eligible roosters than seats, each player with an eligible rooster may nominate for the cost of one Frumentum. Vote if necessary, fill positions, move down to next office. Repeat if necessary to fill all offices. Exiles return to Quaestor's office.

2 ACTION

Aediles propose, counter-propose, and set tax rate. Praetors build Praetorian deck, then place Vigils and Traditors. Censor may exile one rooster for one Frumentum from Bank. Consuls approve or deny all proposed monument improvements.

3. AWARD

Each rooster in office receives insignia token for his office. Caesar gets Frumenti equal to the tax rate, and each Aedile gets one less than the tax rate. Exiles get nothing. Tokens that can't be placed on cards go into the family stash.

4. ATTACK

Reveal Praetorium cards and resolve them, one office at a time, in same order as for Advancement Phase. One Traditor, from Consul's Office only, may be bribed away for three Frumenti. A rooster in an office, chosen by vote, dies for each excess Traditor on that office.

5. ATTRITION & ADJUSTMENT

If any roosters died, or if Caesar is in his second–year slot, he dies and Censor returns to Quaestors. Adjust taxes +2 if Caesar survives, –2 if Fox carried any away this turn. Check for game end.

6. ACCOLADE

Players propose upgrades by placing stashed insignia tokens next to eligible monuments, along with at least one Frumentum offering.

HAVE A QUESTION ABOUT THE RULES?

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