

CHICKEN CAESAR • FOWL PLAY

START HERE

Once players feel comfortable with the Chicken Caesar base game, including this Fowl Play expansion can offer extra opportunities for nastiness and dramatic betrayal. A copy of Chicken Caesar is necessary to play this expansion.

SET UP

All Fowl Player roosters are available for selection during any game of Chicken Caesar. During a game in which all Chicken Caesar roosters are not used, players may substitute any single numbered rooster for the corresponding numbered Fowl Play rooster.

During Initial Placement, after players have chosen a starting player but before any roosters have been placed in office, players will select **one** Fowl Play rooster in reverse order. That is, the last player will choose first, then the second-to-last player will choose, and so on. The selected Fowl Play rooster will replace its corresponding number in a player's chosen color.

For example: *The first player has been awarded to Jenna. Nathaniel will be going last, which means he gets to pick a Fowl Play rooster first. He chooses the II rooster. He takes the II Fowl Play rooster card and replaces his own II card in blue (the color he chose to play). The II blue card is returned to the game box. The choice then moves counter-clockwise to the second-to-last player, and so forth until it ends with Jenna.*

Once all players have selected a Fowl Play Rooster, Initial Placement proceeds as normal. **Fowl Play roosters may not be placed in office during Initial Placement.**

NOTE

A Fowl Play rooster card replaces a player's current corresponding numbered rooster card, but there are no rooster pawns for Fowl Play roosters. The player will continue to use the matching number rooster pawn from their chosen color.

ERRATA

The original rulebook scoring rules should have contained the following under **GAME END AND SCORING.**

Action	Points Awarded
Being Nice	0
Retaining Friendship	0
Act of Kindness	0

Rooster Abilities on reverse side.

ROOSTER ABILITIES

Each Fowl Play rooster card has an ability that triggers under particular circumstances.

I. Avaritus - While in the Aedile office, this rooster receives 1 extra Frumentum during the Award Phase.

II. Dux - While in the Praetor office, this rooster may place one Praetorian card before the normal order of placement.

III. Aurum - You may place an extra Censor Insignia Token on this rooster for a maximum total of 2.

IV. Pulcho - While in the Consul office, this rooster may cancel monument proposals and keep the bribes. When approving a monument proposal, this rooster receives an extra frumentum.

V. Regulus - While Caesar, this rooster may save all roosters in one office by using his Veto if he hasn't used it already. After Praetorian cards have been revealed for an office, his player announces that he is using his veto to cancel this attack of the Fox. He returns the Veto token to the board, and play proceeds as if all the Praetorian cards on the affected office were loyal Praetors.

VI. Nemo - While in the Quaestor office, you may force the player with the Suffragium to promote this rooster to fill a vacant Aedile or Praetor seat during the Advancement Phase, regardless of how many roosters you already have in these offices.

VII. Marcus - On the turn this rooster dies, you may put the lowest Insignia Token you have in stock on this rooster. This rooster must be able to receive the Insignia Token.

VIII. Faustus - When this rooster would be exiled, instead immediately return him to the Quaestors Office. The Censor still receives a frumentum.



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