Flock Together

Rulebook

It's true what they say about the devil you know. It's easy to grow stagnant under oppression.

The prey of the world all grouped together in a teeming town of furry and feathery friends alike, thriving in safety, shutting out harsh natural hazards and hungry enemies. Roosting together, there was safety. Together, there was prosperity.

But hierarchies formed as hierarchies do, and one group of poultry faced persecution. Chickens were mocked. They were devalued. They were bullied and teased and unappreciated. The squirrels and rabbits tittered about the chickens' weakness – odd, coming from rodents. Turkeys mocked their intelligence— even odder, coming from the dumbest creatures wearing feathers. The other birds chortled about the chickens' flightless wings. Chickens began to lose their confidence and self-esteem, along with their place in society. They bent under the oppression.

But Andrew Beakley did no such thing. He knew the chickens had true potential. Beneath their feathers and wobbling red combs, he knew their chicken chests held hearts of fire. He gathered his fellow chickens, one and all, and proposed a solution.

"We know our worth," he crowed, "We know our strength. It's time we proved it to the world. Let's leave and found our own village, where chickens will be appreciated and understood. We will be independent. Let us create our own prosperity!"

The rest of the villagers gathered to giggle and chuckle, even fully laugh, at the departing poultry. They assumed the chickens would come crawling back. They couldn't have been more wrong.

Beakley led the chickens to a fertile area near a fruitful forest. They built grub ranches and corn farms. They built fences that almost stood up. They built homes that only blew away once a month. They began foraging and trekking farther than any could have imagined. And their new home was simply named— The Coop.

But they weren't out of the woods yet. Their fellow prey weren't the only creatures who underestimated them. There was a city of predators. The inhabitants of that city thought so little of the chickens and the Coop that they thought it would be easy to pick them apart for food and fun. Even if the chickens could face the weather and the wild, there were enemies to evade and defeat.
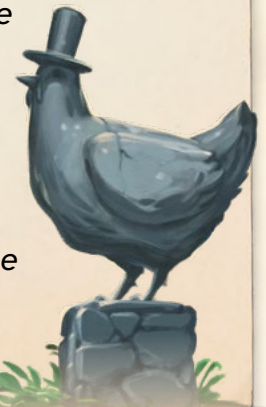
But Beakley would no longer be able to help.

The first winter, he caught the bird flu. But in his fever, he was shown a dream. When he awoke, he called to his bedside eleven chicks, his wards, all of different breeds and strengths, the strongest of the bunch.

"Before, my dream was but words," he cawed hoarsely, "I wished to prove our strength in the face of hate and doubt... give chickens the confidence to live and live well. But now I have also seen a brighter future in my dreams." The chicks, usually so loud, listened in solemn silence. "I saw the future, flawless and beautiful. A stable world, prepared for all hardships. Respect won. Predators defeated." He leaned forward, feathers drooping. "You are the leaders I leave behind. Survive the year. And this future will be truth." Falling back into the nest, he sighed. "Die, and this was all foolishness. Now, I go elsewhere. Perhaps there, I will finally fly." And he breathed his last breath.

The chicks bowed their heads and when they lifted their eyes, they were filled with conviction.

They had to survive one year. Preferably longer.

Countless dangers.

It had begun.

GAME COMPONENTS

11 Chicken Books

8 Player Cheeples

8 Color Reminder Tokens

24 Grub Cards

2 Chicken Dice

10 Predator Books

3 Weather Decks
(6 cards each)

1 Bonus Card Deck
(66 cards)
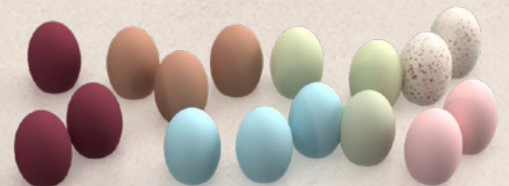
60 Resin Eggs

6 Resource Nests

Weathervane Token

First Player Token

5 Player Boards

36 Health Tokens

5 Extra Action Tokens

80 Food Tokens
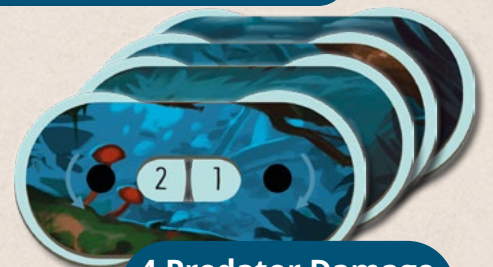
4 Predator Damage Counters

SETUP

1 Open the **Game Board**, and place it in the center of the table.

2 **a)** Shuffle the **Bonus Card Deck**, and place it in the upper left corner of the board.

b) The space to the immediate right serves as the Bonus Card discard pile.

3 **a)** Shuffle the **Predator Books,** and randomly select 3. Open them to the first page, and place them on the 3 spaces marked with the 👁️👁️ icon. We'll explain the Predator Cards in a later section.

b) Randomly select one more **Predator Book**, and without opening it, place it in the Final Boss location.

If this is your first time playing, use Eggsmeralda (the Snake), Sal Moe Nella (the Rat), and Professor Moltiarty (the Skunk) for your 3 Predators. For the Boss Predator, use Gravekeeper Fowl (the Opossum).

c) Set out a **Predator Health Counter** near each Predator. For the revealed Predators, adjust the counters according to the number of people playing and the health multiplier found on the revealed Predator card. In this example, the Predator Health Counters are adjusted to reflect a 3-player game.

4 **a)** Shuffle the **Grub Cards** and separate them into two equal decks. Place one deck face-up Inside the Coop area.

b) Place the other deck face-up Outside the Coop.

c) The brown space in the upper right corner of the board is the shared Grub discard pile.

5 Give every player a colored **Cheeple**, and place them Inside the Coop. Unless otherwise stated, all players begin the game Inside the Coop. Give each player their corresponding Chicken cutout (to help remember their color!)

6 **a)** Shuffle the three **Weather Decks**, and place them beneath the board.

If this is your first time playing, remove the "Fair" Weather Card from the Spring Weather Deck, shuffle the remaining cards, then place the "Fair" Weather Card on top of the deck.

Do the same for "Sunny" in the Summer Weather Deck and "Snow" in the Fall Weather Deck.

b) Draw the first card from the Spring deck, and place it face up. This will be the first weather condition.

c) Place the **Weathervane Token** on Day 1. This token will help track your progress through the seasons.

7 Get out the **First Player Token** and **Extra Action Tokens**. We'll go over these in a later section.

8 Take the resource trays, and place them within reach. They should contain **Heart Tokens**, **Food Tokens**, **Eggs**, and **Chicken Dice.** Should you run out of a resource, just use a suitable replacement.

9 Give every player a **Player Board**. We'll take a closer look at the Player Board in the next section.

10 Randomly deal each player two **Chicken Books**. Each player then chooses which character they would like to be. Return the unused Chicken Books to the box. Open the chosen Chicken Books to the first page (Chick level), and place them on the Player Boards.

If this is your first time playing, choose your starting chartacters from among Annie Yolkley, Wyatt Chirp, Cluckleberry Finn, Madam Chickovsky, and Beowing.

SPRING
SUMMER
FALL

MEAL COUNTER
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

HIGH PRODUCER
Roll twice for 🥚 during your Production Roll.

BROODY
Lay an 🥚 on the game board whenever you take damage. This may be collected by any player at that location.

ENDOWMENT
Starts the game with an 🥚

FOOD RESERVOIR

EGG RESERVOIR

Annie Yolkley

LAY EGG
Gain 1 🥚

HEAL
Pay 1 🥚 per ❤

BROOD
Pay 1 🥚 to revive another player. Skip next turn.

MOVE
Move to a different location.

DRAW CARD
Draw 1 Bonus Card. (Hand Limit 2)

ATTACK
Pay 1 🥚 per ❤. Only possible on nearby enemies.

EAT
Pay 1 🥚 to increase 🥚

FORAGE
Gain 1 🥚

7

PLAYER BOARD SETUP

1 **a)** Refer to your **Chicken Book** to see how many hearts your Chick starts the game with. This number may increase as your chicken levels up.

b) Add that number of heart tokens to your **Player Board** (healed side up).

2 **Extra Action Token:** Place your extra action token here, with the fire side face-up.

3 **Meal Counter**: This area is used to track your progress toward leveling up your character.

4 The basket icons 🧺 tell you how many meals you need to eat to unlock your next level. The heart icons ❤️ indicate your maximum health at that level.

5 This is your starting ability. The greyed-out abilities will also become available as you level up your character.

6 **Production** (✚): This part of the card represents your production phase. The production shown is +1 food. All Chicks start the game with this production.

7 **Attack Strength**: The number of chicken fists corresponds to your current strength.

8 **Food Reservoir**: This is where you store your food tokens.

9 **Egg Reservoir**: This is where you store your egg tokens.

10 **Player Actions:** This row lists all available actions you can take on your turn. We'll cover these actions in more detail in a later section.

11 We included some **colored chicken tokens** to help you remember what color you are. Feel free to store your token here for reference.

MEAL COUNTER

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

HIGH PRODUCER
Roll twice for ⬤ during your Production Roll.

BACAW!
Lay an ⬤ on the game board wherever you take damage. The ⬤ may be collected by any player in that location.

ENDOWMENT
Starts the game with one ⬤.

Annie Yolkley
Rhode Island Red Chick

"Words and eggs must be handled with care. Once broken, they are impossible things to repair."

FOOD RESERVOIR

EGG RESERVOIR

LAY EGG — Gain 1 ⬤.

HEAL — Pay 1 🌿 per ❤️.

BROOD — Pay 1 ⬤ to revive another player. Skip next turn.

MOVE — Move to a different location.

DRAW CARD — Draw 1 Bonus Card. (Hand limit 2)

ATTACK — Pay 1 🌿 per ✊. Only possible on nearby enemies.

EAT — Pay 🌿 to increase ⬤.

FORAGE — Gain 1 🌿.

OBJECTIVE & WIN CONDITIONS

Flock Together is a cooperative game where each player takes on the role of a unique chicken and works together to defeat all invading Predators.

You **win the game** if you are able to fulfill both conditions before the 3rd season ends:

1) Defeat all four Predators,

2) Every member of your team is alive when the final Predator is defeated.

Your flock *loses* if any one of these conditions is met:

1) At any point all players die.

2) If the third season concludes before all the Predators have been defeated.

3) If one or more players is dead when the final Predator is defeated.

KEY CONCEPTS

No matter the color or critter, each egg is worth one egg, and each food token is worth one food. Enjoy the variety!

The chicken face on the dice corresponds to the 6 on regular dice.

Chickens grow through three stages. Females progress from Chicks, to Pullets, to Hens. Males progress from Chicks, to Cockerels, to Roosters. The three stages for each character correspond to these icons.

Some actions are location restricted. "**Inside**" refers to being in the Coop. "**Outside**" refers to being anywhere else outside the Coop's walls.

If an action is marked with this icon, the action can only be performed while you are Inside the Coop.

If an action is marked with this icon, the action can only be performed if you are Outside the Coop.

Otherwise, the action can be performed in any location.

DETERMINING TURN ORDER

Whoever ate chicken most recently goes last. So the person to their left goes first, and play continues clockwise.

COURSE OF THE GAME

Flock Together takes place over three seasons: **Spring**, **Summer**, and **Fall**, with each season lasting 7 days. The **Weathervane** token is used to help keep track of your progress.

One day consists of every player taking their turn, then discarding a Grub Card from either **Inside** or **Outside** the Coop (players' choice). After this, the players move the Weathervane token to the next day and play continues with the first player beginning another turn.

EGG EXCHANGE & WEATHER

Before days 1, 3, and 6 of every season, players do two things.
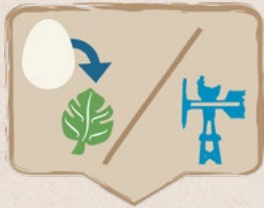
1) Egg Exchange: Players may choose to exchange any number of eggs they own for an equal number of food. *There is no Egg Exchange before day 1 of the Spring season.*

2) After players have made their trades, draw a new **Weather Card** from the appropriate season deck, and place it on top of the former Weather Card. This will be the weather condition until the next Weather Card is drawn.

After concluding day 7, move the Weathervane back to day 1, and draw a Weather Card from the next season's deck.

"***Phase***" on Weather Cards refers to the time period (all 2 or 3 days) from when the weather card is revealed, to right before the next Egg Exchange & Weather Draw. *(See examples below).*

Flash Flood

All food must be discarded at the end of this phase.

When this weather condition is in play, right before the next Egg Exchange takes place, all food must be returned to the supply.

Nighttime

Once during this phase, you must perform 1 less action.
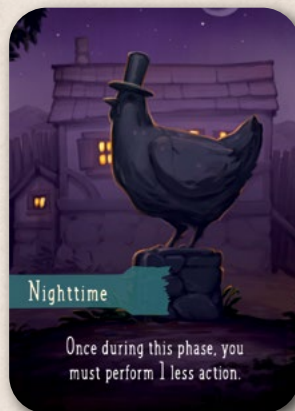
When this weather condition is in play, players must choose one of their affected turns to take one less action.

Pouring Rain

Skip next Egg Exchange.

When this weather condition is in play, the next Egg Exchange is skipped, and players only draw a new weather.

TURN STRUCTURE

Your turn consists of two parts:

1) PRODUCTION (+)

- As a Chick, the player receives one free food token from the supply.

- Once your character levels up, instead of receiving a free food, roll for a chance to receive an egg.

2) TWO ACTIONS

The player takes two actions (unless otherwise stated by a Bonus Card or weather condition).

There are eight possible actions. You **may** repeat actions.

- Because Bonus Cards and Grub Cards cost no actions to play, you may play any number that you own at any point during your turn (or anyone else's).

- Once **per season**, you may use your Extra Action Token to perform one additional action. When you use your additional action, flip the token over to indicate that your extra action is exhausted. When you enter a new season, refresh the token by flipping it face-up.

PLAYER ACTIONS

Your location matters. Of your eight possible actions,

- 3 actions can only be performed **Inside** 🏠 the Coop *(Lay Egg, Heal, Brood)*

- 3 actions can be performed in any location *(Move, Draw Card, Attack)*

- 2 actions can only be performed **Outside** 🌱 the Coop *(Eat, Forage)*

1. LAY EGG (INSIDE ONLY) 🏠

- Collect one egg token and place it in your egg reservoir.

  NOTE: This action is not available for Chicks. This action only becomes available once you've leveled up your character to a pullet/cockerel (stage 2).

2. HEAL (INSIDE ONLY) 🏠

Healing becomes more efficient and scales as you level up your character. To heal a heart, flip over the health token from the damaged side to the red side.

- As a Chick, using a single action, you may pay one food to heal one heart.

- As a Pullet/Cockerel, using a single action, you may pay up to two food to heal up to two hearts.

- As a Hen/Rooster, using a single action, you may pay up to three food to heal up to three hearts.

3. BROOD (INSIDE ONLY) 🏠

- Brooding is used to revive a dead player. *(See section on Death on Page 17.)*

- You must pay one egg to begin Brooding. Skip your next turn. **After** your next turn has been skipped, the dead player comes back to life on their normal turn.

- The revived player randomly draws another two Chicken Books, picks one of them, rejoins the game as a Chick, and continues the game with a regular turn.

4. MOVE (ANY LOCATION) 🏠/🌿

- Move between any two locations. This can be between the Coop (Inside) and Outside, or between two different Outside locations.

- Signify this by moving your Cheeple to your new location.

5. DRAW CARD (ANY LOCATION) 🏠/🌿

- Draw one card from the Bonus Card deck. Hand limit 2. The dots on the bottom of the Bonus Cards indicate how many cards are like it in the deck.

- You may play cards immediately when drawn.

- It does not cost an action to play a card, and you may play them when it is not your turn.

- If your hand is full, you may still draw, but you must discard or play one of your two original cards to keep the new card.

6. ATTACK (ANY LOCATION) 🏠/🌿

- Generally, you can only attack an enemy (Predator or Grub) if you are in the same location (ie. 'Nearby'). If you are Inside the Coop, you may attack the Inside Grub. If you are Outside, you may attack the Predator in your same location or the Outside Grub (the Outside Grub can be attacked from any Outside location).

- It costs one food per strength of your attack.

  (ex. If your maximum attack strength is one, pay one food to attack for one damage. If your max attack strength is three, you may pay up to three food to attack for up to three damage).

- Predators and Grubs have different attack conditions that are either resolved before or after an attack. In general, deal your damage to the Predator (Note on the Predator Health Counter) or Grub (Note by leaving the food cost of the attack on the Grub Card until defeated or discarded), and receive the damage listed on the card (flip over the corresponding number of Health Tokens).

- You still receive return damage and effects (if applicable) when you are dealing the final blow to an enemy.

Order of Combat Effects
1. Weather Effect
2. Predator Effect
3. Chicken Abilities

7. EAT (OUTSIDE ONLY) 🌿

- Eating is how you level up your chicken. Each chicken has a different number of "meals" necessary to reach their next stage.

- The first time you eat a meal, take the food token you paid and place it on the "1" on your Meal Counter. On subsequent Eat actions, just move this token forward the appropriate number of spaces.

- Like Healing, how much you can Eat with one action increases as you grow.

  - As a Chick, you may use one action to pay one food and increase your meal track by one.

  - As a Pullet/Cockerel, you may use one action to pay up to two food tokens to increase your meal track by up to two spaces.

*You may use any food token to keep track of your consumed meals.*

When your Meal Counter reaches the number of required to level up, flip your Chicken Book to the next page.

Depending on your character, when your Chicken levels up, take note of

1. Additional Abilities *(You keep all former abilities as you level up!)*

2. A new Meal number to level up

3. Possible changes to your maximum health. (Add any additional hearts required to your Player Board, healed side up, and carry over any damage you have sustained)

4. Possible changes to your strength

5. Possible changes to your Production

8. FORAGE (OUTSIDE ONLY) 🌿

Collect one food token and place it in your food reservoir.
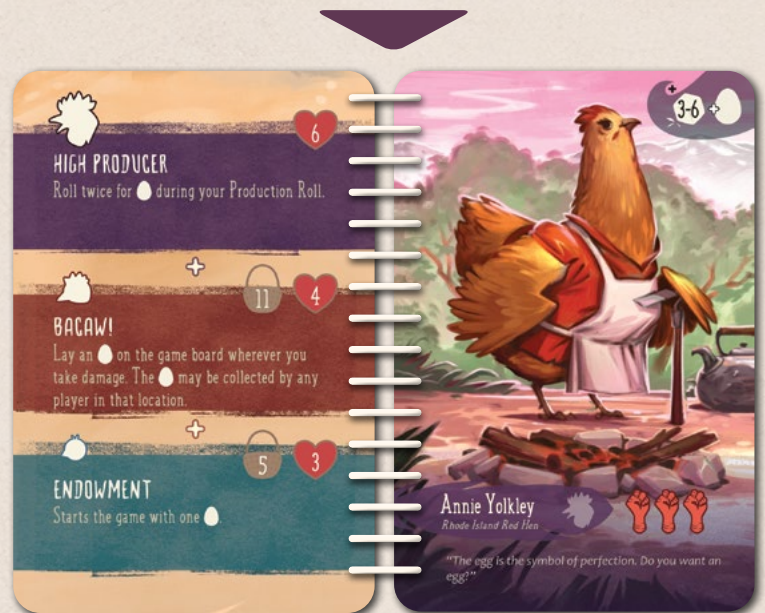
When you level up, do not reset your meal counter. If a Bonus Card allows you to pay a Meal as a cost, but doing so would cause you to level-down, you may not select that option.

PREDATORS

1. Every Predator has a maximum health that is determined by the number of players in the game. Use the Predator Health Counters to keep track of each Predator's health.

   For example, in a 3-player game, this Fall Predator's maximum health would be 12.

2. Each Predator has a unique predator effect that applies before or after attacking the Predator.

   After attacking Eggsmeralda, the player rolls a die. If the player rolls a 3, the player returns 2 eggs to the supply. If the player rolls a 1, nothing else happens.

3. In general, when you make the decision to attack a Predator, pay the number of food that corresponds to your chosen attack strength. After dealing your damage to the Predator, take damage equal to the Predator's return attack (as indicated by the number of claws).

   In this case, the player would flip 3 Health Tokens to their "damaged" side.

When the Spring and Summer seasons finish, every Predator that is still alive levels up. When this happens, note how much damage has been dealt to the Predator, then flip to the next page in the **Predator Book**.

Calculate the new Predator max health, then subtract the damage already sustained. Make sure to take note of any new Predator abilities or increased return attack.

In a 3-player setup, Eggsmeralda would start the game with 6 health. If she has been dealt 2 damage during the first season, she would end the Spring season with 4 health. Therefore, as she enters the Summer season, instead of having 9 health, Eggsmeralda would only have 7 health.

The fourth predator is the **Boss Predator**. This Predator remains facedown and unknown until the last regular predator is defeated. When revealing the Boss Predator, always open the Predator Book to the 3rd and final Predator form, and increase its health multiplier by 3.

In a 3-player game where the (Fall) Eggmeralda would normally have 12 health (3x4=12), for a Boss Predator, the Damage Counter will be set to 21 (3x7=21).

LOOT DROPS

When a Predator is defeated, the player who dealt the final blow takes possession of the **Predator Book**. Flip to the last page to see what Loot the Predator left behind.

Some items are single-use, some are multi-use, and others are permanent upgrades.

Loot Drop
Fox's S...
Imbued with cleverne...
Predator effect twice. Pi...
for you...

Loot Drop
Arrow t...
Distance Attack. ...
enemy for 1 Action a...
(3 uses. M...

Loot Drop
Gravekeeper's Light
If you die, come back to life with 1 ♥.
Usable once.

GRUBS

- Fighting Grubs is not necessary to win the game. However, defeating them can help enhance your strategy and complement your Player Powers.

- When you have defeated a Grub, add it to your play area. There is no hand limit to the number of Grub Cards you can possess. Like Bonus Cards, Grub Cards are single-use (unless otherwise stated), may be played at any time, and do not require an action to play.

- At the end of every day, players must discard a Grub from either **Inside** the Coop or **Outside** the Coop.

- Once a deck runs out, it remains empty until **both** decks become empty. At that point, shuffle the Grub discard pile, and divide it evenly between new Inside and Outside Grub decks.

Annie Yolkley
Rhode Island Red Chick

"Words and eggs must be handled with care. Once broken, they are impossible things to repair."

If Annie Yolkley and the Dung Beetle were both Outside, she could use one action (Attack) and pay one food (for a strength of one) to deal one damage to the Dung Beetle. She would roll when attacking. A 3-6 would yield no negative effect. She would then place the food token on the card to note that the Grub had taken one damage. (If she had rolled a 1, she would have missed the attack and forfeited the paid food. If she had rolled a 2, she would have lost one heart, but the attack would have still landed.)

If she and her teammates had failed to defeat the Dung Beetle by the end of the day, it might be a good decision to discard the Inside Grub instead of the Dung Beetle when moving the Weathervane Token, since the Dung Beetle is close to defeat and could easily be finished off the next day.

2 ♥

Dung Beetle
> **1** Miss your attack. > **2** Lose 1 ♥.
Take a bonus card from the discard pile.

In this example, Wingston Coophill is entering into combat with Eggsmeralda, the Snake. Wingston is a Rooster with all abilities unlocked, four food, and one Grub in his possession, the Dung Beetle.

After completing his production phase, he spends his first action attempting to Attack the nearby Eggsmeralda, but the Weather condition is foggy, so he has to roll first. He rolls a 1 and misses his attack. He returns the two food to the supply and suffers no damage or Predator effect.

With his second action, he chooses to Attack again. This time, he rolls a 4, and the attack lands! He returns his last two food to the supply, and Eggsmeralda suffers two damage. The player then rolls for the Predator effect and rolls a 5. Eggsmeralda will take two eggs from every player when she deals two damage to Wingston.

But before receiving the return attack, Wingston uses his Rooster ability, "Evasion" to try to dodge the return attack. He rolls a 1 and is unable to dodge. However, he uses his Dung Beetle to take a card from the Bonus Card Discard Pile. He finds and selects the "Dodge Predator Attack" Bonus Card, which allows him to dodge both the return attack and the Predator effect of everyone losing two eggs. He then discards the used Grub and Bonus Card.
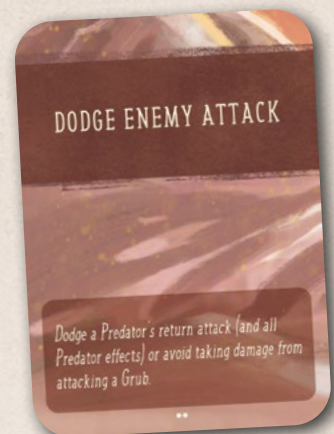
Should you ever receive sufficient damage from a Predator, Grub, or the Weather to reduce your health to zero, you die. Discard all your food tokens, eggs, Bonus Cards, Grub Cards, and Meal Counter token. You may keep any Loot Drops you have collected. You may then beg one of your teammates to revive you.

To come back to life, another player must choose the "Brood" action and pay an egg. That player must skip their next turn. When play comes to you *(After the Brooding player skips their subsequent turn),* you may draw two new **Chicken Books** and select one. You come back to life, rejoin the game as a chick, and continue the game with a regular turn. If the game ends before the downed player has been fully revived (they have taken their first turn as a Chick), all players lose the game.

CLARIFICATIONS

- When you have a card or ability that allows you to dodge a return attack, also dodge the Predator effect.

- You may not share or trade food or egg resources with your teammates unless otherwise stated.

- If a Weather or Predator effect causes you to miss your attack, you still pay the food cost.

- You may not play Bonus / Grub Cards on your teammates unless the card specifically mentions your teammate or uses the word "Any" ("Re-roll any die"). In a one player game, you are your own teammate.

- Flock Together is a cooperative game, so playing "open hand" (with your cards face up on the table) is the officially recommended method of play.

STRATEGY TIPS

- The sooner you defeat Predators, the better. Every time they level up, the game gets harder to beat!

- Don't forget to level up your character! Whenever you level up, your actions will become more efficient.

- Don't think of Foraging as the only way to get food. Consider the Grubs carefully and remember - when in doubt, draw a Bonus Card! It always pays to have a couple on hand.

ADJUSTING DIFFICULTY

DIFFICULTY LEVEL

| MODIFIER	1	2	3	4 NORMAL	5	6	7	8
All Players start with a random Loot Drop.	✓							
No +3 Health Multiplier on the Final Boss Predator.	✓	✓						
Positive Weather on top of each Deck. *(See 6a on Page 6)*	✓	✓	✓					
Randomly select Final Boss Predator from among the Bear, Coyote, and Hawk.					✓	✓		
Remove "Fair" from the Spring Weather Deck, "Sunny" from the Summer Weather Deck, and "Snow" from the Fall Weather Deck.						✓	✓	✓
Randomly select your 4 Predators from among the Bear, Coyote, Hawk, Fox, and Raccoon.							✓	✓
Increase the Health Multiplier on the Final Boss Predator to +4.								✓

SEA COW GAMES

Seacowboardgames.com

QUICK START GUIDE & REFERENCE

During setup, randomly deal four **Predator Books**. Open three of the books, but leave the last one closed on the Boss Predator space.

Deal two **Chicken Books** to each player, and have them select one.

Gameplay takes place over three seasons: **Spring**, **Summer**, and **Fall**.

One day consists of every player taking their turn, then discarding either the **Inside Grub** or the **Outside Grub**.
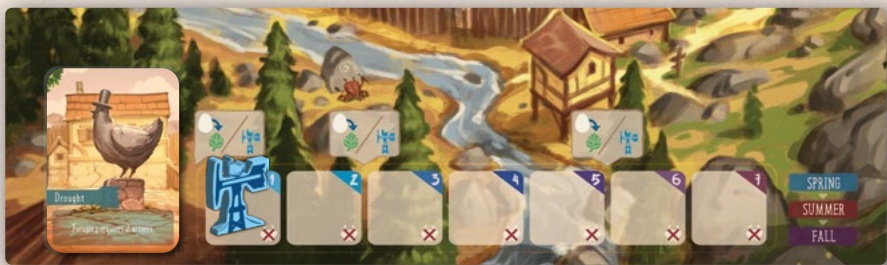
When you reach this icon on the Weather track, exchange any number of eggs for an equal number of food tokens, then draw a new Weather Card from the appropriate deck.

At the end of each season, all Predators level up.

On your turn, **first**, take your Production (✦). **Second**, take any 2 actions (these can repeat).

No hand limit on Grubs.

Order of Combat Effects
1. Weather Effect
2. Predator Effect
3. Chicken Abilities

ICON REFERENCE

❤️	**Health**
🧺	**Meals**
🥚	**Egg**
🌿	**Food**
⬜	**Roll Result**
🏠	**Inside**
🌱	**Outside**
👀	**Predator**
⚙️	**Weathervane**
⚫	**Chick**
⚫	**Pullet/Cockerel**
⚫	**Hen/Rooster**
✊	**Attack Strength**
🐍	**Predator Return Attack**
🔥	**Extra Action**