

Flew The Coop
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Originally run at Dexcon 9

Oh hell. You want to run this mess.

Ok. You need the following.

Print outs of the characters, Contingencies, Ginger2, the pecking order rules and the pecking order, a wolf mask, Glow stick or mini mag flash light and a double deck of playing Cards.. Fried Chicken is a preferred prop, but not necessary to run the game.

Make sure you have enough copies of the pecking order rules for everyone playing.

Distribute the pecking order numbers as follows, skipping chickens if they are not present. Use the right hand set of numbers order for handing out character sheets if you have less than the maximum player numbers.

Peck order	Character	Sheet order	Contingency Envelope(s)
1	Carhorn	1	OMEGA
2	Ace	2	OMEGA
3	Lord Cornelius Gloucester	15	OMEGA
4	Clyde	10	OMEGA
5	Henrietta	3	Henrietta 1, OMEGA
6	Junior	4	OMEGA
7	Ginger	5	Ginger 1-4, OMEGA
8	Chick Little	6	OMEGA
9	Darcy	9	OMEGA
10	Henny	12	OMEGA
11	Penny	13	OMEGA
12	Priscilla	7	OMEGA
13	Lyle	11	OMEGA
14	Floyd	8	Glowy, Work To Do, OMEGA
15	Boo	14	OMEGA

Hand out the character sheets and contingency envelopes. These will be labeled and you will need to make sure that everyone gets the ones they need. (In the table above)

Ginger has multiple contingency envelopes. (I recommend about 4 for a 2 hour game)
Label these “Ginger Contingency” “DO NOT open unless you are left alone with a chick.

Open the one with the lowest number on the first circumstance of being left alone with Chicks. Open the next number the Next time you are left alone with a chick.”

Henrietta has an envelope Labeled Henrietta 1 which contains “The Henrietta Situation” Sheet.

There are multiple versions of “Omega.” These should be labeled with character names as they are labeled on the sheets

Floyd has two special envelopes labeled “Glowy” “Open this when you are shown a glowing stick” and “Work To do” “Open when you find out the dirty secret of Lyle”

Hand out chicks Priscilla, Henny, and penny. Make sure they get a number that cannot be easily counted with a glance but can be quickly counted with a little effort (9-14 works well)

Tips on running this game:

Demarking an area with chairs or tables is a good way to set up the chicken yard and if you have space/ways to mark it you can also make a cozy little area that could be the coop. Other alternatives are using contractors ribbon or String. **WARNING: PLAYERS SHOULD NEVER BE GIVEN STRING. EVER.**

Initially the chickens will want to cluster or not explore their area. You can either let them get bored and start interacting with each other or you can Forsooth that Farmer Brown is feeding them (pantomime, though I have pondered using tootsie roll midges.)

Keep an eye on the energy and interaction levels. If people are getting too quiet, liven it up with a wolf howl (AROOOOOOOOOOOOOOOOOO!) or maybe even the occasional glimpse of the wolf mask peering at them through the sides of the coop.

At some point Farmer Brown should show up with his lunch, sit down and start eating. At this time you should eat fried chicken or pantomime it, and have Henrietta open her “The Henrietta Situation Envelope”

If a character such as Lyle or Ginger become unplayable because they are driven out of the coop by the other chickens, use a character that is left over, or if the game is a full run, send them in as basic chickens if they would like to continue this madness. New Chickens should get the lowest pecking order number and be told that they may not advance above 7 in the pecking order. They are also all known as Bob.

The game ends when you decide to play the “omega” contingency, as the wolf at the door, you break into the coop and the chickens valiantly stand against you. Or run away. or whatever. You can leave the outcome as vague as you like.

