

Urbanization

Environment: Forest

Description: Forest area has been cut in half due to housing development, decreasing the availability of food and water in the forest.

Effect: Reduce survival points by (-2) for all chickens in the forest.

Predator attack

Environment: Forest

Description: Predators are more active in the forest this season.

Effect: Chickens with camouflage (brown feathers) gain $(+2)$ survival points. Chickens without camouflage lose (-1) survival point.

Plentiful harvest

Environment: Farm

Description: An unusually bountiful harvest provides ample food for chickens on the farm.

Effect: All chickens on the farm gain $(+2)$ survival points. If a small beak trait is present, gain $(+1)$ additional survival point.

Disease outbreak

Environment: Farm

Description: An avian flu outbreak spreads among farm chickens.

Effect: Chickens with low disease resistance lose (-2) survival points. Chickens with high disease resistance gain $(+1)$ survival point.

Heatwave

Environment: Desert

Description: An intense heat wave strikes the desert.

Effect: Chickens with high heat tolerance gain (+3) survival points. Chickens with low heat tolerance lose (−2) survival points.

Flash flood

Environment: Desert

Description: A sudden flash flood impacts the desert area.

Effect: All chickens in the desert lose (−1) survival point unless they have long legs, in which case they gain (+1) survival point.

Insect swarm

Environment: Any

Description: A swarm of insects provides a temporary food bounty in all areas.

Effect: All chickens with large beaks gain (+3) survival points. Chickens with small beaks gain (+2) survival points. If the beak trait is not present, lose (−1) survival point.

Cold snap

Environment: Wetland

Description: An unexpected cold snap hits the wetland area.

Effect: Chickens with thick feathers gain (+2) survival points. Chickens without thick feathers lose (−1) survival point.

Wildfire

Environment: Forest

Description: A wildfire sweeps through part of the forest.

Effect: All chickens in the affected area lose (−2) survival points. Chickens with high mobility (long legs) gain (+1) survival point.

Resource boom

Environment: Any

Description: An unexpected abundance of resources in one environment.

Effect: The player may choose any one environment. All chickens in that environment gain (+2) survival points.

Migration opportunity

Environment: Any

Description: Favorable conditions for migration.

Effect: Players can move chickens to a different environment without penalty.

Cold winter

Environment: Wetland

Description: An unusually cold winter affects the farm.

Effect: Chickens with thick feathers gain (+2) survival points. Chickens without thick feathers lose (−1) survival point.

Pest infestation

Environment: Farm

Description: Chicken mites attack chickens at night.

Effect: Reduce survival points by (−2) for all chickens on the farm.

New predator introduction

Environment: Wetland

Description: A new predator has been introduced to the wetland area.

Effect: Chickens without camouflage lose (−2) survival points. Chickens with camouflage (brown feathers) gain (+1) survival point.

Windstorm

Environment: Desert

Description: A strong windstorm hits the desert.

Effect: All chickens in the desert lose (−1) survival point. Chickens with strong beaks gain (+1) survival point.

Dam built

Environment: Wetlands and Farm

Description: Wetlands become flooded and farms experience drought.

Effect: All chickens in the wetlands or farm lose (−1) survival point unless they have long legs, in which case they gain (+1) survival point.