

## Game Elements

### Tiles & Blocks:

- There are three tile biomes: Water, Grass, and Rock. Each bird player in the game has its own specific biomes. For example, duck and seagulls live in water land.
- There are three tile types: Normal (8 per biome), Food (4 per biome), and Nesting blocks (2 per biome).
  - o Food tiles have more food available than Normal tiles.
  - o You can only build nests on nesting blocks.
  - o You cannot fly into a nesting block; you must go around.

Specifically, Water biomes have 8 normal water tiles, 4 specific garden blocks for food, and 2 specific tree nesting blocks; Grass biomes have 8 normal grass tiles, 4 specific blocks with fish, and 2 specific island nesting blocks; Rock biomes have 8 normal rock tiles, 4 specific blocks with rock nutrients, and 2 specific mountain nesting blocks.

### Bird Players:

There are currently 6 bird players. You can always add more!

Each bird has its own biome and specialties.

<p>Falcon</p> <p>Biome: Rock</p> <p>Falcons are predatory birds known for their steep dive that can reach over 200 mph!</p> <p>Special: DIVE Move upwards or downwards any number of squares. If you land on a food tile, collect 1 food.</p>	<p>Eagle</p> <p>Biome: Rock</p> <p>Eagles are birds of prey with eyesight 8x better than humans!</p> <p>Special: HUNTING VISION Collect 1 food for every food tile within 2 units in any direction (including diagonal and down) from you.</p>
<p>Hummingbird</p> <p>Biome: Grass</p> <p>Hummingbirds are graceful birds that have great maneuverability.</p> <p>Special: MID-AIR TRICKS If in the air, move one tile in any direction (including backward) and turn in any direction.</p>	<p>Pigeon</p> <p>Biome: Grass</p> <p>Pigeons are birds that can always navigate home.</p> <p>Special: NAVIGATE Roll 3 more times and can choose the best option. You cannot activate NAVIGATE twice in one turn.</p>
<p>Seagull</p> <p>Biome: Water</p>	<p>Duck</p> <p>Biome: Water</p> <p>Ducks are aquatic birds that can swim very well.</p>

<p>Seagulls are birds notorious for stealing food not only from humans, but also other birds.</p> <p>Special: THEFT Steal 1 food from a bird, nest, or food tile within one unit (including diagonally).</p>	<p>Special: SWIM Move to the closest water tile (not including the tile you are on). For example, a tile diagonally 1 tile from another tile has distance 2. If multiple water tiles tie, you choose.</p>
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## SET UP

### Tiles & Blocks Setup:

- Either randomly place all tiles (Free Mode) or use a configuration (we list one configuration later, but you can always come up with your own) in PreSet Mode.  
There will be 6 blank spaces.
- Place 2 food tokens on all normal tiles.
- Place 7 food tokens on all food tiles.

### Bird Player Setup

- All bird players start on the ground. Each player must start on a tile of their own biome. You need set up the bird with enough paper-clip-chain such that the bird fits on the ground tile. Further restrictions may apply. Place the magnet on top of the game ceiling board to hold the paper-clip-chain and the bird player.

### Practice movement

Horizontal movement is done by moving the magnets. Practice this so your bird hero will not fall off the cliff. Vertical movement is done by adding/removing paper clips.

## How To Play

### Turn:

- On your turn, you may move, collect, or deposit food in a nest. You may only collect if you are on the ground.

### Movement:

- Roll the die 3 times. Choose one direction out of the 3 choices and move 1 square in that direction. If you landed on "Right" or "Left", you move first, and turn (facing direction, which affect the direction of your next move).
- If you are on the ground, you can choose not to move.
- With 3 rolls, if you still roll a direction that you can't move to, forfeit your turn.

### Collection and Items:

- If you are on the ground, you may collect instead of moving. You may collect nest materials or food.
- You may only collect food or nest from a tile of your own biome with food.
- You can hold a maximum of 5 items (nest materials or food) without a nest.

## Nests:

- Nests can hold infinite amounts of food.
- Nests can only be built on nesting blocks.
- If you have 3 nest materials and are on an empty nesting block of your biome, you can build a nest.
- Depositing food in a nest takes your turn, but you may deposit as much food as you want.

## Winning the Game & Variations!

### Race

- Objective: Visit tops of all structures. The player finishes the first wins the game.
- This is less complicated game. **Do not set up food or nests in this game.**

### Explorer

- Objective: Visit all tiles of its biome. The player finishes the first wins the game.
- This is less complicated game. **Do not set up food or nests in this game.**

### Survival

- Objective: The player survives the longest wins the game.
- Every 10 turns, everyone loses 1 food.

### Quest

- Objective: The player gains 20 points first win the game.
- A food item is worth 1 point.
- Building a nest is worth 10 points.

### Winter Preparation

- Objective: The first player builds a nest and gets 10 food before the game ends.
- When every player has had 25 turns, the game ends.

Sample Configuration:

G = Grass, W = Water, R = Rock

N = Normal, F = Food, Bh = High nesting block, Bl = low nesting block

“Prison Break”

Birds must start in one of the bolded tiles.

GF	RF	WN		RF	WF	GN	
	RBl	RN	GN	GBh	WN	RN	RF
RN	WN	<b>GN</b>	<b>WN</b>	<b>RN</b>	<b>GN</b>	WBl	GF
WN	GN	<b>RN</b>	<b>GN</b>	<b>WN</b>	<b>RN</b>	WN	GN
WF	GBl	WN	WBh	RN	RBh	GN	RN
RF	GF		WF		GF	WF	

