

WORK IN PROGRESS (WIP) RULEBOOK



Keep your feathered friends close and your enemies closer in Perch - a battle of the birds!

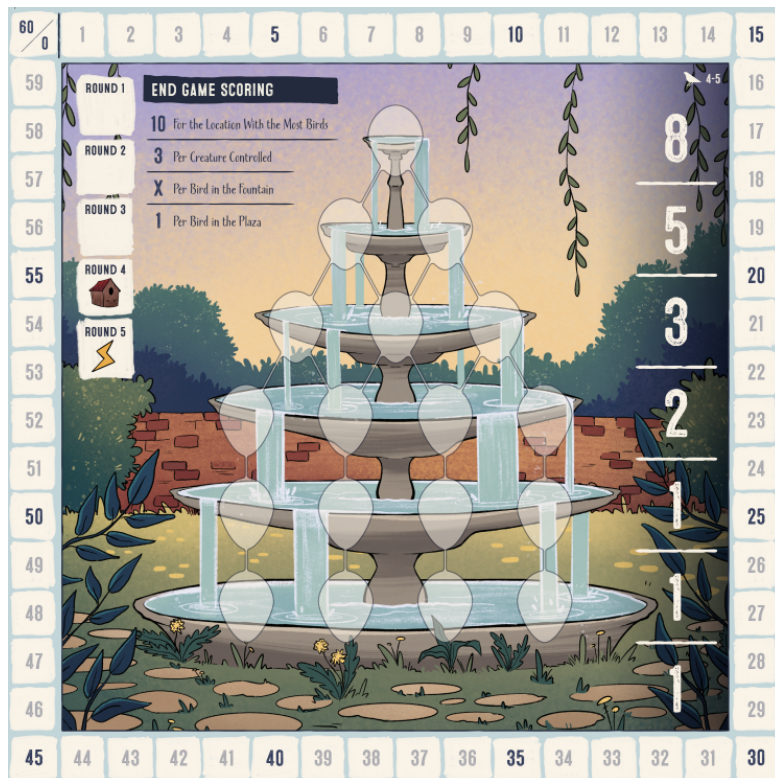
Players fight for control of Locations by commanding birds of their own, and other players' Flocks. Earn points and command Homestead Creatures by having the most birds on a Location, pushing your foes off the Perch, and breaking ties to take the lead.

With a modular tile configuration and a variety of Homestead Creatures to control, each game will present a new tactical challenge.

Don't let this cozy homestead fool you, get ready for winged warfare!

Contents

- 1 Fountain Board



- 23 Location Tiles



- 22 Objective Cards



- 9 Creature Cards
 - Dog, Cat, Hawk, Red Fox, Bee, Scarecrow, Cuckoo Bird, Owl, Squirrel
- 9 Creature Standees
 - Dog, Cat, Hawk, Red Fox, Bee, Scarecrow, Cuckoo Bird, Owl, Squirrel



- 140 Bird Miniatures (28 of each player color: Blue, Red, Black, Yellow, and Green)



- 10 Nest Miniatures



- 5 Bird House Miniatures



- 5 Turn Order Tokens



- 5 Scoring Tokens



- 1 Round Tracker



- 5 Lightning Bolt Tokens



- 1 Migration Bag



Setup

Remove the Roost

The circular part of the box insert, known as the "Roost," holds all 5 colors of birds in separate wells. Remove the Roost from the box, and place it within reach of all players.

Make the Homestead

Separate the Location Tiles by their backs:

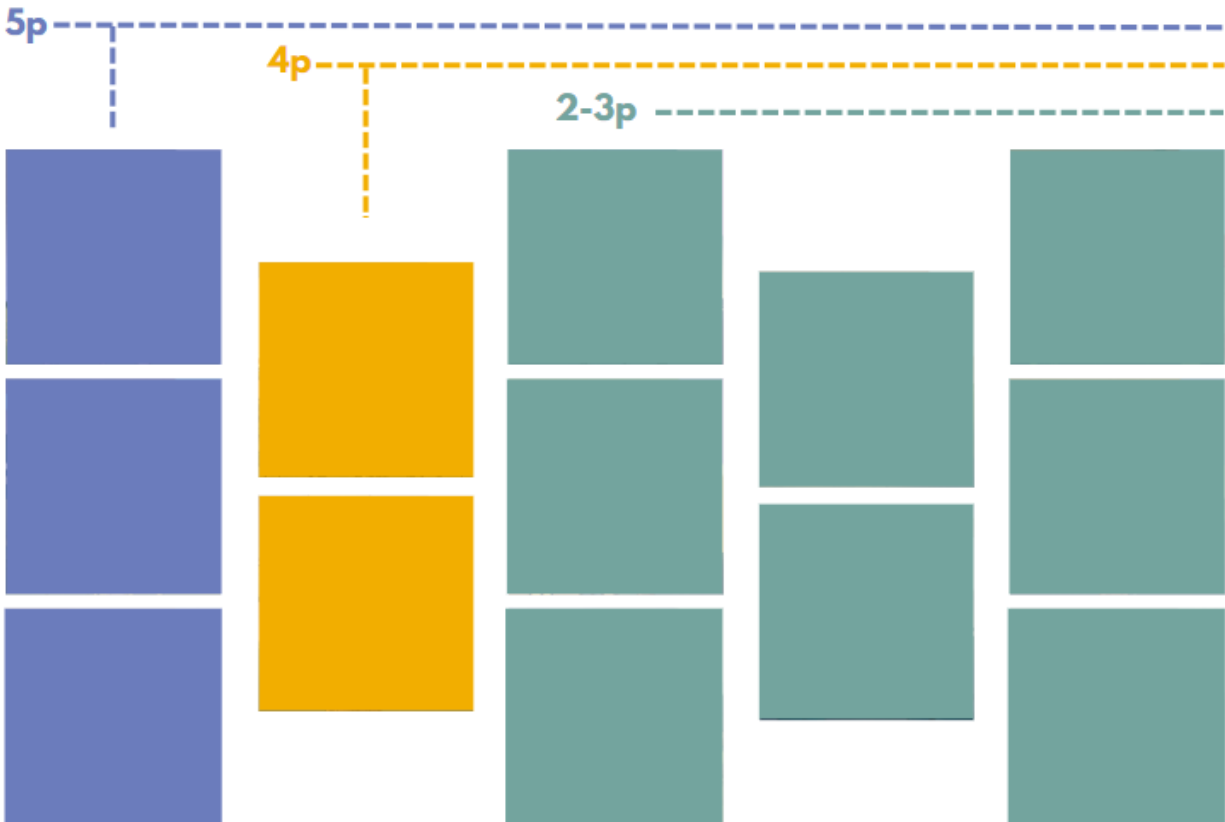
- 5x Basic Locations

- 9x Special Locations

- 9x Homestead Creature Locations

Setup the game as follows, according to your player count:

***NOTE:** It is important that the Location Tiles are placed in this configuration, and that rows are not formed.



2-3 Players:

Randomly draw, or select 3x Basic Location, 2x Special Location, and 3x Creature Location Tiles.

Shuffle all Location Tiles together, and arrange them in columns of 3, 2, and then 3 tiles.

4 Players:

Randomly draw, or select 4x Basic Location, 2x Special Location, and 4x Creature Location Tiles.

Shuffle all Location Tiles together, and arrange them in columns of 2, 3, 2, and then 3 tiles.

5 Players:

Randomly draw, or select 5x Basic Location, 3x Special Location, and 5x Creature Location Tiles.

Shuffle all Location Tiles together, and arrange them in columns of 3, 2, 3, 2, and then 3 tiles.

If it's your first game:

We recommend using these Locations:

2-3 Players:

- The Scented Pine Trees
- The Great Ash Tree
- The Doghouse
- A Country House
- The Precariously Hanging Nest
- The Early Bird
- The Lonely Elm Tree
- The Hawk's Nest

In a 4-Player Game, add-in the following:

- The Mighty Oak Tree
- A Corn Field

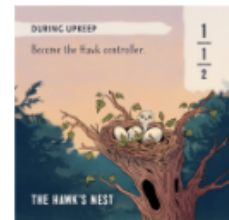
In a 5-Player Game, add-in the following:

- The Peeling Birch Trees
- The Happy Bird Bath
- The Fox's Den

5p

4p

2-3p



Build Nests

Some Basic Locations have a Nest icon in the lower right corner (1, 2, or 3). Place an equal number of Nests on the Location Tile(s) with the icon and then return any remaining Nests to the box.



Gather the Homestead Creatures

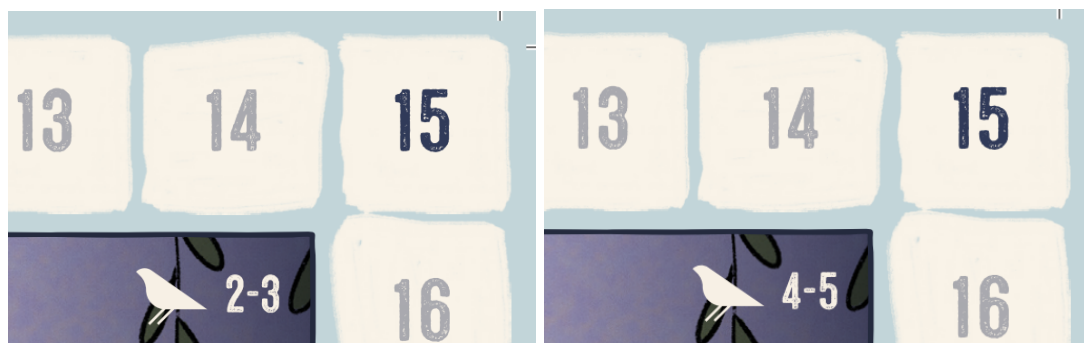
For each Creature Location in-play, gather the matching (1) Card and (2) Standee. Place within reach of all players, then return any unused Creature cards and standees to the box.



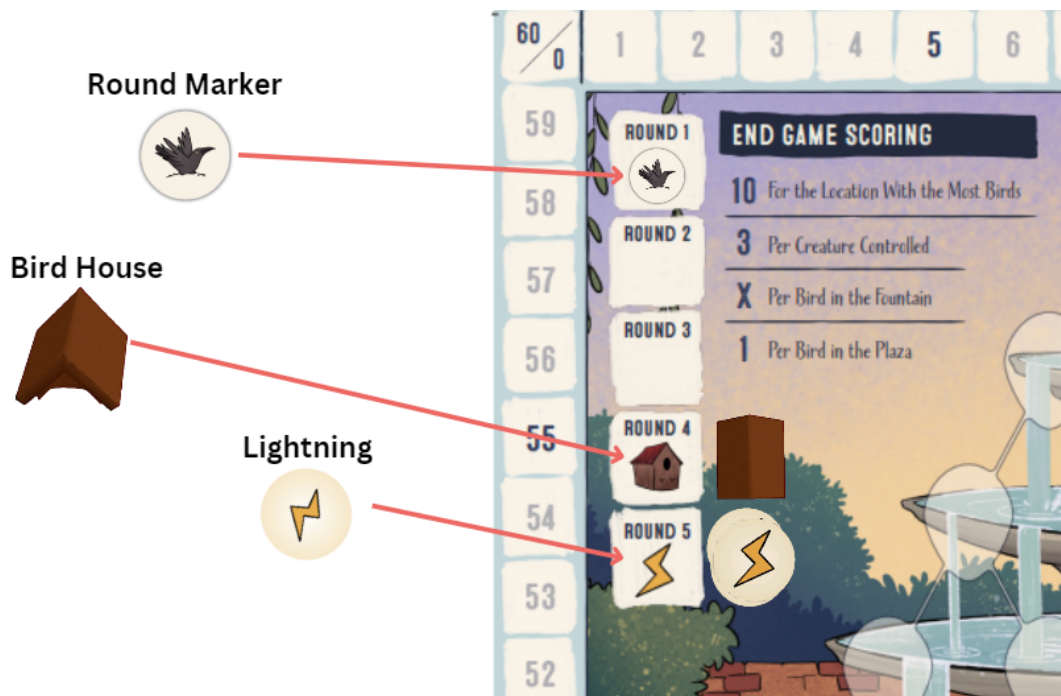
Example: If The Fox's Den, The Doghouse, and A Corn Field Location Tiles are in-play, place the Fox, Dog, and Scarecrow card and standee within reach.

Place the Fountain, Round Marker, Birdhouses, and Lightning

Set the Fountain Board within reach of players, refer to the inner corner on the top right of the board, and place the side matching your player count face-up.



1. Place the Round Marker in the “Round 1” space
2. Place Birdhouses equal to the number of players to the right of the “Round 4” space
3. Place Lightning Tokens equal to the number of players to the right of the “Round 5” space



Assemble your Flock

1. Each player chooses a color, noting their supply of 28 birds matching that color in the Roost, these birds are referred to as your “Flock”.



2. Players place their matching Scoring Token on the 0/60 space on the Fountain board.



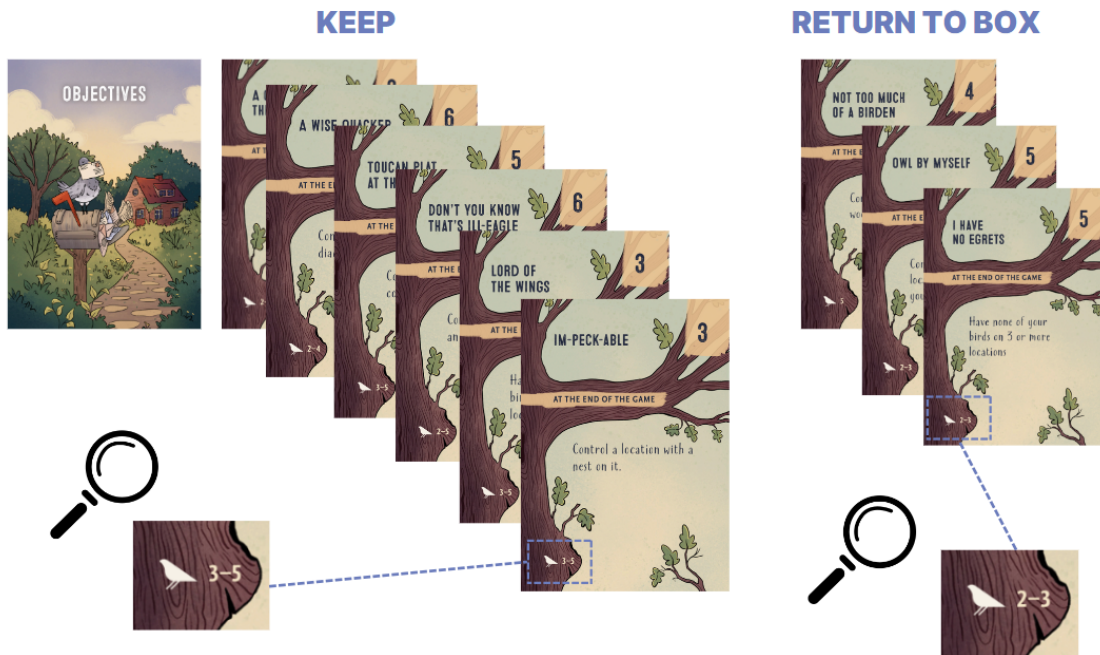
For 2-Player Games:

Select one unused Flock color to represent the “bird-brained” player. This Flock will not score points, but will be used throughout the game.

Return any unused birds to the box.

Select a Hidden Objective

Locate the Objective cards, and refer to the player count icon in the lower left-hand corner. Return any objective cards that do not match your player count to the box.



Example: In a 4-player game, you would return any objective cards to the box that are only meant for 2, 3, or 5 players.

Shuffle the remaining cards and deal 2 to each player. Simultaneously, players select one objective to keep, placing it face-down in their play area, and return the other to the box.



If it's your first game:

We recommend playing without the objectives for your first game, and adding them in when you're comfortable with the different Location Tiles and Creatures.

Determine Turn Order

The starting player is the last person who fed a bird, give this player the Migration Bag and 1st Player Token.

Then, in clockwise order, distribute the remaining turn order tokens in ascending order to all players.

Note: During the Upkeep phase, turn order might change. Each round, turn order tokens are reassigned so that the player with the most points is first in turn order while the player with the least points will play last.

Gameplay

The game takes place over 5 rounds, in each round players will place birds from their own and other player's Flocks on Locations to earn points, trigger special actions, and take control of Creatures.

Points are awarded between rounds, during the Upkeep phase, and the player whose Flock has earned the most points by the end of the game wins!

Round Overview

The game is played over 5 rounds, and scoring happens at the end of each round during Upkeep.

Rounds are broken up into 4 phases: Migrate, Recruit, Perch, and Upkeep.

1. **MIGRATE:** 2 birds from each player's Flock are removed from the Roost and added to the Migration Bag.



For 2-Player Games:

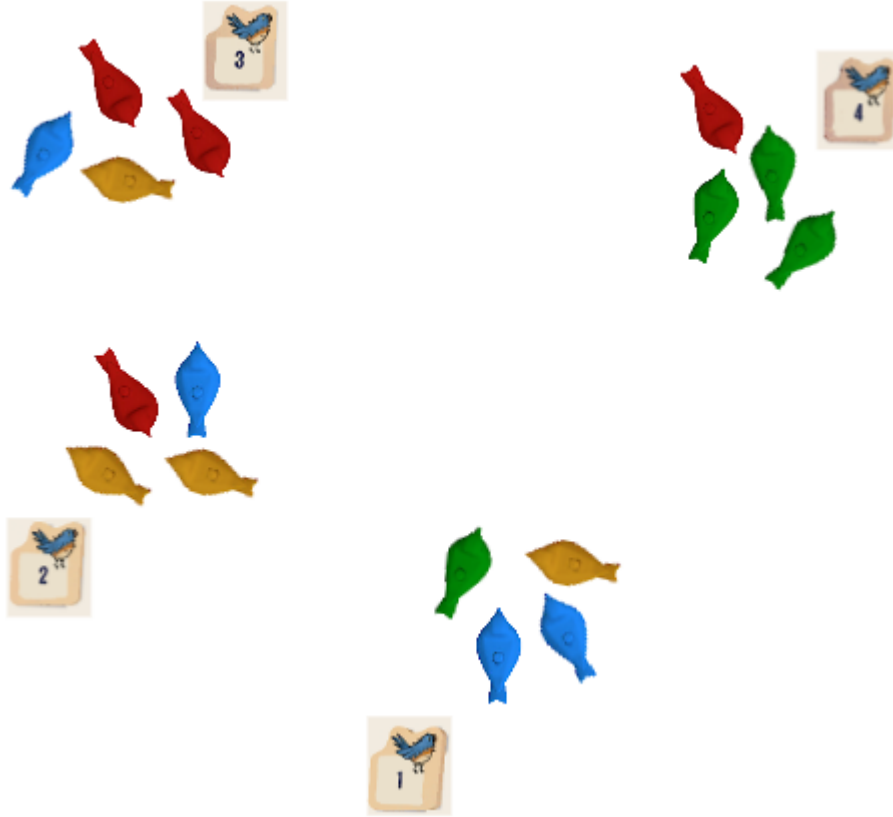
In Round 1, the “bird-brained” Flock will place 4 birds into the Migration Bag.

In rounds 2-5, the “bird-brained” Flock will place 2 birds into the Migration Bag as normal.

Migration Conditions:

- When triggered, some Locations will allow players to place more than 1 bird from their Flock into the Migration Bag “at round start”. Place birds as specified by the Location.
 - In the rare case that a player doesn’t have enough birds to place in the Migration Bag, they add what they can and forgo the rest.
2. **RECRUIT:** Shake the Migration Bag, then, in turn order each player will draw 2 birds from the Migration Bag and take 2 birds from their own Flock from the “Roost”.

Each player will have 4 birds in total, 2 from their own Flock and 2 from either their own, or other player’s Flocks.



Example: *In turn order, starting with the Blue player, players Recruit 2 birds from their own Flock and 2 from the Migration Bag.*

During the Recruit phase, the Blue player gains 2 Blue birds plus 1 Yellow and 1 Green bird that were drawn from the Migration Bag.

3. **Perch:** In turn order, each player sends 1 of their Recruited birds to any Location and may execute 1 Bonus Action. This happens in the order of the player's choosing. (See "*Bonus Actions*")

Repeat until all birds are placed.

Perch Conditions:

- Only one bird may be placed at a time.
- Birds may only Perch on Location Tiles, they cannot be placed directly on the Fountain. (See "*Fountain*")

- There is no limit to the number of players, or birds, that can occupy a Location.
- Birds of the same Flock must be stacked together, and a stack can only contain birds of one color. There is no limit to the number of birds that may be stacked in this way.

Note: If a stack contains more than 1 bird and isn't occupying a Nest, use a clear base to help stabilize your Flock!

- A bird may be placed in a Nest if it is unoccupied, or if the Nest is already occupied by birds of the same Flock.

A Nest counts as +1 bird for the Flock that occupies it.

Note: If a Nest becomes empty, a player can move a Flock of birds from that Location to the empty Nest by placing a bird in the Nest and transferring all the matching birds from the same Flock to the Nest.

Bonus Actions:

Once per turn, either before or after placing a bird, **a player may take a single Bonus Action.** There are 3 possible Bonus Actions, and they are not always available.

1. Activate a Homestead Creature:

If, during the Upkeep phase, a player gained control of a Homestead Creature, they may activate its ability.

Refer to the Creature's reference card and follow its movement instructions, then turn the reference card face-down to indicate it has been activated.

Homestead Creature Conditions:

- Each Homestead Creature may only be activated once per round.

- While a player may control multiple Homestead Creatures per round, only one Homestead Creature may be activated on a player's turn by using a "Bonus Action".
- A player may choose not to activate a Homestead Creature during the round.

*Note: Remember, in each round every player will take 4 turns, sending their 4 Recruited birds to Perch Locations. This means **a player can take a maximum of 4 Bonus Actions per round.***

2. Build a Birdhouse:

In rounds 4 or 5 players may use a Bonus Action to place a Birdhouse atop ANY stack of birds. **Once a Birdhouse has been placed:**

- No birds may be added-to or removed from that stack.
- The stack cannot be affected by Homestead Creatures or Lightning Strikes.
- A Birdhouse counts as +1 bird for the Flock it is placed on, for all purposes - *regardless of who placed the Birdhouse!*

3. Zap a Bird:

In round 5 players may use a Bonus Action to remove **one** bird from any Location using their Lightning Token. The player whose bird was Zapped then places their bird on the Fountain.

Lightning Conditions:

- A player may Zap a bird from their own, or another player's Flock, or an unoccupied Nest.

Note: If a Nest is Zapped, it is returned to the box, rather than placed on the Fountain.

- Birds may only be Zapped from a Location Tile, not from the Fountain.
- Lightning cannot affect a bird protected by a Birdhouse.

4. **UPKEEP:** Score each Location. (See “scoring”)

Redistribute turn order tokens so that the player with the highest score is first in turn order, followed by the player with the second highest score and so on.

Trigger any Locations that activate “During Upkeep”.

Advance the Round Marker.

When the round marker is advanced to rounds 4 and 5:

- Round 4: Each player receives a Birdhouse
- Round 5: Each player receives a Lightning Token.

See “Bonus Actions” to learn more about using Birdhouses and Lightning Tokens.

Some card effects and tokens may increase, decrease, or change a player's actions in each round. In all cases, the verbiage on the card or Locations supersedes any rules here.

Scoring

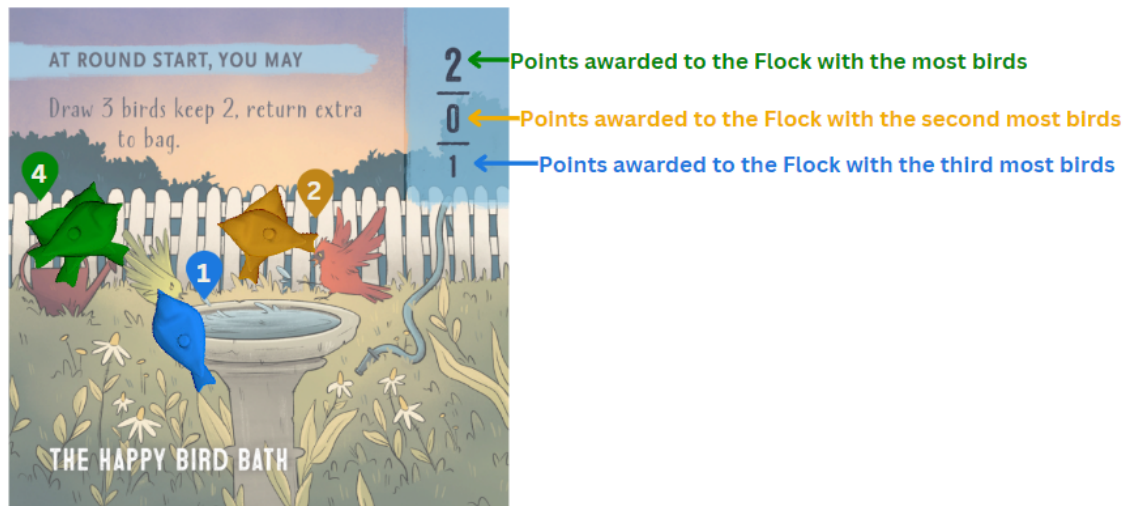
The game is scored intermittently, after the conclusion of each round. At the end of round 5, end game bonuses are also awarded. (See “End of Game”)

Scoring Conditions:

- Starting from the leftmost column of Locations, tally scores from each Location with 1 or more Flock(s) of birds from top to bottom, then repeat with the next column until all Locations have been scored.
- Locations are scored by awarding points to the player whose Flock has the most, second-most, and third-most birds on the Location.

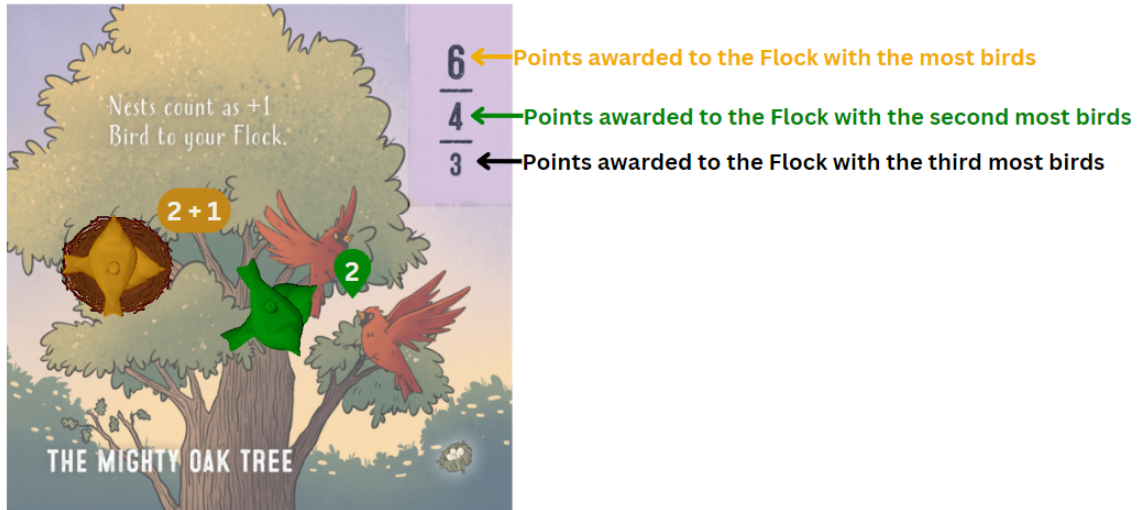
For scoring purposes, Nests and Birdhouses count as +1 bird in the Flock.

Example: *There are 4 birds of the Green Flock, 2 birds of the Yellow Flock, and 1 bird of the Blue Flock on “The Happy Bird Bath”.*



The Green Flock is awarded 2 points, the Yellow Flock is awarded 0 points, and the Blue Flock is awarded 1 point.

Example: *There are 2 birds of the Yellow Flock in a Nest, and 2 birds of the Green Flock on “The Mighty Oak Tree”*



The Yellow Flock has the most birds on the Location Tile, as the Nest adds +1 to their Flock.

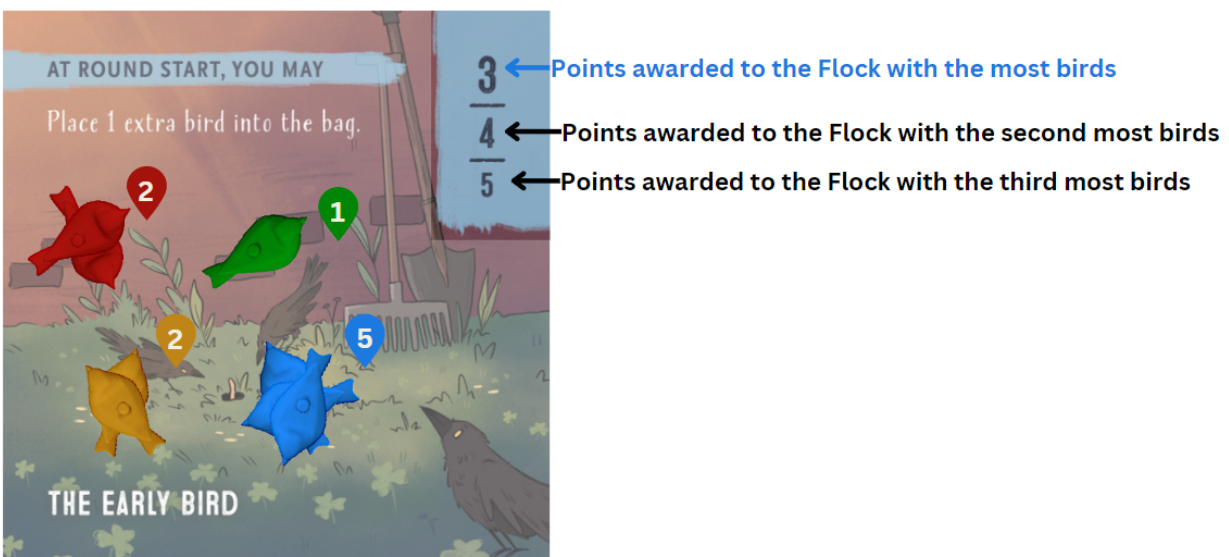
The Yellow Flock is awarded 6 points for having the most birds, and the Green Flock is awarded 4 points for having the second most birds.

TIES: Ties cancel, if 2 or more Flocks are tied for most, second most, or third most birds, use the table below to determine how points are awarded:

Tie for most birds:	2 players are tied: No players score points for most or second most birds, the player whose Flock has the third most birds will score. 3+ players are tied: No players score points for most, second most, or third most birds.
Tie for second most birds:	2+ players are tied:

	No players score points for second most or third most birds, the player whose Flock has the most birds will score.
Tie for third most birds:	2+ players are tied: No players score points for third most birds. The players with the most and second-most birds will score.

Example: *There are 5 birds of the Blue Flock, 2 birds of the Red Flock, 2 birds of the Yellow Flock, and 1 bird of the Green Flock on “The Early Bird” Location.*



The Blue Flock is awarded 3 points for having the most birds, the Yellow and Red Flocks each have 2 birds and tie. The tie cancels and the Yellow and Red Flocks are awarded 0 points.

The Green Flock, with the fourth-most birds on the Location, is awarded 0 points.

Note: *Birds are NOT removed after scoring, unless specified by a Creature ability or Lightning they remain in-play for the duration of the game.*

Determine New Turn Order

After all Locations have been scored, turn order tokens are redistributed in point order. This means that the player with the most points will be first in turn order for the following round.

If there is a tie, the player who arrived at that value first (*the token at the bottom of the stack*) is considered to be “ahead” of the players above it.

Example: In this 4-player game, Green has the most points, followed by Yellow, then Red (as their token is at the bottom of the stack), and then finally Blue.

Turn order tokens are assigned as follows: Green (1st), Yellow (2nd), Red (3rd) and Blue (4th).



Trigger Locations that Activate “During Upkeep”

Some Locations will activate after scoring, during the Upkeep phase. Trigger these actions starting with the leftmost column, from top to bottom. Repeat until all Locations that trigger “During Upkeep” have been satisfied.

In general, there are 2 things that could happen when a Location is triggered during Upkeep:

- (A) A player gains control of a Creature.
- (B) birds are moved to the Fountain or Plaza.

(A) Gain Control of a Homestead Creature

The player with the most Birds on a Creature’s home Location gains control of the Creature for the upcoming round. They take the matching Creature card and put it in their play area.

If a Creature is being controlled for the first time in a game:

The controlling player takes the matching Creature card, as normal, and the Creature standee is placed on the “Home Location”.

A Home Location is the Location that determines control over the Homestead Creature. For example, the Cuckoo’s Home Location is *The Thorn Bush*, and the Fox’s Home Location is *The Fox’s Den*.

Example: *The Red Flock has the most birds on “The Doghouse” Location. They become the Dog controller by taking the matching Creature card and placing it face-up in their play area.*

Because this is the first time the Dog has been controlled in the game, its standee is also placed on this Home Location.



In the case of a tie: If two or more players tie for “most birds”, no player gains control. Instead, the Creature card is set aside until control is assessed in the next Upkeep phase.

Conditions for Taking Control of a Homestead Creature:

- Players first gain control of Homestead Creatures during the first “Upkeep” phase.
- When determining control of a Creature **do not** take the previous round’s ownership or the Creature’s current Location into account.
- You must control a Creature’s home Location in order to become the controller. Creatures will move Locations throughout the game - control of the Location where the Creature is positioned does not affect who the controller is, or will be.
- Creatures remain at the Location they were at when the previous round ended.

(B) Move Birds to the Plaza/Fountain

Follow the instructions on the Location Tile, moving bird(s) as instructed to either the Fountain or the Plaza in turn order.



Example:



Green adds +1 bird to the bag during the "Migration" phase

Blue immediately
sends 1 bird from their
supply to the Fountain



Fountain Conditions:

- Throughout the game, in any situation where a bird is sent to the Fountain, either by being Zapped, or by a Creature/Location ability, **the player whose bird was moved is the one to place it on the Fountain.**

****In a 2-player game, if the bird-brained player's bird is moved to the Fountain, the player that triggered the bird to move determines where it is placed.***
- Whenever a bird is placed on the Fountain, it must be supported. This means that before placing a bird in an empty Perch spot, the Perch spots beneath it that are connected by a line, must be filled first.

Example:



✗ The Red player wishes to place a bird here, but is unable to because the Perch spots below this position are empty.

You can tell which Perch spots must be filled by looking for supporting "links"



✓ On a later turn, more Perch spots have been filled, allowing the Red player to place their bird here.

- Once placed on the Fountain, a bird may not be moved from its Perch spot.
- If instructed to move a bird to the Fountain, but it is full, the bird is instead moved to the Plaza.
- There is no limit to the number of birds that may occupy the Plaza.

The Plaza

The Plaza is the space beneath the Fountain, birds are only placed here if specifically instructed, or at the end of the game. (See *“Award End Game Bonuses”*)

At the end of the game, each bird in the Plaza will score 1 victory point.

Advance the Round Tracker

Advance the Round Tracker by 1 space.

- At the start of round 4, distribute a Birdhouse to each player.
- At the start of round 5, distribute a Lightning Token to each player.

End of Game

The game ends after round 5. At that time, one final “Upkeep” phase takes place.

- Score all Location Tiles, as normal.
- Activate Locations that trigger “during Upkeep”. This includes assigning Homestead Creature control one final time.

Award End Game Bonuses

First, move any birds remaining in the Migration Bag to the Plaza.

Then, refer to the Fountain board, and award end game bonus points for the following:

END GAME SCORING

10 For the Location With the Most Birds

3 Per Creature Controlled

X Per Bird in the Fountain

1 Per Bird in the Plaza

- 10 bonus points are awarded for the single largest Flock (on a single Location). If two or more players are tied for the largest Flock (regardless of their Location), no points are awarded.
- Each player is awarded 3 points per Creature under their control.
- Players are awarded X victory points for each bird in the Fountain where X is equal to the points written to the right of that level. *Higher levels in the Fountain award more points, and each bird is scored independently.*
- Birds in the Plaza are all worth one victory point each.

The player with the most points, wins! Need a tiebreaker? The tied player with the largest Flock wins, if you still need a tiebreaker, the player with the most birds on the Fountain wins.

Still tied? We'll call it a shared victory - or for a twist, ties cancel and you should play again!

FAQ's

No Wrap-Around: Birds and Homestead Creatures cannot “wrap around” the homestead when they are moved. This means the leftmost and rightmost columns are NOT considered to be adjacent to one another.

Homestead Creatures

The Bee - What is color matching? When the Bee stops at a Location, it may move a bird from any other Location to the Bee’s Location, as long as there is a bird of that same color (Flock) already present at the Bee’s Location.

What happens if a Location is removed, and there is a Homestead Creature on it? Some actions may require that a Location is removed from play. If this happens and a Homestead Creature is on the tile, that creature returns to its Home Location.

Card Specifications/Clarifications

Unpheasant and Hawkward: If you are tied for most or second-most birds, it does not count toward this objective.

Quack the Case: If you are tied for second-most or third-most birds, it does not count toward this objective.

Using a Crow-bar: This objective refers to the Location with the most birds overall, regardless of whether or not that Location also has the largest single Flock.

A Chirp Off the Old Block and Lord of the Wings: The corner tiles are the top and bottom Locations in both the leftmost and rightmost columns.
