

# QUICK GUIDE

## SET-UP

1. **PLAYER:** Distribute 1 pawn and 35 links of the same colour to each player.
2. **BIRD BOARD:** Shuffle and place the bird cards on the BIRD DECK slot. Draw 3 and place them face-up in the adjacent ROOSTING AREA.
3. **LOCATION MARKERS:** Place location markers on the map, based on the start and end points for the 3 birds in the ROOSTING AREA.
4. **EVENT BOARD:**
  - i) **Bird-tastrophe:** Shuffle the 6 *Bird-tastrophe* cards and pick 2 for the *Fowl Play* deck.
  - ii) **Fowl Play:** Use the correct number of *Fowl Play* cards, based on the number of players shown in the table. Shuffle the tiers separately.
    - First, place the Tier 3 deck on the *Fowl Play* draw slot.
    - Then, place the first *Bird-tastrophe* card on the Tier 3 deck.
    - Then, place the Tier 2 deck on the first *Bird-tastrophe* card.
    - Then, place the second *Bird-tastrophe* card on the Tier 2 deck.
    - Last, place the Tier 1 deck on the second *Bird-tastrophe* card.
  - iii) **Wing It:** Shuffle the *Wing It* cards and distribute 2 to each player. Place the remaining cards on the *Wing It* draw slot.

No. of players	Tier 1	Tier 2	Tier 3	Total no. of cards
2	8	6	6	20
3	9	6	6	21
4	12	8	8	28



*Fly  
-A-  
Way*



## PLAY

### 1. Draw phase

- Draw 1 *Wing It* card and 1 *Fowl Play* card each turn.
- Resolve the *Fowl Play* effect immediately.

### 2. Action phase

- You may use a *Wing It* card to:
  - i) protect yourself from a *Fowl Play* effect; or
  - ii) help you place links, save birds or/and gain points.
- You can place up to 3 links anywhere on the map on each turn, while ensuring that a link you place is connected with another link of yours.
- You can save a bird by completing its migratory route. You must place the last link in the route to get the bird.
- After saving a bird, you can use its power.
- Move your pawn along the score track, based on the points you:
  - i) gain from placing links, saving birds, using bird powers and playing *Wing It* cards; and
  - ii) lose from *Fowl Play* effects.

### 3. Clean-up phase

- At the end of your turn, draw new birds from the BIRD DECK to replace those that you have saved or that have been discarded because of *Fowl Play* effects or/and bird powers.
- Change the location markers for birds as they are replaced, but **do not remove any links**.

## GAME END

### Last round of play

The game proceeds until the last round of play is triggered by one of 2 circumstances:

- i) **A player saves 6 birds.**
- ii) **All *Fowl Play* cards are drawn.**

**All players must take an equal number of turns.** If the player who triggered the last round of play...  
**...is the last player, the game ends after their turn.**  
**...is not the last player, all remaining players must play their final turns.** In the event that all *Fowl Play* cards have been drawn by this time, shuffle the Tier 3 *Fowl Play* cards from the discard pile and place them in the draw pile to form a new deck for the last round of play.

### End-game scoring

Players tally their total scores, including any end-game points from certain cards. The player with the highest score wins.



*The final scores may exceed the 100-point mark on the score track, when players tally their points to determine the winner.*

In the event of a tie, the player who saved the most number of birds wins. If players are still tied on this front, the player who placed the most number of links on the map emerges as the winner.

