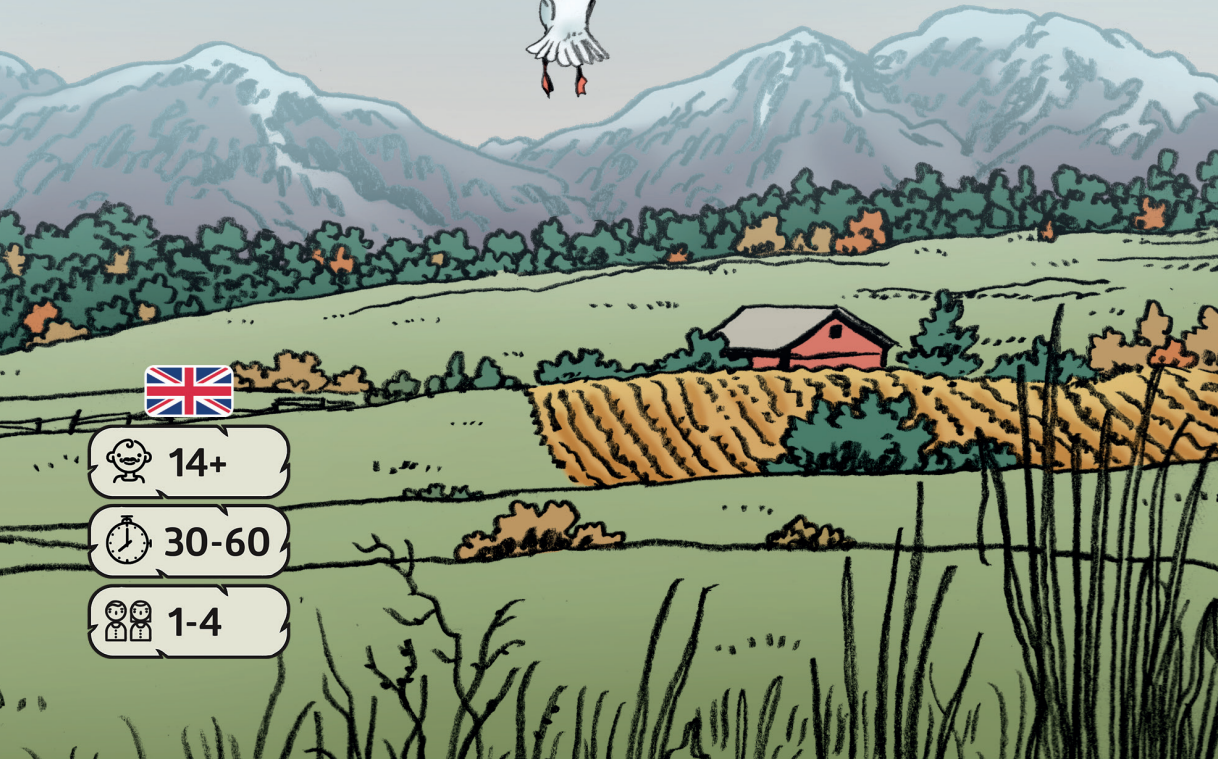




MARK SWANSON

FLOCKERS



14+



30-60



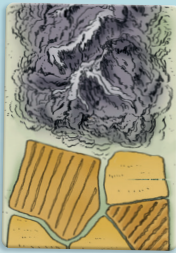
1-4

The sharp chill of winter drifts in from the north. With a thunderous honk, you signal to fellow snow geese that it's time to fly. The first flock south will settle on the best terrain. But be vigilant—predators and decoys dot the landscape!

The Bits



28 Terrain
Cards



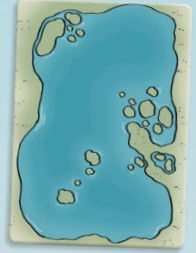
Mountain



Forest



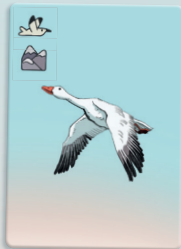
Field



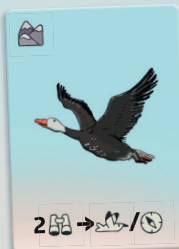
Lake



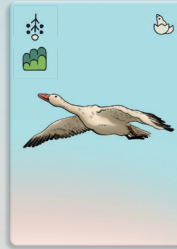
72 Snow Geese
Flock Cards



Adult
White



Adult
Blue



Juvenile
White



Juvenile
Blue



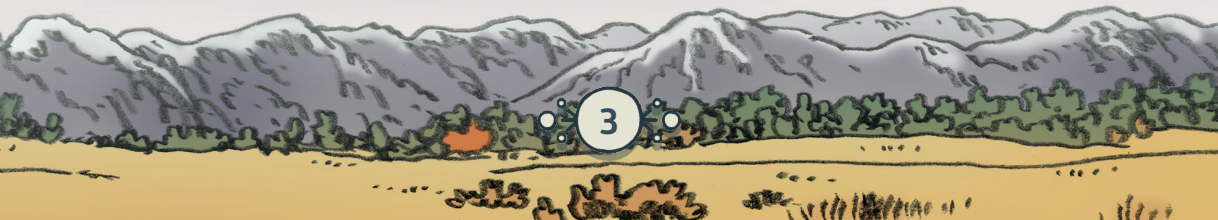
5 Reference
Cards



3 Rulebooks
English, French, German



4 Flock Tokens
in 4 player colors



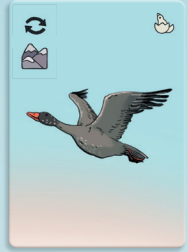
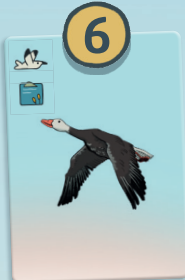
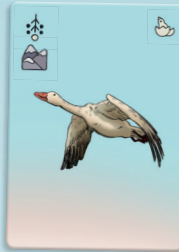


Setup

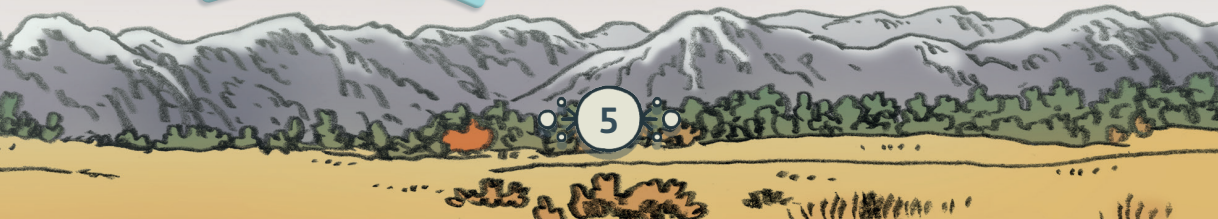
- 1 Shuffle the **terrain deck** and place it to one side of the table.
- 2 Flip 4 terrain cards one at a time. Place the first card flipped that shows 2+ terrain types near the center of the table. This is the beginning of the **flight path**.
- 3 Place the remaining 3 **terrain cards** face up and side-by-side next to the terrain deck.
- 4 Shuffle the **flock deck**.
- 5 Deal 5 cards to each player facedown.
- 6 Place the flock deck on the table and turn over 3 **flock cards** and place them face up and side-by-side next to the flock deck.
- 7 Select a **flock token** and place it to the left of the lone terrain card in the center of the table.

Randomly select a starting player. You are now ready to fly south!





Ignore Rivers



Playing the Game

The object of Flockers is to fly south the furthest and the fastest! During the game you will play cards from your hand to build a flock of snow geese that is best suited to swiftly navigate the terrain below.


Playing cards might add to the flight path, advance your flock token, or allow geese to graze—so they have the vitality to continue south. Let's fly.

Playing a Turn

Beginning with the starting player and proceeding clockwise, each turn consists of the following steps:

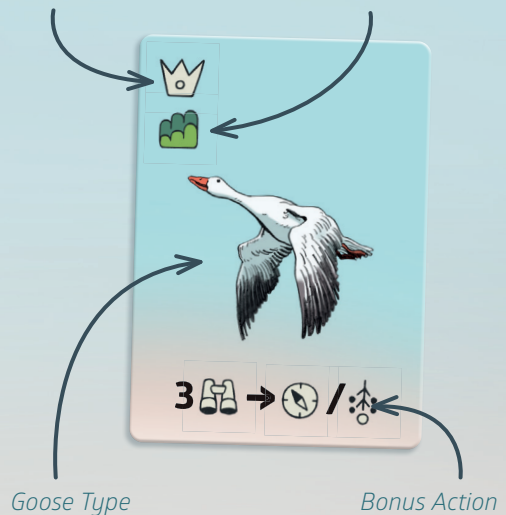
- 1 Add a bird to your flock
- 2 Replenish your hand

1 Add a bird to your flock

On your turn you must select a bird **from your hand** and add it to your flock faceup in front of you. Cards may show a **terrain icon**  and/or an action that you may perform if you can.

Main Action

Terrain Type





The **FIRST** bird you play is your **lead bird**. All subsequent geese played must be played to the right of your lead bird, slightly above or below him so that a “V” begins to form.

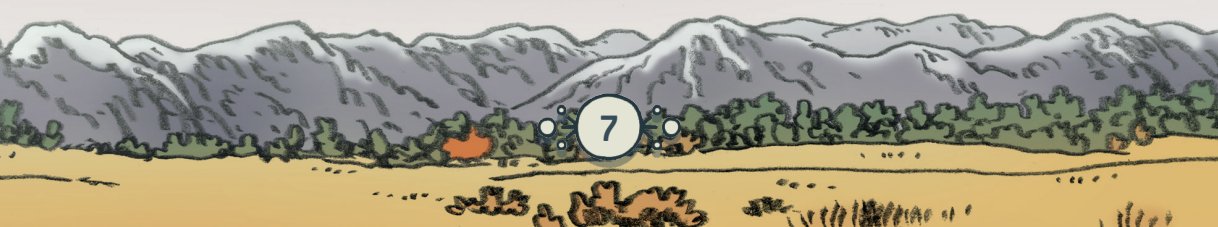
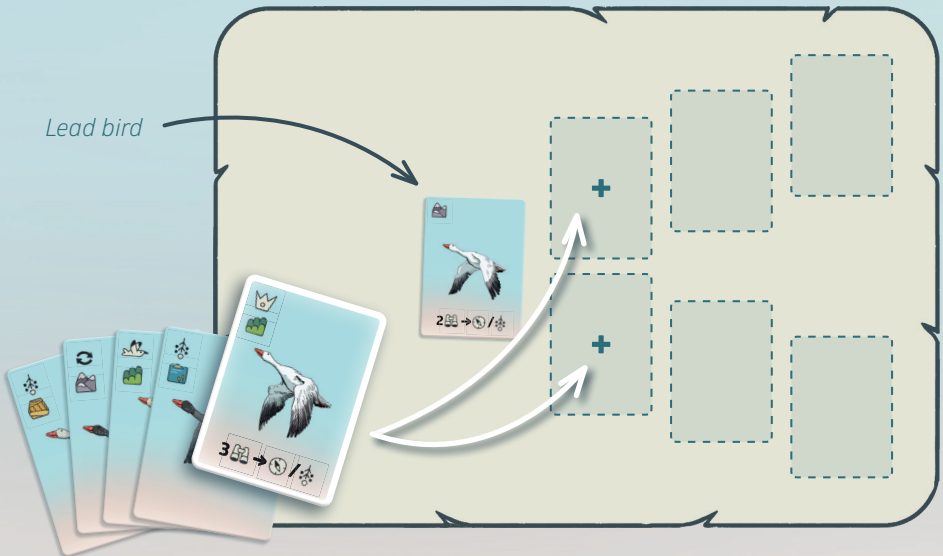
You may never have more than 7 geese in your flock—A lead bird, and a maximum of 3 on the top and bottom rows.

After resolving any actions, if your flock has seven birds in it or you have reached or traveled beyond the 10th terrain card, the game ends

for you. **Do not replenish your hand.** Your flock token has reached its furthest point along the flight path and you must wait until the end of the game to see if your journey is good enough for the win.

2 Replenish your hand

Replenish your hand to five cards by drawing one of the three visible cards next to the flock deck. Now, fill the vacant space with a card from the flock deck. If it is empty, shuffle the discard pile to create a new flock deck.



Actions

When adding a snow goose to your flock, you **may** perform the action shown in its top left corner:



Fly: Move your flock token forward along the flight path depending on the terrain icons (mountain, field, forest, and lake    ) shown within your flock (ignore rivers).

Starting with the lead bird in your formation and proceeding toward the right into **either** your top or bottom row, locate the first goose with a terrain icon.

If this terrain icon matches any terrain on the card ahead of your flock token, then move your flock token onto that terrain on the card.

Then, if the **next** goose in your flock shows an icon that matches terrain on the card ahead of your flock token, you may move it once again. Continue in this way until you are unable to advance or you wish to stop short. Any number of flock tokens may occupy the same terrain space.

Matt plays a **fly action** to his top row, and moves his flock token to the mountain space and then to the forest space on the flight path, having selected his bottom row.



Navigate: Select one of the three terrain cards next to the terrain deck and place it at the end of the flight path. This extends the map, allowing flock tokens to continue their journey! Reveal a new terrain card so that three are always available.

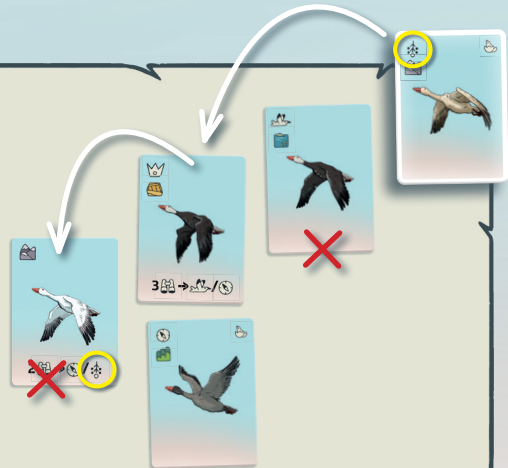


Graze: Remove **any** single card from your flock, PLUS any number of cards featuring the graze icon anywhere on the card (top or bottom). Place the removed cards in the discard pile to the left of

the flock deck. Thematically, these geese are leaving your flock to graze below.

If the goose or geese you removed leaves a vacancy between cards, slide cards to the left to fill any gaps in your formation. If the lead bird leaves, you must decide if you wish to slide the top row or the bottom row leftward to fill the lead bird spot. **TIP:** It's always good to have at least one graze card in your hand and a spot to put it. This ensures that your flock stays below seven, and you don't get stuck not being able to play a card!

*Matt plays a **graze action** to his top row. He decides to discard one goose without a graze icon from his top row. He may also remove both birds showing the graze icon but removes only his lead bird. He slides the two remaining top row geese forward to create a new lead bird.*



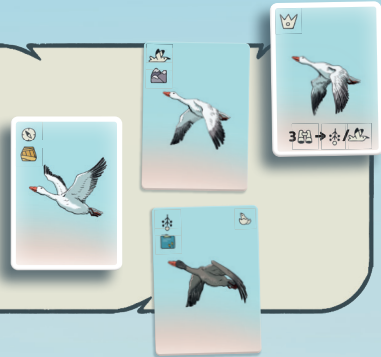


Swap: Swap any two cards in your formation, including the card just played.



Lead: Activate the action and/or bonus action shown on the lead bird's card. A lead action does not activate another lead action but may activate the bonus on the lead bird card.




*Matt plays a **lead action** to his top row. Because he identifies three Adult White geese in his flock, he may also enjoy the bonus action. He decides to **navigate** first and then chooses the **fly** action as his bonus.*





Bonus Action & Bonus Terrain

Earn bonus actions or bonus terrain by spotting specific types of geese in your flock!

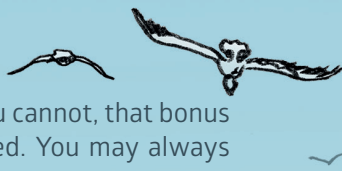


Identify: Earn one or more **bonus actions** if you have the stated number of the card's goose type in your flock including the one on the card. **3**   

You may perform bonus and regular actions in any order, provided the card itself is not removed from your flock before performing the next action. A player's flock formation might change between actions so be sure to observe changes in terrain order and the lead bird.


During a fly action, **bonus terrain** icons shown on your flock cards become active if you can identify the stated number of the card's goose type  →  in

your flock. If you cannot, that bonus terrain is ignored. You may always stop your flock token short—even in the middle of bonus terrain.




Encounters


If your flock token ends its movement on a terrain featuring an encounter, you must perform it immediately.

terrain path , if there is one. Perform any new encounter you choose to land on!



Decoy: Hunters! Better Scatter! Shuffle your flock  and place them face down in any proper formation. Then, turn them face up.




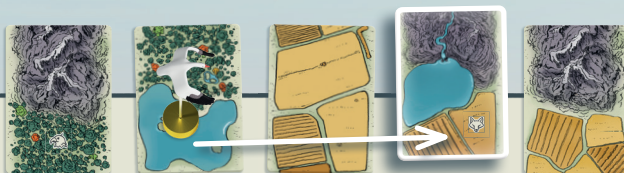
Fox: No bird is safe! Remove **one** bird  from your flock and place in the discard pile.



North Wind: Ride the currents! Travel to any terrain on the next card on the



Bald Eagle: Your young are vulnerable! Remove **all** the juvenile birds  (See p. 2) from your flock and place in the discard pile.



*Matt plays a fly action. His flock cards show a field, another field, and a mountain icon in that order. He could move his flock token all the way to the final mountain but stops short on the **fox encounter** so he can remove one bird from his flock.*



End of Game

The game ends when one player's flock token reaches or goes beyond the 10th terrain card. This player does not replenish their hand. All other players receive one final turn if they have room in their flocks to play a card. The game may also end if no player is able to add a card to their flocks.



The Winner

The player whose flock token has traveled furthest south along the flight path is the winner. In the case of a tie, the player with the largest flock wins. If you are still tied, the player with the most geese of a single type wins. If you are still tied, you share in the victory.



Solo Play

Another flock is nipping at your heels on your journey south. In this solo variant, it's not enough to win—you must try to win by a large margin!

How to Play Solo


Select a flock token for yourself and the automa player, placing both at the start of the flight path. Deal five cards to yourself—but none to the automa player. Take your turn first following the normal rules of the game, alternating with the automa player.

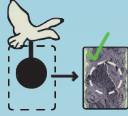
Automa Player's Turn

Check to see if **any** of the three visible cards next to the snow geese flock deck feature a terrain icon **at the top or bottom of the card** that matches any of the terrain on the next card in front of the automa's flock token.

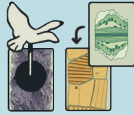






 **Match:** if one or more icons match, select and discard the most optimal card to advance the automa's flock token on the flight path (ignore any encounters). **Note:** If the chosen card features a double terrain icon, and there are two consecutive terrain cards matching that terrain icon, the automa flock moves twice!



After a match, draw one terrain card from the **top** of the terrain deck, and place it at the end of the flight path. Finally, flip over a new flock card so there are always three visible cards next to the deck.



 **No Match:** If none of the terrain icons on the available flock cards match subsequent terrain on the flight path, the automa player's turn is over. 

End of Solo Game

If either flock token reaches the tenth terrain card first, the remaining player takes a final turn, just like in the regular game. If you are not able to add a flock card to your flock, the game is over for you;

however, the automa continues until none of the three available flock cards will advance his flock token.

Note: solo mode is compatible with Flockers expansions, but remember that the automa player only uses cards from the Snow geese deck.

Solo Win & Final Score

If you beat the automa flock, give yourself a victory point for each terrain card you've flown over **including** the final card you're on. Then, count the unoccupied cards between your token and the automa's flock token, and add that number to get your victory point total:



7-10 vp: *Good Goose*

11-14 vp: *Great Goose*

15-18 vp: *Gifted Goose*

19+ vp: *Golden Goose*



A Few Hints

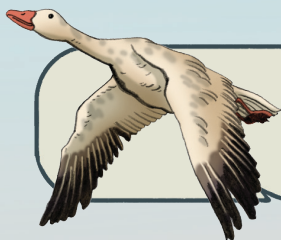
- A flock with at least one **graze icon** in it lets you manage future growth
- Alternate your lead bird wisely with the **swap action** to maximize future lead actions
- Use the **navigate action** to control the flight path to your advantage
- Use **bonus terrain** to perform long and efficient flights during a fly action
- Use **encounters** strategically to manage your flock size
- Geese with both a **lead and identify action** may let you perform a double action



The snowy wings of a dozen **adult white** morphs glide deftly over the windswept fields below.



Not far behind, the midnight silhouettes of the **adult blue** swoop low to brush across a cluster of cattails huddling in the marsh.



The pale, speckled underbelly of several **juvenile white** flutter above the treetops, trying to keep up with the flock.



In a sudden flurry, a sooty grey gaggle of **juvenile blue** lean into a rising thermal to climb high above the predators below.



Credits

I want to thank Melanie, Elizabeth, Rosalind, and Penelope Swanson for initial **playtesting**; along with subsequent playtesters, Brett Barton, Jonathan Sessions, and Eli Hovis. I am greatly indebted to Aaron Bonner for gameplay insights during **development**, Matt Emmons for whimsical **art** and storytelling, Albert Bochnert for impeccable **graphic design**, Philip Shearrer and Jonathan Cox for keen-eyed rulebook **editing**, Jake Morrison for elegant **iconography**, and Stephen Noce for exquisite **3D modeling** and **animation**. Finally, I thank my dear wife and my precious children for filling my life with joy.



Designer: Mark Swanson
Artist: Matt Emmons
www.oddbirdgames.com
© 2026 Odd Bird Games

