



Fly -A- Way

Rule Book v1.0

A **SQUAWKING** FUN GAME
ABOUT BIRD MIGRATION!



Watch the How-to-Play video
at flyaway.sg/how-to-play



Fly A-Way



In Fly-A-Way, players are conservationists helping migratory birds along their autumn journeys on the East Asian-Australasian Flyway that spans from Russia in the North, through Asia, to Australia in the South.

Players compete to place as many links on the map and complete as many migratory routes as possible for different bird species.

After a bird is saved by completing its migratory route, a player gains points and can use its special power to place more links and save more birds.

Along their journeys, birds are thwarted by poachers, forest fires and other threats represented by *Fowl Play* cards. As a conservationist, you can rally support for your cause by playing *Wing It* cards—getting the public funds you need and pairing up with birders to save your feathered friends.

You will find that some threats are greater than others. When a *Bird-tastrophe* like Deforestation comes into play, all players suffer the consequences.

The game ends after all players complete the last round, which is triggered when one of the players saves 6 birds or draws the last *Fowl Play* card.



GAME COMPONENTS



X1 Map Board



X1 Bird Board



X1 Event Board



X1 Rule Book



X1 Quick Guide

Bird cards:



X14 Wetland birds



X14 Open Country birds



X14 Forest birds

Fowl Play cards:



X12 Tier 1



X8 Tier 2



X8 Tier 3



X6 Bird-tastrophe cards

Wing It cards:



X15 Event



X14 Squawk



X2 Player Aid cards



X6 Location Markers



[2 for each colour]



X4 Player Pawns



X140 Links



[35 for each colour]



WHAT'S ON A BIRD CARD



1. HABITAT: Each bird is from the Wetland, Open Country or Forest habitat. Each habitat is indicated by a specific colour and icon. Certain event effects and bird powers are triggered by a bird's habitat.

2. BIRD POINTS: These are the points you gain for saving a bird.

3. START AND END LOCATIONS: These indicate places on the map to be filled with location markers to indicate a bird's migratory journey.

4. BIRD POWER: This shows the power of a bird and the conditions for its use.

5. BIRD SIZE: This shows the average length of a bird species, measured from bill to tail tip. Some event effects are influenced by a bird's size.

6. TRIVIA: This shows fun facts on the different bird species.

7. CONSERVATION STATUS: This shows how threatened a bird species is. Some event effects are influenced by a bird's conservation status.

- LC** Least Concern (LC)
- NT** Near Threatened (NT)
- VU** Vulnerable (VU)
- EN** Endangered (EN)
- CR** Critically Endangered (CR)

Source: <http://datazone.birdlife.org/species/spcredcat>

8. AR: Nine of our birds can come to life when you use augmented reality (AR) technology on your mobile phone. Go to flyaway.sg/arbirds or scan the QR code to get instructions on viewing the digitally enhanced art.





SET-UP

1

Each player receives a pawn and 35 links of the same colour.



2

Shuffle the bird cards.

3

Place the top 3 cards face-up in the ROOSTING AREA.



Place the location markers on the map based on the start and end points indicated on the 3 bird cards. (See example on the right page.)

Use location markers corresponding to the colours of each circle.



5

Use the correct number of Fowl Play cards, based on the number of players.

| 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 |

7

Shuffle the Wing It cards and distribute 2 to each player. Place the remaining cards on the Wing It draw slot.

Birds that are discarded during the game go face-up here.

6

Shuffle the 6 Bird-tastrophe cards and pick 2 for the Fowl Play deck.



Last, place the Tier 1 deck on the second Bird-tastrophe card.

Then, place the second Bird-tastrophe card on the Tier 2 deck.

Then, place the Tier 2 deck on the first Bird-tastrophe card.

Then, place the first Bird-tastrophe card on the Tier 3 deck.

First, place the Tier 3 deck down.



8 Place player pawns at the 0-point mark.

Fly -A- Way

PLAY STEPS

- DRAW PHASE**
 - Draw 1 Wing IT card and 1 Fowl Play! card
 - Resolve the Fowl Play! effect immediately
- ACTION PHASE**
 - Use Wing IT cards
 - Place up to 3 links on the map
 - Save birds by placing the last link that completes their migratory routes
 - Use bird powers
 - Tally points and move your pawn along the score track
- CLEAN-UP PHASE**
 - Draw new birds to replace saved or discarded ones
 - Change location markers on the map, but do not remove any links

LEGEND

- Wetland Habitat
- Open Country Habitat
- Forest Habitat

Disclaimer: The map does not represent any political positions in relation to any boundaries

ZONE

9 The player who last saw a bird starts first and play proceeds clockwise.

Disclaimer: The map is only for the purpose of playing this game. The presentation of material on the map is only a generalised illustration and does not imply the expression of any opinion whatsoever on the part of Tuber Productions and Piaglogue Creations concerning the legal status of any country or territory, or concerning the delineation of its frontiers or boundaries. Geographical terms and names are indicated in lower case.



OBJECTIVE

To win, a player must collect the most number of points from placing links, completing migratory routes and saving birds.

Players will compete 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.

(See page 13 for details on end-game scenarios.)



HOW TO PLAY

ON EACH TURN

1. Draw phase

- ▶ Start by drawing 1 *Wing It* card and 1 *Fowl Play* card. (See page 6 and 7 for more details on event effects.)
- ▶ 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.
- ▶ Place used *Wing It* and *Fowl Play* cards face-up in their respective discard piles on the Event Board.
- ▶ You may use more than 1 *Wing It* card, but can only hold 5 by the end of your turn (unless a *Fowl Play*, *Wing It*, *Bird-tastrophe* or bird power states otherwise).
- ▶ Place the excess *Wing It* cards face-up in the discard pile on the Event Board.
- ▶ Place up to 3 links anywhere on the map, ensuring that a link you place connects with another link of yours. (See page 8.)



Max. 5 on hand



► Save a bird by placing links and completing its migratory route. The person who places the last link gets the bird. (See page 9.)



► Place saved birds face-up in front of you.

► You can use bird powers, based on the terms stated on each bird card. If a bird's power cannot be activated right after it is saved, you will have to wait one round before you can use its power. (See page 11.)



► If a bird from the ROOSTING AREA or a bird you have saved has to be discarded due to a *Fowl Play* or/and bird powers, place it face-up in the DEATH ZONE on the Bird Board.



► Move your pawn along the score track on the map 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 all birds from the ROOSTING AREA that you have saved or that have been discarded because of *Fowl Play* effects or/and bird powers.



Do not replace birds during the Action phase. The only exception to this rule is when players resolve the effect of the Wildlife Disease card.

► Change the location markers on the map as birds are replaced, but **do not remove any links**.

► Play then proceeds to the next player.



The route of a newly drawn bird may already be complete because of links placed in previous turns. See page 10 for rules on saving such a bird.

EVENT EFFECTS



Fowl Play!

Fowl Play cards are divided into 3 tiers, based on the severity of their effects. Between the tiers are 2 disastrous events called "*Bird-tastrophes*".

After drawing a *Fowl Play* card at the start of your turn, you will have to resolve its effect before proceeding with play.

You can either:

- perform the effect, as stated on the card; or
- neutralise the effect, using 1 or more *Wing It* cards called *Squawk* cards.

The neutralising cost for each *Fowl Play* is represented on the top right corner of the card.

Resolved *Fowl Play* cards go face-up to the *Fowl Play* discard pile on the Event Board.



Bird-tastrophe!

The tiers of *Fowl Play* cards are separated by 2 *Bird-tastrophe* cards. These are disastrous events that affect all players and **cannot be neutralised with *Squawk* cards.**

A *Bird-tastrophe* happens between players' turns and is not a substitute for drawing *Fowl Play* cards or performing actions. It is unveiled for everybody to resolve its effect, before play proceeds as normal and players go about their turns.

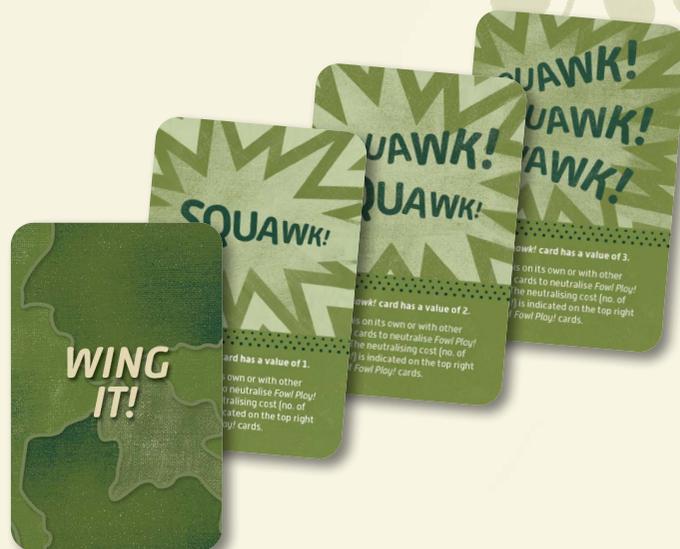


Wing It!

You can use *Wing It* cards during the Action phase of your turn to aid your efforts to place links, save birds and protect yourself from *Fowl Play* effects.

You can keep up to 5 *Wing It* cards in your hand at the end of each turn, unless certain cards specify otherwise. Discard the excess cards.

Wing It cards that are played or discarded go face-up to the *Wing It* discard pile on the Event Board. These can be shuffled and used again if all the *Wing It* cards are drawn before the end of the game.



Squawk!

These are special *Wing It* cards with values from 1 to 3 that allow you to neutralise *Fowl Play* effects.

You can play a *Squawk* card on its own or in combination with other *Squawk* cards to accumulate enough *Squawks* to neutralise a *Fowl Play* effect. You cannot, however, get a refund when your accumulated *Squawks* exceed the neutralising cost.



HABITATS, LINKWAYS AND LINKS

Spread across the map are Wetland, Open Country, and Forest habitats. Some areas may be dual habitats, with 2 of these 3 habitats overlapping one another.

The lines between habitats are known as linkways. Each linkway can hold only 1 link.

A link you place may connect to several habitats. Do note this when resolving habitat-specific effects or using bird powers.



- Wetland Habitat
- Open Country Habitat
- ▲ Forest Habitat

Each bird is native to one of the three habitats

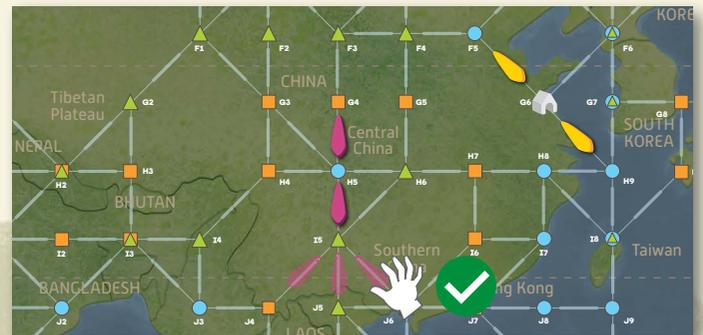


1. The right connection

You can place a link only when it connects with another link of yours. This means that you have 2 options:

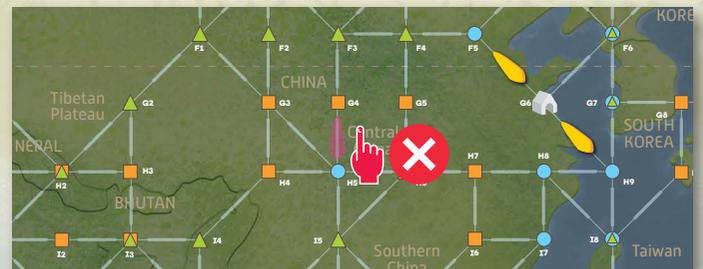


Option 1: Place 2 or 3 links in a row that connect with each other anywhere on the map. They do not have to be connected to anything (1a), but can be connected to other players' links (1b).



Option 2: Place 1, 2 or 3 links that connect to one of your own previously played links. They must join.

Links of 2 or 3 can fork in different directions. If a card allows for additional link placement, they do not have to join the links played in the same turn.



Single links are not allowed.

2. Completing migratory routes

Players can place links in whichever direction they choose. However, they should note that migratory birds only fly downwards on their autumn journeys along the East Asian-Australasian Flyway, from North to South. Birds can be saved only when the routes created by players abide by this principle.



You can use side-facing links in a north-to-south route when saving a bird.

During the autumn migration season, birds move from North to South and generally do not fly back in the direction they came from.



But you cannot use upward-facing links when saving a bird.

3. Last link trumps

The player who places the last link that completes a migratory route saves the bird. They can then collect it from the ROOSTING AREA!



SAVING BIRDS

Once a bird has been saved by completing its route, the player who placed the last link takes the bird card from the ROOSTING AREA and places it in front of them.

On subsequent turns, the player can use the bird's power. (In some instances, bird powers are activated immediately, see page 11.)

All links contributing to the route stay on the map, as the player completes their Action phase. Then, during the Clean-up phase, they draw a new bird to replace the one they saved. The location markers are changed accordingly.



What happens if the migratory route for a newly drawn bird is already complete?

In the event that the migratory route of a newly unveiled bird is automatically completed from links placed in prior turns, players can save this bird on their turn under certain conditions.

Yes! I want to save this bird by forfeiting other actions!



*If it's the blue player's turn, for instance, and they have contributed links to the migratory route in question, they can save the bird by forfeiting all other actions, such as drawing event cards and placing links. **They do not proceed with the Draw and Action phases.** Play then moves on to the next player.*

I don't want to save this bird! I want to draw cards and place the links!



to save or not to save...



The blue player can also choose to skip saving the bird and play as normal. The option to save the bird by forfeiting the Draw and Action phases then carries over to the yellow player. If they decide not to, the option carries over again to the next player and so on.

However, if no one saves the bird by the time it is the blue player's turn again, the blue player will now be able to save the bird for free (without paying the cost of forfeiting the Draw and Action phases).

USING BIRD POWERS

The number of times and the conditions in which bird powers can be used vary with different bird cards.

Some powers can be used right after you save a bird. Most, however, can only be used one round after you have saved a bird.

VU **Use: At the point of saving this bird.**
 If you saved at least 1 other **WETLAND** bird before saving the Chinese Egret, gain 5 bonus points.
 67 cm
Frantic hunter of fish on coastal mudflats and estuaries.

Some powers are used on your turn, while others are used on an opponent's turn.

VU **Use: On each of your turns.**
 Swap 1 of your existing links with an opponent's link on the map.
 18 cm

EN **Use: On an opponent's turn.**
 Gain 2 bonus points each time another player saves a bird.
 12 cm
Little known warbler of Manchurian marshes; missing for years and still not found.

Some powers can be used once every round of play, while others can be used only once in the whole game.

NT **Use: On an opponent's turn, once every round.**
 When another player uses or discards a *Squawk!* card, add it to your hand. If you have more than 5 *Wing It!* cards, discard 1.
 171 cm
Large, long-billed waterbird with a messy hairdo: omano the larrest in the world.

LC **Use: On your turn, once in the game.**
 Discard up to 3 *Wing It!* cards and gain 3 bonus points for each.
 12 cm
Familiar, dumpy chat of farms and open country; scans for prey from open perches.

Some powers can only be used at the end of the game, when tallying points.

NT **Use: At the end of the game.**
 Gain 2 bonus points for each other **FOREST** bird you have saved. You may also add points for **FOREST** birds you have stolen.
 21 cm
Shy waterbird with a rattling voice, of dense Manchurian swamps.

Turn the card: When a bird power is used, the bird is exhausted. Turn the bird sideways to show this. If the bird in question has a power that can be used more than once, turn the bird back to its original position, based on the terms of the power's use [i.e. once every round, on each of your turns].



FREEING CAGED BIRDS

If you draw the Caged-Bird Trade card from the *Fowl Play* deck, you will have to place it over one of the birds in the ROOSTING AREA.

When a bird is caged this way, it cannot be targeted for any actions and cannot be saved until it is freed using *Squawk* cards or the Birders to the Rescue card.

If the migratory route of a caged bird is complete, saving it will not require you to place the last link on your turn. As long as you have contributed one or more links to its route, you may save it immediately after you have freed it using *Squawk* cards or the Birders to the Rescue card.



You cannot discard a caged bird.

TALLYING SCORES

1. Bird points

When you save a bird, you get points equivalent to the value indicated on the top right corner of the card.



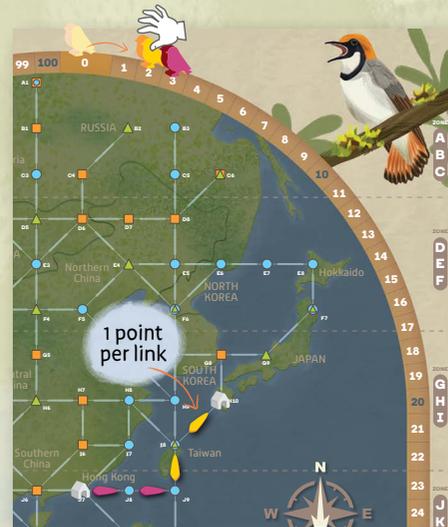
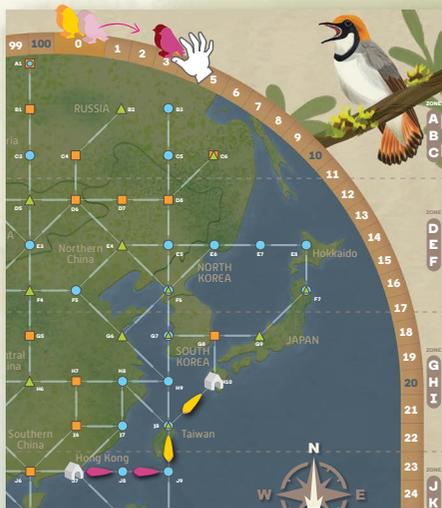
2. Link points

For the player who places the last link

You also add points totalling the number of links you placed to complete the route you used to save a bird.

For other players

Other players who contributed to the route (but did not place the last link to save the bird) also get points, based on the number of links they placed.



In this instance, the pink player who placed the last link to save the Japanese Quail gets a total of 3 points (1+2). They then move their marker on the score track accordingly.

The yellow player who contributed 2 links to the completed route gets 2 points.



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.

Credits

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Knowledge partner: BirdLife International (Asia).

Bird information: Yong Ding Li from BirdLife International (Asia), Birds of the World (www.birdsoftheworld.org) and IUCN Red List (www.iucnredlist.org).

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Special thanks to Kickstarter backers: This game is a reality thanks to all 891 of you.



FAQ



What happens to a caged bird in the ROOSTING AREA when the Natural Predators, Wildlife Disease, Wild Meat Trade or Sport Hunting card is drawn?

The caged bird stays, while all the other birds are discarded.

Can I discard a bird that has the Snake card on it?

Yes.

Can I count a bird that has a Snake card on it as one of the 6-birds that trigger the end of the game?

Yes. If this bird has an end-game power, though, you will not be able to activate it.

The bird I wanted to save dies from the effect of a Fowl Play card. Should I retract the links I placed for its migratory route?

No. Links stay on the map and are only removed when certain Fowl Play or/and Bird-tastrophe effects wipe them off.

Can I end the game with more than 6 birds?

Yes. If during your turn, you have the option to save more than 1 bird and exceed the tally of 6 birds that triggers the last round of play, you may proceed to do so and complete your turn as normal.

Can I save more than 1 bird during my turn?

Yes, you can save more than 1 during the Action phase, but you can only unveil new birds during the Clean-up phase.

Can I change the order of a Bird-tastrophe card when playing the Science in Action card?

Yes.

Can I discard a bird whose power has been used and which cannot be reused?

Yes.

Please refer to our online appendix at flyaway.sg/how-to-play/appendix for further queries on card effects and gameplay decisions.

Knowledge Partner



Designed by



TUBER



A P O T A T O
PRODUCTIONS COMPANY

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