

Preliminary version

KIWI CHOW DOWN



On a small island, flocks of ravenous Kiwi birds race to the best spots for Fruit, and woe betide anything that stands in their way!

Seasons are marked by the Fruit harvest, which starts the competition: Push your flock in, construct Nest, and increase the size of your Kiwis by consuming Fruit.

After four seasons, the flock that controls the most terrain shall feast on the spoils!



1-4



14+



90'

COMPONENTS

4 Island section boards



1 Pink fruit bag with 48 Fruit counters (12 red, 12 green, 12 yellow, 12 blue)



1 Blue Domain markers bag with 44 markers (11 flower, 11 grass, 11 mountain, 11 sand)



4 Kiwi Leader cards and the 4 corresponding minis.



1 Season board



1 First Player marker

1 Season marker

1 Solo-mode marker

8 Season cards



4 Turn Order nests



4 Solo-mode cards



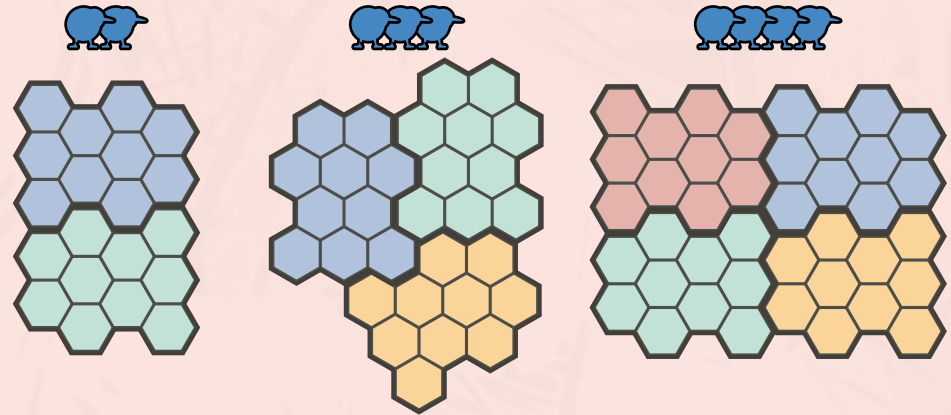
For each of the four flocks:

1 Flock board, 9 Action cards (2 Move, 2 Build, 2 Feed, 3 Wildcard), 20 colored Kiwi tokens, 6 Nest tokens (2 Tree, 2 Control, 2 Cave).



GAME SETUP

1 - Build Kiwi Island by using (any) one island section board for each player, as shown below:



2 - Fill the pink bag with all the Fruit counters and the blue bag with all the Domain markers.

3 - Randomly choose a starting player and give the First Player marker to that player. Play proceeds clockwise around the table.

4 - Deal the following to each player:

- 1 Leader card and its corresponding miniature.
- 1 Deck (9 cards), 1 Flock board, 6 Nest tokens and 20 Kiwi tokens corresponding to their flock.
- 1 Turn Order nest corresponding to its place at the table.



4

*colors and shapes may vary



2

5 - Each player takes the Fruit counters and Domain markers shown in their Turn Order nest. You must keep your Domain markers face down beside the player's Flock board. Then place 8 Kiwi tokens on your Flock board's Kiwi slots and the 6 Nest tokens on your Flock board's matching Nest slots.

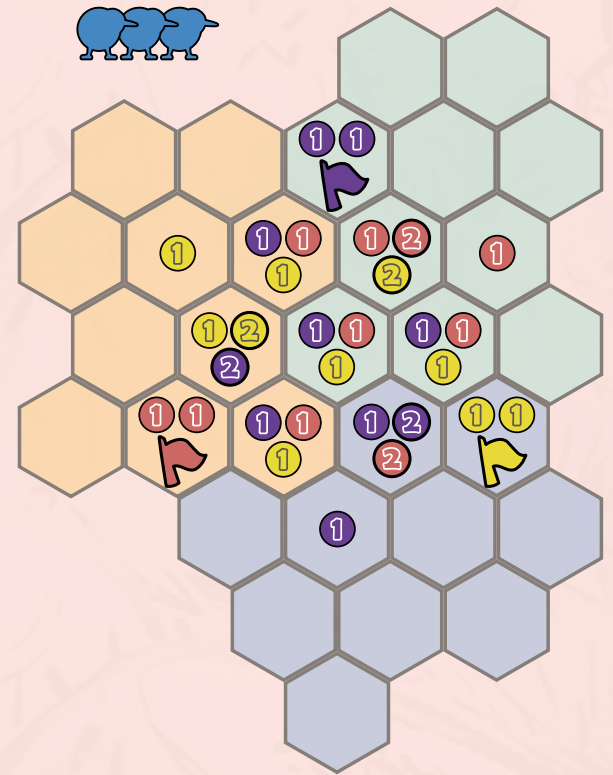
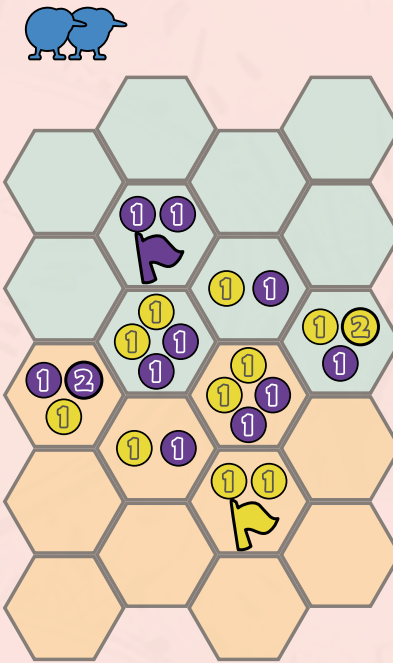
6 - For your first few games, use the setup shown in the image on this page according to the number of players.

When you are comfortable with the gameplay, you can do the setup in this way, Following each step in turn order:

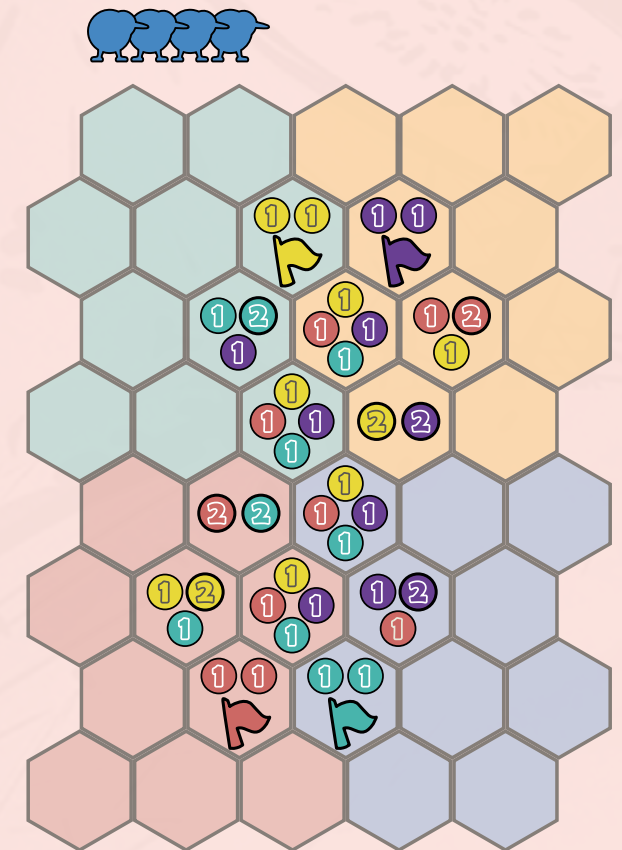
- Place your Leader on an empty hex.
- Place a Kiwi token on a hex where you have no Kiwi token. Continue placing one Kiwi at a time until all players have placed 7 Kiwi tokens on map.
- Distribute 3 of your Kiwi tokens in hexes where you already have a Kiwi token.
- Finally, increase two of your Kiwi tokens to size 2.

7 - Shuffle the Season cards and place four of them face up on the Season board. The rest will not be used in this game.

8 - Each player shuffles their Action card deck and draws three cards as their private starting hand.



- ① Kiwi token size 1
- ② Kiwi token size 2
- 👉 Leader miniature



OBJECTIVE

Players will try to gain the most Victory Points by claiming island sections (hexes) as Domains for their flocks. This is accomplished by achieving dominance over other flocks by numerical advantage in multiple hexes. Victory Points can also be obtained by building Nests and competing for seasonal objectives.

Game Seasons

Each game consists of four 'seasons', or rounds. Each season consists of the following phases:

- 1 - Season Change
- 2 - Actions
- 3 - Season Card Resolution
- 4 - Domain Marking



Kiwi Token Reserve

Whenever the game requires you to place a Kiwi on the map, you usually place it from the next Kiwi slot on your Flock board. However, you also have a **Kiwi Token Reserve**, consisting of those Kiwi that have been pushed off the map or exploded. Whenever you need to place a Kiwi on the map and you have no Kiwi token on your Flock board, you must take the Kiwi from your Reserve.

If you are required to place a Kiwi token for any reason, and have no tokens on your Flock board or Reserve, take one face-up Kiwi token from anywhere else on the map (you may even downsize a Kiwi if you'd like – maybe it went on a diet). Note that this is the **ONLY** time you can arbitrarily remove a token from the map.

1 - First Season Change

- Flip your Turn Order nest to the number side.

Second, third and fourth Season Change

- Pass the First Player token to the next player.
- All players discard their used Action cards from their Flock board.
- If you used your Leader's ability, turn its card face up.
- In turn order, each player gains all of the benefits of the Nest uncovered in their Flock board. Each player chooses the order in which they receive these benefits.

2 - Actions

In turn order, play a card from your hand and place it face up on the table above your Flock board. Resolve the action(s) described in the card (usually Move, Build or Feed is played out). Afterwards, draw a new card from your deck (you should always keep three cards in your hand). The next player plays their card. Repeat until every player has played three cards and placed them on the corresponding spaces of their Flock board.

3 - Season Card Resolution

Once the Actions phase has finished, review the objective in the current Season card. The player who beats all other players to the condition shown in the card gain the benefit listed on the left side of the card. All other players receiving the benefit on the right side in turn order.

Discard the Season card afterwards, OR give it to a player if they won a Victory Point as a reminder for the Endgame.

In case of a tie: tied players gain the benefit shown on the right side of the card, and the remaining players gain NO benefit.

Season card examples



Have less Kiwi tokens on grass hexes.

Victor - Gain 1 Domain marker and 1 Fruit.

Other players - Gain 1 Fruit.



Have the most Kiwi tokens on flower hexes.

Victor - Gain 1 Domain marker.

Other players - No benefit.



Have more Kiwi tokens size 2 or more on board.

Victor - Take 1 Build action immediately.

Other players - Gain 2 Fruits.

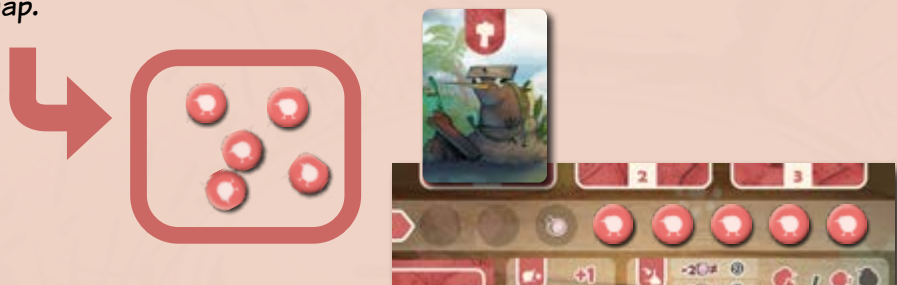


Have more Nests on board.

Victor - Gain 1 Victory Point (keep the card).

Other players - Gain 1 Domain marker.

4



4 - Domain Marking

During this phase, each player places one Domain marker on the map, in turn order.

To place one marker you must:

1 - Choose a hex without a Domain marker, where you have established dominance.

2 - Have at least one available Domain marker next to your Flock board, with a symbol matching that of the chosen hex.

3 - If you can fulfill the above requirements, you may place the unused Domain marker on the chosen hex.

4 - Take one Kiwi token from your Flock board, Reserve or map, wherever you choose, and place it upside down on the marker. This token no longer counts as a Kiwi and cannot be pushed or removed from play.

You do not receive any uncovered benefits from your Flock board at this time.

Each hex can only contain one marker, so you should make sure to strategically choose the space you need during this phase. Remember to keep your Domain markers face down until placed on the board.

During the first three seasons, players may place only one Domain marker on their turn. During the fourth season, they may place as many unused markers as they are able to.



DOMINANCE

A player establishes dominance on a hex as long as that player has more Kiwi tokens than any other opponent (individual) in that hex.

Having dominance is a requirement to build and Domain marking.

Kiwi tokens that are added for establishing dominance:

- Each Kiwi unit equal to its size.
- Leader counts as 3 Kiwi tokens.
- Each control nest counts as 2 Kiwi tokens.



Dominance example:

On this mountain hex, Purple has dominance with 6 Kiwi tokens (two Kiwi token size 1; one Kiwi token size 2; a Control Nest that counts as 2 Kiwi tokens).

Red has 5 Kiwi tokens (two Kiwi tokens size 1 and Red Leader that counts as 3 Kiwi tokens).

Yellow has 2 Kiwi tokens (one Kiwi token size 2).

Green has 1 Kiwi token (one Kiwi token size 1).

ACTION CARDS

After playing out the action(s) on your chosen card you then draw a replacement card from your deck (so you always have three cards in your hand). If you are required to draw a card and your deck is empty, turn your discard pile face down and shuffle; this now becomes your new deck.

If you are unwilling or unable to play an action card, you may play one of your action cards face down; the card has no effect. As compensation, you may draw a Fruit from the bag.

Your flock deck has four card types, distributed as follows:

2 Move cards

2 Feed cards

2 Build cards



Playing a Feed Card

Pick the Kiwi you want to feed. You may feed a Kiwi from an opposing flock. You can't feed a Leader.

1. Pay different colored Fruits equal to the next Kiwi growing size.
2. The owner of the fed Kiwi takes a Kiwi token from their Flock board (or from their Reserve or board, if the player doesn't have any more tokens in their Flock board) and places it on top of the fed Kiwi.
3. Whoever played the Feed card takes Domain markers from the blue bag - 1 marker if they fed one of their own Kiwi, 2 markers if they fed an opponent's Kiwi.



Feeding one Kiwi of your own gives you 1 Domain marker.



Feeding an opponent's Kiwi gives you 2 Domain markers.



There's a limit for Kiwi growth - if a size 3 Kiwi is fed (do NOT place the fourth Kiwi token), it explodes! Its player should take the tokens and place them into their Kiwi Token Reserve.

The player who provoked the explosion pushes ALL the Kiwi tokens in that hex.

Size affects your established dominance

A size 2 or 3 Kiwi counts as many tokens as its size.



Move example:

1 - Juanito (purple) plays a Move card while the board looks like this.



2 - As his first move, Juanito moves his size 3 Kiwi to an adjacent hex.



3 - He pushes two smaller Kiwi tokens from that hex, affecting both his own size 2 Kiwi token and pushing the size 2 green Kiwi token off the board.



Any action or gain
4 Fruits

3 Wildcards



Any action or gain 2
Fruits and place
2 Kiwi tokens



Any action or gain
2 Fruits and
1 Domain marker



Playing a Wildcard

When you play this card, you may either

- Play it as any other action card (Feed, Move or Build), or
- Acquire benefits as indicated by the specific Wildcard (see symbol key on page 8). You don't acquire these benefits if you play the Wildcard as an Action card.



Playing a Move Card

A Move card allows you to take at least TWO Move actions. A Move action is defined as one of the following:

- Move one of your unmoved Kiwi tokens (including your Leader) on the board to an adjacent hex.
- Use your Leader's ability (once per season).

You MUST take both of the free Move actions when you play a Move card. After that, you may pay two Fruits, in any combination from the Fruit types shown on your flock board, to take an additional Move action. You may continue to pay for and take additional Move actions as many times as you can.



Pushing Kiwi tokens

When you take the Feed action, it causes Kiwi tokens to increase their size, which allows them to push others when they move. Note that Feeding Kiwi tokens has no immediate effect on other Kiwi tokens in their hex.

When one of your tokens ends its movement, you may choose to push up to two smaller Kiwi tokens (including your own) from the hex you landed in to any adjacent hex of your choice. Pushing is not moving, so pushing other tokens doesn't count as one of your moves.

A pushed Kiwi token doesn't push other tokens in turn; being pushed doesn't count as moving.

Kiwi tokens may even be pushed off the island. If this happens, they are removed from the board, and placed into their owner's Kiwi Token Reserve.



4 - On his second move, Juanito moves his size 2 Kiwi one hex.



5 - He pushes his own purple Kiwi one hex, and the yellow Kiwi token to another hex.



6 - This is how the board looks now.



Playing a Build Card

1. Pick one hex without a Nest, where you have at least two Kiwi tokens and establishing dominance (see page 5).
2. Choose the Nest you want to place (Tree, Control, or Cave), and pay its cost with Fruit - 2 identical Fruit for a Nest on the first row, 3 identical Fruit for a Nest on the second row. You may not choose a Nest from the second row until you have built the Nest of the same type from the first row.
3. Place the Nest on the chosen hex.
4. Immediately earn the benefit on the lower left corner of the uncovered square (see symbol key below).
5. From now on, during the Season Change phase, you earn the benefit shown on the top of the uncovered square (see symbol key below).



Turn order Nest

This Nest only indicates the starting resources and turn order.

Nest benefits



Tree

On Season Change:

Gain 2 Fruits

On placement:

Gain 1 Fruit



Control

On Season Change:

Gain 1 Fruit and increase a size 1 Kiwi token of yours

On placement:

Gain 1 Movement



Cave

On Season Change:

Gain 1 Fruit and place 1 Kiwi token

On placement:

Place 1 Kiwi token



Tree (Second row)

On Season Change:

Gain 3 Fruits

On placement:

Gain 2 Fruits and place 1 Kiwi token



Control (Second row)

On Season Change:

Gain 1 Domain marker

On placement:

Gain 1 Domain marker



Cave (Second row)

On Season Change:

Place 2 Kiwi tokens

On placement:

Gain 1 Fruit and place 1 Kiwi token

Symbol Key



Gain 1 Fruit



Pay 2 Fruits of any of the specified colors



Earn the benefit Immediately



Have at least 2 Kiwi tokens and dominance on that hex.



Pay that amount of Fruit



Gain 1 Domain marker



Choose one option



Count as 2 additional Kiwi tokens on that hex.



Different color Fruits



Place 1 Kiwi token



Gain 1 additional Move action



Same color Fruits



1 Move action



1 Kiwi token of that size



Explode the feed Kiwi token



1 Victory Point

Each Control Nest also count as having 2 extra Kiwi token on that hex.

Building each Second row Nest gives you 1 Victory Point.



Pay Fruit

Return the counters to the Pink bag. You can pay 1 from your available Domain markers as any Fruit; return the Domain marker to its Blue bag.

FLOCK BOARD



1. Space for your played Action cards.
2. Kiwi tokens track (see below).
3. Space for your Leader card.
4. Player resources limit at any time:
3 Action cards in hand.

The player can never have more than 10 fruits at any time during their turn; if this happens, they must choose which fruits return to the bag until they only have 10 left.

Playing the corresponding action:

5. The quantity of Fruits you must pay in any combination (2 yellow, 2 green or 1 yellow and 1 green) for executing one of the following additional movement actions:
 1. Move one of your unmoved Kiwi tokens.
 2. Use your Leader's ability (once per season).
6. The quantity of Fruits of different colors you must pay to perform the Feed action. And the reminder to take Domain markers; 1 if you feed your own Kiwi or 2 if you feed an opponent's Kiwi.
7. Requirements (have at least 2 Kiwi tokens and establish dominance) and the quantity you must pay to build a Nest (2 or 3 Fruits of the same color).
 - a. Nest benefit on Season change
 - b. Nest benefit on placement

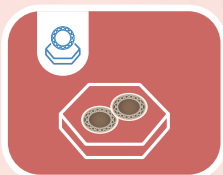
Kiwi Tokens track

Starting with the third Flock board token circle, removing a Kiwi token also grants an immediate benefit. After placing the Kiwi token appropriately, the player who just uncovered a Flock board circle gains whatever is shown there (see symbol key on page 8). Each benefit can only be received once per game (Flock board circles are never repopulated – Kiwis removed from the map are placed into the Kiwi Token Reserve).

If one of your size 3 Kiwis is fed, you do NOT remove a Kiwi token from your Flock board, therefore you do not uncover any circles.

Asymmetric Flocks

In order to give a different experience to every player, everyone can play the asymmetric flock (marked with the power frame). Each Flock board's kiwi placement benefits varies, along with requisites and it brings a unique power for the player.

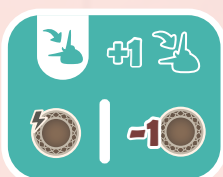


Red - During the first, second and third Domain phase, you may place up to two markers at a time.

When marking Domain, you may place up to two Domain markers in each hex.



Purple - Get the benefit for building (whether immediate, season change and placement on map) twice.



Green - When playing a Feed card you may resolve this action up to twice.

After each feed action, take an additional Domain marker, then put one of your available marks back in the bag.



Yellow - When you push any Kiwi token you may move it an additional hex.

You can't push Kiwi tokens off the map using this power.

THE FLOCK LEADER

The Leader is your flock's strongest unit. It is represented by a card and its matching miniature, which counts as a size 3 Kiwi token. Once every season, you may activate your Leader's special ability (as listed on its card) as a Move action. Turn your Leader's card 90 degrees after activating it.

The Leader miniature counts as a Kiwi token for Nest placement and Domain Marking. It may not be fed.

The Leader cannot be removed from the board - if pushed off the board, whoever pushed it must place it on an edge hex of their choice.

Kiwi Leader Ability

When activating your ability, you must resolve it as show on its card.

The Leader must finish movement in a different hex than the one they started from in this activation.

The abilities allow pushing Kiwi tokens of any size, including other Leaders (unless the ability lists a specific size). Each pushed Kiwi token must land in a different hex than their original one.

An example of Chopan's ability:

- 1 - Chopan moves 3 hexes in straight line.
- 2 - You must push all the Kiwi tokens (between) the starting hex and the landing hex.
- 3 - This is the new status for the map after the Chopan ability.



ENDGAME

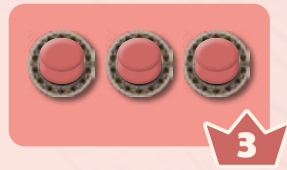
During the fourth and last Domain Marking phase, each player reveals the Domain markers they kept, and places as many as they can on the map.

The game ends after this phase and players can now count Victory Points.

- Each Domain marker on the board is worth one Victory Point.
- An uncovered (built) Cave Nest from the second row is worth one Victory Point.
- Additional Victory Points MAY be earned from certain Season cards.

Scoring Examples

A 3 player game before the last Domain Marking phase:



Red Flock -
3 Victory Points from
they Domain marks on
map.



Green Flock -
2 Victory Points from
they Domain marks on
map.
2 Victory Points from
their 2 Second row
Nest on map.



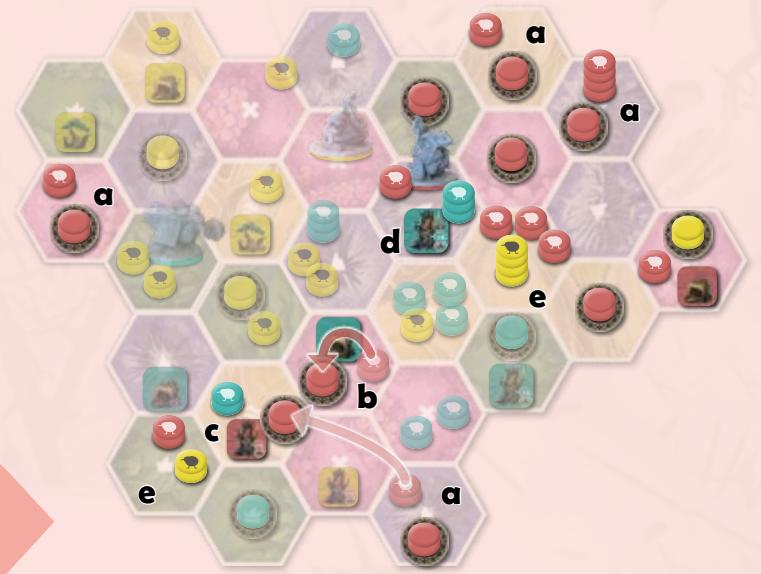
Yellow Flock -
3 Victory Points from
they Domain marks on
map.
1 Victory Point from
their Second row
Nest on map.
1 Victory Point from
the Season Card that
they win.

Tiebreakers are, in order:
Amount of size 3 Kiwi tokens on the map
Amount of size 2 Kiwi tokens on the map
Amount of size 1 Kiwi tokens on the map
Amount of unused Domain markers



Red Flock - The player can place 6 out of the 9 markers they retain, adding up to a final score of 9 points:

- They are the only player with Kiwi tokens in hexes a and b (from b and onwards the player runs out of Kiwi tokens available on their Reserve and Flock board, so they uses Kiwi tokens on the map to continue marking domain).
- The Control Nest on hex c counts as two Kiwi tokens, so they beat the green player.
- Red and Green are tied for hex d, with 1 red tokens plus red Leader that counts as 3 Kiwi and 2 green token plus a green Control Building that counts as 2 Kiwi.
- Red and Yellow are tied for each hex e.



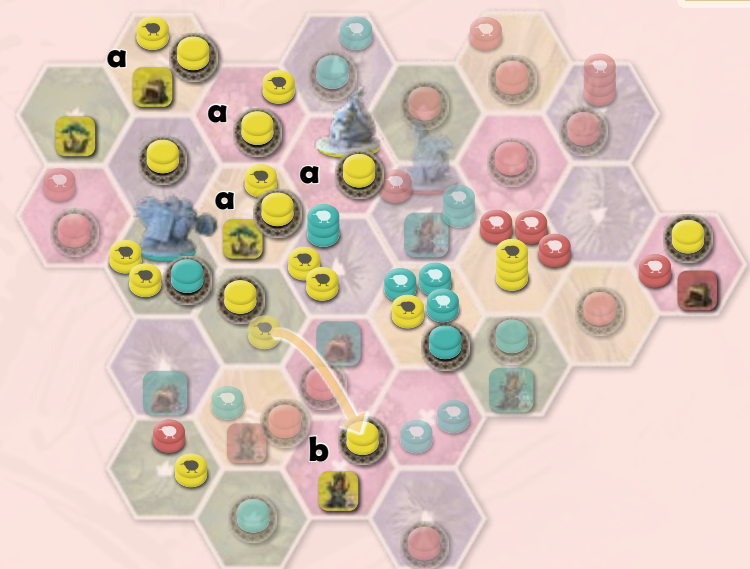
Green Flock - The player can place 3 out of the 4 markers they retain, adding up to a final score of 7 points:

- They are the only player with Kiwi tokens on hex a.
- Green Leader counts as 3 Kiwi tokens in hex b, so they beat the yellow player.
- Green has 3 Kiwi tokens in hex c, so they beat the yellow player.
- Green and Yellow are tied for hex d.



Yellow Flock - The player can place 5 out of their 7 unused markers, which adds up to 10 points and makes them the winner:

- They are the only player with Kiwi tokens on hexes a.
- Yellow Control Nest counts as 2 Kiwi on hex b (the player runs out of Kiwi tokens available on their Reserve and Flock board, so they uses Kiwi tokens on the map to mark this hex).



1 PLAYER MODE

Set-up

Set up a two-player game using one of the player colors as your opponent: Kiwibot:

- 1 - Shuffle Kiwibot's Action cards and set one aside, face down.
- 2 - Shuffle the Solo cards. Form a deck with 4 face-up cards and place them in descending order. Put the rest back in the box.
- 3 - Place the Solo piece (use whatever side you want) to the side of the map.
- 4 - Kiwibot takes the First player Order Nest and two additional Domain markers to the ones offered by its flock board. They get no Fruit.
- 5 - Shuffle the Season cards, place two face-down cards in each season slot. Put the rest back in the box.

Changes from the original game

Your objective is to get more victory Points than Kiwibot at the end of a two-player match.

At the beginning of each season change, flip the two corresponding cards. When scoring season cards, you're up against Kiwibot to win each card. Based on the results:

- You win both: Take the left benefit from one of the cards. Kiwibot gets the left benefit of the other one.
- You only win one: Get the left benefit of the card you won. Kiwibot keeps the other card to the side of their board and gets the marked left benefit.
- You lose both: Kiwibot keeps both cards to the side of their board and gets both left benefits.

When the game ends, Kiwibot adds one Victory Point for each season card and every three Domain markers available they keep.

How Kiwibot's turns work

1- Reveal an Action card from Kiwibot's deck to the next available space on their board. When the deck is empty, shuffle all of their action cards, set one aside and form a new deck with the rest.

2- Check the Solo card to find Kiwibot's action. The type of uncovered card and the number on its board indicate the corresponding section.

Kiwibot doesn't use fruits. They can feed and build without spending.

When you give Domain markers to Kiwibot, add them to their reserve face-down (it doesn't matter if you see the marker when you pick it out of the bag, but don't spy one that you pick out face-down).

When Kiwibot earns one movement action, resolve the entire corresponding section in the Solo card.



Solo card

After each Domain marking phase, discard the top card of the solo cards deck. (check the meaning of each icon on the next page).

How to resolve each section:

- Move - Move each of the Kiwi tokens 1 hex to the indicated hex. After each move, push as many pieces as shown (if any).
- Feed - Pick a unit to be fed using the Solo piece. Afterward, Kiwibot receives the corresponding Domain markers. If the indicated size isn't available, find a Kiwi unit of the immediately lower size.
- Build - Place the following available nest of the indicated type. Using the indicated Kiwibot pattern, place it in a valid spot in the map. If there is no valid space to build on, Kiwibot gets one Kiwi token and one Move action.
- Wild - This card can play out like any type of the mentioned actions. In some cases, Kiwibot place Kiwi tokens.

Solo-mode marker

Use the hex with the indicated leader as a starting point. Play out the sequence set on the marker and go counter-clockwise until you find a valid hex.

Kiwibot pattern

To determine what token, direction or hex Kiwibot will choose, look for the corresponding section where they placed the action card. Use the first order that applies.

If you can't find an option or find too many of them in one order, use the solo-mode marker to pick.

Moving Kiwi tokens

- The size of the Kiwi and the type of hex that they need to move to, including a push, if need be.
- A Kiwi token of a certain size or lower to whatever hex is indicated, after which there will be at least one push.
- A Kiwi token of a certain size or lower to the indicated hex.

Pushing and placing Kiwibot tokens

- Make groups of up to two tokens in a hex without a Nest or a Domain marker.
- Make groups of up to two Kiwi tokens in any hex.

Pushing player Kiwi tokens.

- Out of the map
- To any hex with a Domain marker
- To any hex with a Nest that belongs to the player.
- To any hex with two or more Kiwi token that belong to the player.

Marking Domain with Kiwibot's available markers

- Reveal markers until you find one that applies and place it in a hex where Kiwibot has established Domain. In seasons 1, 2 and 3, cover the revealed markers.
- Kiwibot gains a marker from the bag.

Building

- Any hex without a Nest where there is Domain and two or more Kiwibot tokens.

Place Kiwi tokens

- From Kiwibot's Flock board.
- From Kiwibot's Reserve.
- From the map.

Growing Kiwi

- A Kiwi token with the indicated size in any hex.
- A Kiwi token with a lower size in any hex.

Solo card Symbol key

The border of an icon determines to whom the element in question belongs.



Black:
Kiwibot's



Kiwibot place
one Kiwi token



White:
The player's



Kiwibot pushes
one of they
Kiwi tokens



None:
Either



A hex where
the indicated
owner has the
most tokens
on map



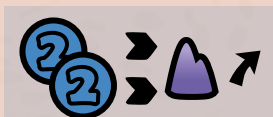
Move each Kiwi token
to the indicated
terrain (one by one)



Just a circle
in one section:
Feed one Kiwi token of
the marked size



Build this kind
of Nest



Move each Kiwi token
to two different hexes
of the indicated size.
After each movement
push one of Kiwibot's
Kiwi token.



Move each token to
two different hexes
where the indicated
user has the most
tokens on map. After
each movement, push
one of the player's
Kiwi tokens and one
of Kiwibot's.

CARD GUIDE

WIP...

Kiwi Chow Down has been possible thanks to:

José Macías
Designer
Detestable Games

Alina Carrillo
Kickstarter graphics
Detestable Games

Iván Escalante
Illustrator
Gnomosapiens

Rubén Hernández
Designer
Detestable Games

Adrián Martínez
Logistics
Detestable Games

Heriberto Valle
3D Sculpts
Märchen Atelier

William Burgos
Project Manager &
Editor Draco Studios

Vincent Salzillo
Rules editor
Double Exposure

Pam Forzán
Community manager
Draco Studios

And ??????? backers



REFERENCE GUIDE

WIP...

faq

Send us your questions