PICCIONI – PIGEONS – TAUBEN GAME RULES

Rules

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Win Conditions

The player with the highest number of Victory Points (VP) at the end of the game, wins. When a player collects Trophies, they score VP. A player loses VP when there are Pigeons, Guano and Lots of Guano cards in their Area. VP are scored at the end of the game.

Game Set

Put the Place Cards: Street, Crowd, Monument and High Voltage Wires in the center of the table with some distance between. Shuffle the Pigeon and the Action decks separately and put them faced down on the table. Assign 1 Pigeon to every Zone, do not consider the rules written on the Pigeon in this phase. Give everyone 3 Action Cards.

Icons

[the right-top corner icon on the Pigeon cards] they show how many spaces a Pigeon takes (1 or 2 spaces)

[the right-top corner icon on the Place cards] they show how many spaces a Place has, its Capacity. When a Place runs out of spaces, no more Pigeons can be assigned there.

[the bottom icon on the Lame Pigeon card] The Pigeon can NEVER be assigned to this Place.

[the "R" right-top corner icon on some Action cards] Cards with this icon can ben played even if it's not your turn. When a card is played this way, you must apply the effect described by the rule Reaction on the card.

How to play

Determine which player ran over, annoyed or fed a Pigeon more recently, or the player who mimics a Pigeon in the best way. That player begins and the

game flows clockwise. During their round players must make 2 Moves, they can choose the following in any combination and order:

• Draw 3 Action cards

• Play a card and apply its effects

• Discard 1 card from their hand to discard 1 Guano card in their Area.

• Discard 2 cards from their hand to discard 1 Lots or Guano card in their Area or to turn a Pigeon in their Area into Trophy."

When a player runs out of Moves, they must Reveal new Pigeons from the Pigeon deck. The number of Pigeons to be revealed is determined this way: if during this round has been played one or more cards that ask to Reveal a certain number of Pigeon, then the current player reveal that number, one by one, followind the instructions on the Pigeon cards. If no cards asked to Reveal 1 or more Pigeons this round, at the end of the round the current player Reveals 1 Pigeon.

After the "Reveal Phase" the current player's turn is ended and the next player begins their round.

A player can have up to 5 cards in hand. If it happens to have more than 5, the player must discard the exceeding number suddenly. Place, Pigeon, Guano and Lots of Guano cards once played are not discarded unless an effect asks you to do so. All the other kind of cards are put in their discard pile (face up) after the effects are applied. When the Action deck runs out of cards, shuffle the discard pile and make a new Action deck.

When the Pigeon deck runs out, every player makes their last round, then the game ends. If one or more cards are placed in the Pigeon deck during this phase, the last round rule stops and the game continue until the Pigeon deck runs out again.

When the Pigeon deck runs out, you must not Reveal any Pigeon if a card asks you to do so. If the Pigeon deck is rebuilded, you must Reveal Pigeons as usual. At the end of the game VP are scored as follows:

• Guano and Lots of Guano cards turned into Trophies score +2 VP each

• Any other Trophy scores +1 VP each

• Guano cards in your Area score -1 VP each

• Pigeon cards in your Area score -1 VP each

• Lots of Guano cards in your Area score -2 VP each

The player with the highest number of VP wins the game. If there is a draw, the player with the less number of Pigeons, Guano and Lots of Guano in their area wins.

Glossary

Area: it is the space in front of every player and belongs to them. In the Area a player put assigned Pigeon, Guano and Lots of Guano cards (face up) and their Trophies (face down).

Assign or receive cards: it means that a certain amount of cards are going to be put in a Zone. When a card is assigned it must be put in the Zone it belongs.

Share Trophies: it means the Trophies must be divided among the player that made them. This occurs giving a Trophy to each player involved starting from the current player, clockwise, as long as there are Trophies.

Reveal 1 or 2 Pigeons: some actions and cards asks you to Reveal a certain number of Pigeon cards. Those cards must be revelaed one at a time from the Pigeon deck by the current player at the end of their round. The total amount of cards to be revealed is the sum of all the "Reveal" effects occurred during the round. Any time a Pigeon is revealed you must follow the rules written on it.

Returns: when you turn a Pigeon with this rule into a Trophy, it is instead shuffled in the Pigeon deck. Then you draw the first unrevealed card of the Pigeon deck as a Trophy. When this effect occurs, the last round rule doesn't stop.

Scared: scared Pigeons fly away from the current Zone and must be assigned to the Area with the lowest number of Pigeons (except for the Area they left). If more than an Area complies, those Pigeons are shuffled in the Pigeon deck.

Turn into Trophy: a card is turned into a Trophy must be put in the owner's Area, face down. This effect applies before Scared effect, if both occurred at the same time.

Zone: Places and Areas are both Zones.