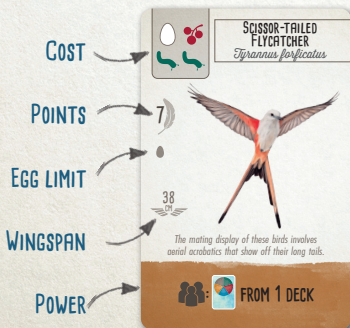


ON YOUR TURN, ACTIVATE YOUR FLOCK



Activate **brown** powers from left to right, starting with a Nest action. **Green** powers are ongoing.

SETUP: Each player gains 1 Nest card with 1 egg token and 1 player token on it, 4 cards food-side up, and 2 cards bird-side up. Create the Supply: 4 food decks and 4 revealed bird cards.



When playing a bird, you may use any 2 food cards as 1 food (in case you don't have the exact type of food needed). Eggs are not food.



PLAY A BIRD
(pay its cost)



DRAW / DISCARD
card to / from
your Reserve



LAY / DISCARD
egg to / from
your Flock



bird



specific food



any food



any card

Drawn cards go into your face-up Reserve. Refill empty bird slots in the Supply at end of turn. Refill empty food decks using the bottom half of the discard pile (p. 6).



TUCK A BIRD / FOOD
from your
Reserve



HUNT
(look at the top card in
any food deck; tuck it
if it is the right size)



ALL PLAYERS
(including you)



ARROW: pay cost
to gain benefit

GAME END: When a player has **6 birds** in their Flock, continue until players have taken an equal number of turns. Then flip your Nest card to score points (🐦) from played birds, eggs, and tucked cards. **ADVANCED:** Score goal cards.