

Aviary

Designed by Ellie Dix

2-4 players | 30-45 minutes | Age 8+

Overview:

You are a specialist tropical bird conservationist. You're preparing to open a tropical aviary, which will be open to the public, but you're also conducting research as you reintroduce birds to the wild. Use these benefits to your advantage as you map out and construct your cages.

Components:

- 100 hexagonal 3-bird tiles
- 4 player boards
- 1 drafting board
- 15 diamond 1-bird tiles
- 5 specialist bird tokens
- 12 objective cards
- 1 tile bag

Set up:

- Put all the aviary tiles in the bag and give them a good shuffle.
- Fill the drafting board with 6 aviary tiles from the bag, placed at random.
- Shuffle the two sets of objective tiles separately, randomly select one tile from each set and place these to the side of the drafting board. Place the remaining tiles back in the box.
- Each player takes a specialist bird token, a player board and 3 aviary tiles from the bag, which they place face up next to their player board. Players should look at their specialist bird token but may like to keep this hidden from others.
- Place a single aviary tile in the centre of the table. This forms the start of *The Wild*.
- Randomly decide who the starting player will be.

Aim:

Win as many points as possible by fulfilling the objectives on the objective tiles.

How to play:

The game is turn-based. Turns proceed in a clockwise direction.

On your turn:

On your turn you will place tiles and then draft tiles.

Place tiles

- Place 2 of your three available tiles on your own board and 1 on the central board. You may take these actions in any order, but always following these placement rules:
 - The first tile may be placed anywhere on the board.
 - Subsequent tiles must be placed adjacent to an existing tile (i.e. they must share an edge).
 - Touching edges of tiles must house the same type of bird.
- When you extend a bird cage on the central board, you trigger an optional bonus, as follows:
 - **Orange:** Discard all aviary tiles on one colour background on the drafting board and refill from the bag.
 - **Yellow:** Instead of drawing one tile from the bag in the drafting phase, draw 3 and choose 1. Put the others back in the bag.
 - **Purple:** You may take both tiles from the drafting board from the same colour background.
 - **Green:** Remove one tile from your board and add it to the three tiles you use next turn. Next turn place 3 tiles on your board, not 2.
 - **Blue:** Take a single bird. Take one available single bird tile. You may use this immediately (see *Single Birds*) or save it for later in the game.

Take tiles

- Take two tiles from the drafting board. One must be a tile on a black background, the other must be a tile on a white background.
- Take one tile at random from the bag.
- Refill the drafting board with two new tiles from the bag.

Single birds

- If you have a single bird tile you may overlay it onto any tile in your possession (which has not yet been placed on your board). The bird must completely cover another bird.

End game:

The game ends after 8 rounds.

Scoring:

Calculate your score according to the two objective tiles for the game.

Subtract 3 points for each empty space in your aviary.

The player with the most points wins the game. In the event of a tie, the player with the largest cage wins.

Grand Cages: Your largest cage of each species.