

The background is a vibrant, stylized illustration of a New Zealand forest. In the foreground, there are purple and blue rocks and green grass. A small, black and white bird with a yellow belly is perched on the title. The title is in large, 3D, brown letters. The background is filled with various shades of green trees and foliage.

Andy Richdale

FLAPPY FAMILIES

A board game for the whole family
featuring New Zealand native birds

Sam Kim & Tori Veysey

Overview of the Game

*The birds are gathering in the wild,
their songs echoing through the trees,
over wetlands, rivers, mountains and
out to the sea beyond.*



In Flappy Families players will be flipping birds face up in the Wild trying to match two birds of the same family. However, beware of the nasty predators!

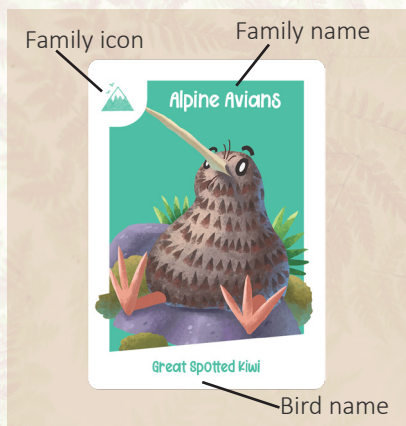
Objective

There are 10 families of 5 birds each. Collect as many birds as you can into your hand. At the end of the game you'll score points for every bird you have. But you'll score much higher if you have multiple birds from the same family. The player with the most points at the end of the game will be the winner.

Contents



How to spot bird families



Setup

1. If playing with 3 players, remove any one bird family from the game (you can't remove the Predators!). If playing with 2 players, remove any two bird families from the game. (For a shorter game remove an extra family)

2. Put all family tokens into the bag, shuffle them then take one out at random and place it in the +2 bonus points slot. Take one more token out and place it in the +1 bonus point slot.

3. Shuffle the deck of cards and place it face down on the board in the zone marked "Deck"

Bonus point families

These families are worth extra points at the end of the game

The Wild

The 5 x 3 grid of card slots is known as the Wild

4. Deal a card facedown to each of the 9 central card slots in the Wild, leaving the two columns on the edges blank

5. Deal four cards to each player. This is their starting hand. (There's no limit to your hand size during the game)

Gameplay

Choose a starting player randomly.
The starting player takes the first turn. Each turn follows 3 steps:

Step 1: Flip a card in the Wild face up

You may choose any card in the Wild to flip. You can not skip this step.



Step 1



Step 2A

OR

B. Take the card you just flipped into your hand, then put one card from your hand face down in the SAME space.

Make sure no one sees the card you put down!

Step 2: Choose ONE of the following actions

A. Flip a second card in the Wild face up. If the face up cards share the same family take them both into your hand. If not, flip them face down.

You can spot a bird's family by the icon in the top left of the card and the family name at the top of the card.



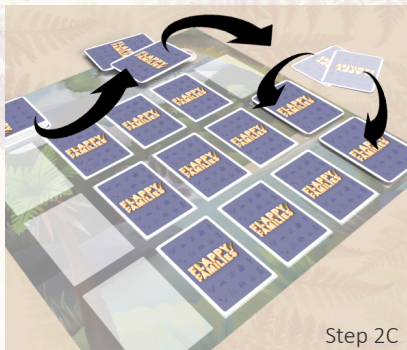
Step 2B

OR

C. Put two cards from your hand face down into empty spaces in the Wild, draw two cards from the deck then flip the face up card face down.

You may not take this action if there aren't enough empty spaces in the Wild to place cards into.

If there's only one card in the deck you may instead put one card down into the Wild and draw one card.



Step 3: Migration

If a row of the Wild is empty, fill it with five face down cards from the top of the deck.

The next player in clockwise order now begins their turn, starting with Step 1.

Ensure all cards in the Wild are face down before starting the next turn.

Predators

If you reveal a predator in the Wild at any time during your turn you must put it in your hand, then your turn ends immediately. If this happened in Step 1, this means you may not choose an action for Step 2 as your turn is now over.

Remember to turn any face up cards face down before ending your turn.



Game End and Scoring

Game End

The game ends immediately when the deck is empty. This could happen during Step 2 or Step 3 of the player's turn.

As soon as the deck is empty the game ends - the turn is not completed, players should proceed to scoring.

Scoring

Each player puts all cards in their hand face up in front of them, organised by families.

Each family scores points based on the number of birds in that family as detailed in the table below.

Family Size	★
1	1
2	3
3	6
4	10
5	15

Each bird in the +2 bonus point family scores an extra 2 points. Each bird in the +1 bonus points family scores an extra 1 point.

Lastly, predators are worth -1 point each.

Example Final Hand:



5x Forest Fliers = 15 ★
2x Swooping Singers = 3 ★
1x Bright Beauty = 1 ★
+2 ★ per Swooping Singer = 4 ★
+1 ★ per Bright Beauty = 1 ★
Predators = -2 ★
Total = 22 ★

Credits and Thanks

Game Design

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Production

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Bird & Predator Illustrations

Sam Kim

Graphic Design & Box Illustration

Tori Veysey

Card Background Illustrations

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Thanks

To all our backers on Kickstarter - you believed in us from the start and helped make this a reality!

To Iris Pegrum for your infectious love of birds.

Bird information, sounds for Kickstarter video: Department of Conservation NZ.

Bird information: New Zealand Birds Online



Hide your birds!

When you put a bird face down in the Wild (Step 2B or Step 2C) try to memorise where the birds are that you put down. Then if you see a matching card in future turns you know where you can make a match!

If you love it let it go

Sometimes you might have to break up a pair of birds to get to a family of four or five. You probably won't win with a stack of pairs - bigger families are where you can get lots of points!

Keep an eye out

Watch what your opponents are up to! Flip up cards they put down into the Wild to uncover their plans.



River Roamers



Tiny Tweeters



Wetland Waders



Alpine Avians



Forest Fliers



Eerily Extinct



Bright Beauties



Winged Walkers



Swooping Singers



Sea Soarers