



Fly A- Way

A **SQUAWKING** FUN GAME
ABOUT BIRD MIGRATION!



Fly-A-Way



In Fly-A-Way, players are conservationists helping migratory birds along their autumn journey on the East Asian-Australasian Flyway (EAAF) that spans from Russia in the North, through Asia, to Australia in the South.

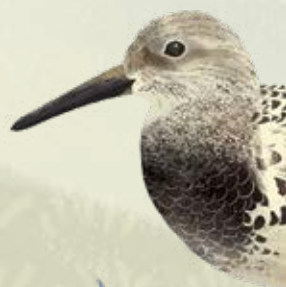
Players compete to place as many links on the map and complete as many migratory routes as possible for different bird species.

After a bird is saved by completing its migratory route, a player gains points and can use its special power to place more links and save more birds.

Along their journeys, birds are thwarted by poachers, forest fires and other threats represented by *Fowl Play* cards. As a conservationist, you can rally support for your cause by playing *Wing It* cards—get the public funds you need and pair up with birders to save your feathered friends.

You will find that some threats are greater than others. When a *Bird-tastrophe* like Deforestation comes into play, all players suffer the consequences.

The game ends when one of the players saves 6 birds, reaches 100 points or draws the last *Fowl Play* card.



GAME COMPONENTS



x1
Map Board



x1
Quick Set-up Guide



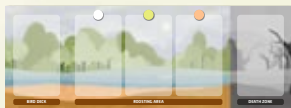
x15
Wing It Cards (Event)



x14
Bird Cards (Forest)



x14
Wing It Cards (Squawk)



x1
Bird Board



x14
Bird Cards (Open Country)



x28
Fowl Play Cards



x1
Event Board



x1
Rule Book



x14
Bird Cards (Wetland)



x6
Bird-tastrophe cards



x3 pairs
Location Markers



x4
Player Pawns

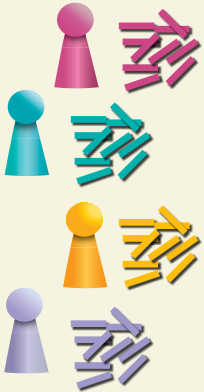


x140
Links (35 for each colour)



SET-UP

1 Each player receives a player pawn and 35 links of the same colour.



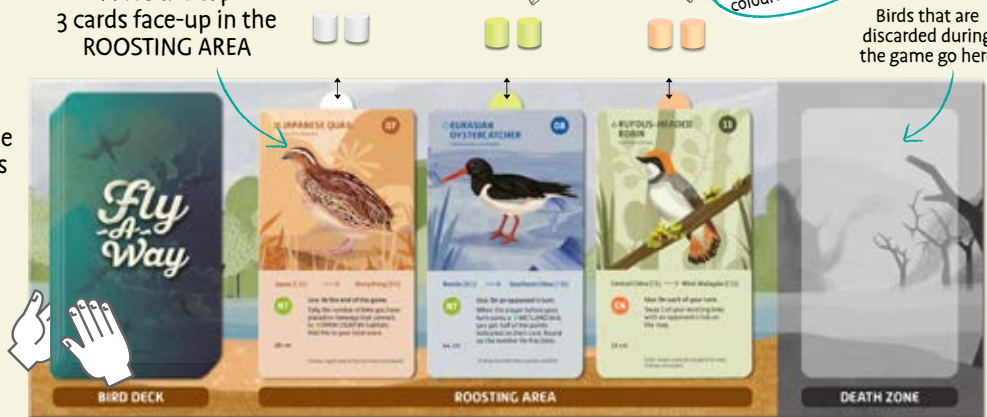
2 Shuffle the bird cards

3 Place the top 3 cards face-up in the ROOSTING AREA

4 Place the location markers on the map based on the start and end points indicated on the 3 bird cards. (see example on the right page)

Use location markers corresponding to the colours of each circle.

Birds that are discarded during the game go here



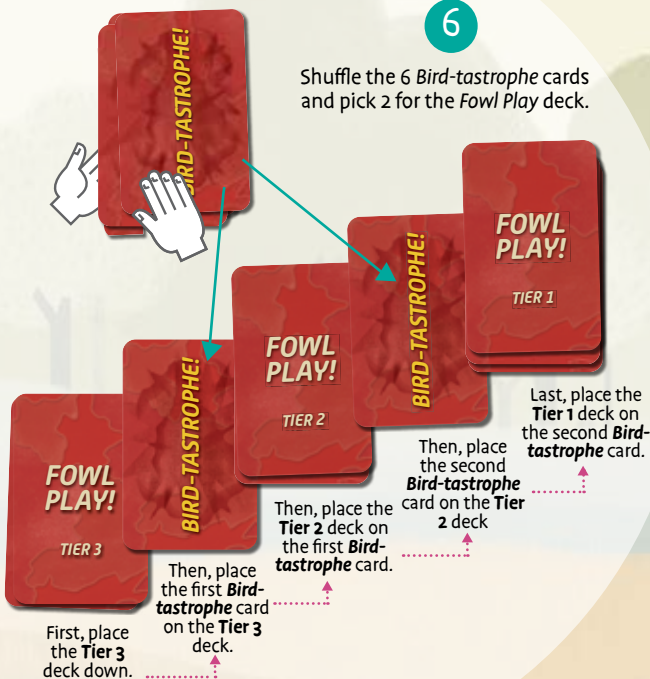
5

Determine the number of Fowl Play cards for each tier, using the 3:2:2 ratio. Shuffle each of the tiers separately.

3:2:2 ratio chart				
No. of players	Tier 1	Tier 2	Tier 3	Total no. of cards
2	6	4	4	14
3	9	6	6	21
4	12	8	8	28

6

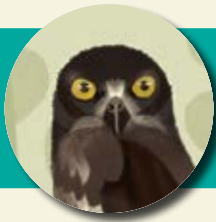
Shuffle the 6 Bird-tastrophe cards and pick 2 for the Fowl Play deck.



7

Shuffle the Wing It cards and distribute 2 to each player.





HOW TO PLAY

OBJECTIVE

To win, a player must collect the most number of points from placing links, completing migratory routes and saving birds.

Players will compete until the game stops under one of these 3 circumstances:

- i. A player reaches the 100-point mark.
- ii. A player saves 6 birds.
- iii. All *Fowl Play* cards are drawn.

Everyone then tallies their total points. The player with the highest score wins.

The final scores may exceed the 100-point mark, when players tally their points to determine the winner.



Don't forget to calculate bonus points that certain bird powers give you at the end of the game.

ON EACH TURN



Draw phase

- ▶ Start by drawing 1 *Wing It* card and 1 *Fowl Play* card. (See page 6 for more details).
- ▶ Resolve the *Fowl Play* effect immediately.



Action phase

- ▶ You may use a *Wing It* card to:
 - i) protect yourself from a *Fowl Play* effect; or
 - ii) help you place links, save birds or/and gain points.



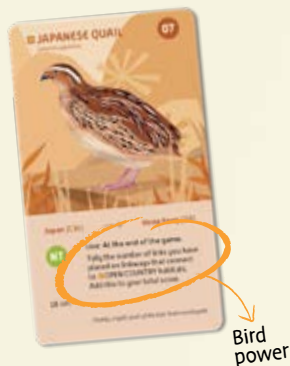
Max 5 on hand



- ▶ You may use more than 1 *Wing It* card, but can only hold 5 by the end of your turn (unless a *Fowl Play*, *Wing It*, *Bird-tastrophe* or bird power dictates otherwise).
- ▶ Place the excess cards in the discard pile on the event board.
- ▶ Place up to 3 links anywhere on the map board, ensuring that a link you place connects with another of your links (see page 8 for more details).



- ▶ Save a bird by placing links and completing its migratory route. The person to place the last link gets the bird [see page 9].



- ▶ You can use bird powers, based on the terms stated on each bird card. If a bird's power cannot be activated right after it is saved, you will have to wait one round before you can use its power.



- ▶ If a bird from the ROOSTING AREA or a bird you have saved dies from the effect of a *Fowl Play*, place it in the DEATH ZONE on the bird board.



- ▶ Move your pawn along the score track on the map based on:
 - i) the points you earn from placing links, saving birds, using bird powers and playing *Wing It* cards; and
 - ii) the points you lose from *Fowl Play* effects



Clean-up phase

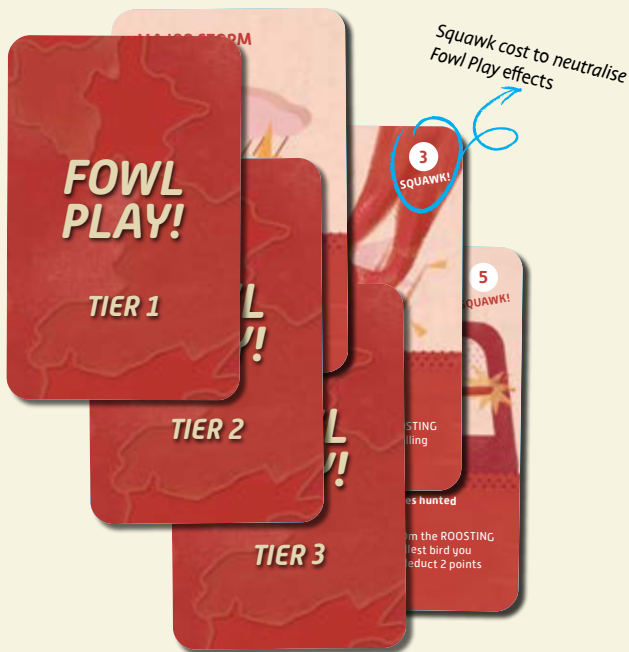
- ▶ At the end of your turn, draw new birds from the bird deck to replace all birds from the ROOSTING AREA that you have saved or that have died from *Fowl Play* effects or bird powers.



- ▶ Change the location markers on the map as birds are replaced, but do not remove any links.



EVENT EFFECTS



Fowl Play!

Fowl Play cards are divided into 3 tiers, based on the severity of their effects. Between the tiers are 2 disastrous events called "*Bird-tastrophes*".

After drawing a *Fowl Play* card at the start of your turn, you will have to resolve its effect before proceeding with play. You can either:

- perform the effect, as stated on the card; or
- neutralise the effect, using 1 or more *Wing It* cards called *Squawk* cards.

The neutralising cost for each *Fowl Play* is represented on the top right corner of the card.

Resolved *Fowl Play* cards go to the *Fowl Play* discard pile on the event board.



Bird-tastrophe!

The tiers of *Fowl Play* cards are separated by 2 *Bird-tastrophe* cards. These are disastrous events that affect all players and cannot be neutralised with *Squawk* cards.

A *Bird-tastrophe* is not a substitute for a player's turn. If it comes up on your turn, unveil it for everybody to resolve its effect, before proceeding as usual to draw a *Fowl Play* card and perform actions.



Squawk!

These are special *Wing It* cards with values from 1 to 3 that allow you to neutralise *Fowl Play* effects.

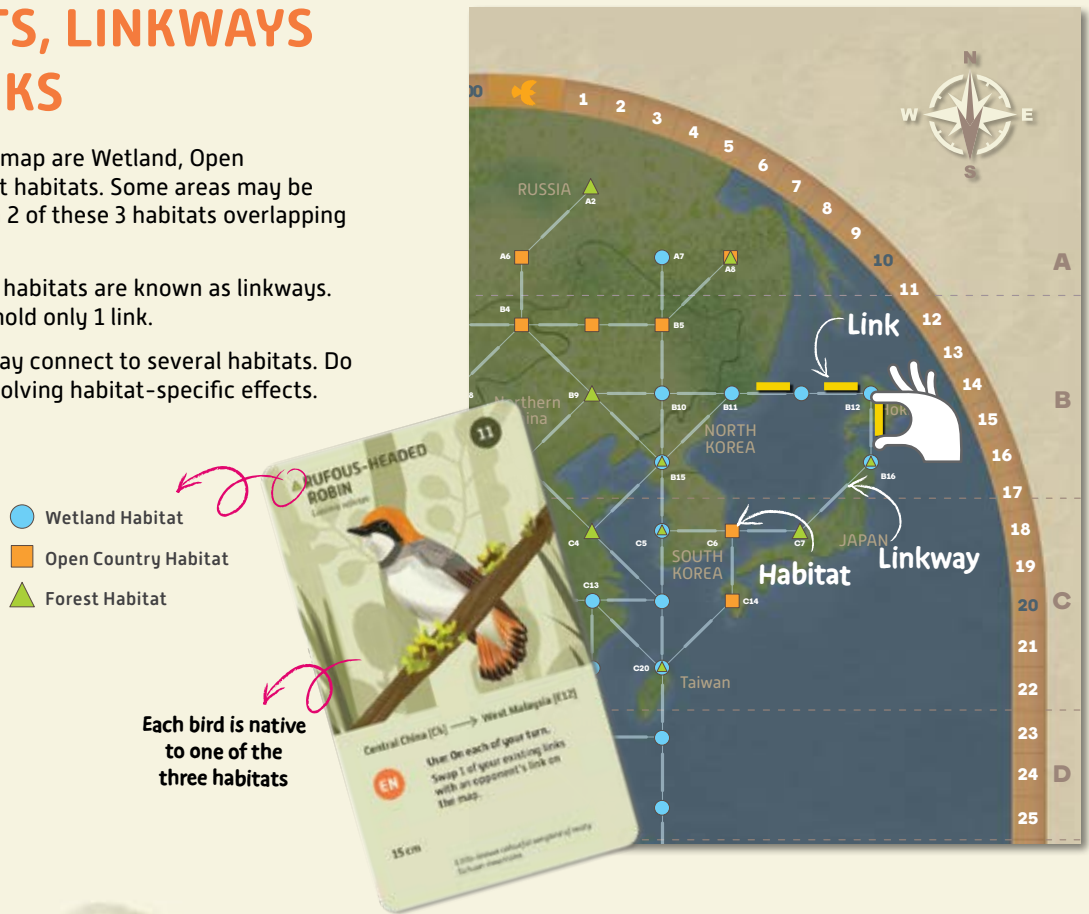
You can play a *Squawk* card on its own or in combination with other *Squawk* cards to accumulate enough *Squawks* to neutralise a *Fowl Play* effect. You cannot, however, get a refund when your accumulated *Squawks* exceed the neutralising cost.

HABITATS, LINKWAYS AND LINKS

Spread across the map are Wetland, Open Country and Forest habitats. Some areas may be dual habitats, with 2 of these 3 habitats overlapping one another.

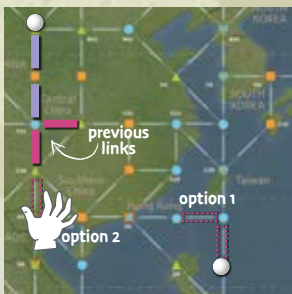
The lines between habitats are known as linkways. Each linkway can hold only 1 link.

A link you place may connect to several habitats. Do note this when resolving habitat-specific effects.



PLACING LINKS

i) The right connection



You can place a link only when it connects with another link of yours. This means that you have 2 options:

Option 1: place 2 links in a row that connect with each other; or

Option 2: place 1 or more links that connect(s) to previously placed links



You can connect your links with other players, as long as your own links are connected to each other.

ii) Completing migratory routes

Players can place links in whichever way they choose. However, they should note that migratory birds only fly downwards on their autumn journey along the East Asian-Australasian Flyway, from North to South. Birds can be saved only when the routes created by players abide by this principle.



You can use side-facing links in a north-to-south route when saving a bird.



During the autumn migration season, birds move from North to South and generally do not fly back in the direction they came from.

But you cannot use upward-facing links when saving a bird.

iii) Last link trumps

The player who places the last link to complete a migratory route saves the bird. They can then collect it from the ROOSTING AREA!



SAVING BIRDS

Once a bird has been saved by completing its route, the player who placed the last link takes the bird card from the ROOSTING AREA and places it in their hand.

On subsequent turns, the player can use the bird's power (in some instances, bird powers are activated immediately, see page 11).

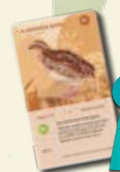
All links contributing to the route stay on the map, as the player completes their turn and draws a new bird to replace the one they saved.

The location markers are changed accordingly.



What happens if the migratory route for a newly drawn bird is already complete?

In the event that the migratory route of a newly unveiled bird is automatically completed from links placed in prior rounds, players can save the bird on their turn under certain conditions.



Yes! I want to save this bird by forfeiting other actions!

If it's the blue player's turn, for instance, and they have contributed links to the migratory route in question, they can save the bird by forfeiting all other actions, such as drawing event cards and placing links. Play then moves to the next player.



I don't want to save this bird! I want to place the links & draw cards!



to save or not to save...



The blue player can choose to skip saving the bird and play as normal, too. The option to save the bird by forfeiting one's turn then carries over to the yellow player. If they decide not to, the option carries over again to the next player and so on.

However, if no one saves the bird by the time it is the blue player's turn again, they will now be able to save the bird for free (without paying the cost of skipping a turn).

USING BIRD POWERS

The number of times and the conditions in which bird powers can be used vary with different bird cards.



Some powers can only be used right after you save a bird. Most, however, can only be used one round after you have saved the bird.

Tap the card



After using a power that can only be used once, tap the bird card in question by turning it to face a horizontal position. This will help you keep track of your bird powers.



Some powers can only be used at the end of the game, when tallying points.



Some powers are used on your turn, while others are used on an opponent's turn.



Some powers can be used on each of your turn, while others can only be used once every round of play or once in the whole game.

FREEING CAGED BIRDS

If you draw the Caged-Bird Trade card from the *Fowl Play* deck, you will have to place it over one of the birds in the ROOSTING AREA.

When a bird is caged this way, it cannot be targetted for any actions and cannot be saved until it is freed using *Squawk* cards or the Birders to the Rescue card.

If the migratory route of a caged bird is complete, saving it will not require you to place the last link on your turn. As long as you have contributed one or more links to its route, you may free and save it, using *Squawk* cards or Birders to the Rescue card.



TALLYING SCORES

i) Bird points

When you save a bird, you get points equivalent to the value indicated on the top right corner of the card.

The value of each bird is determined by its conservation status. The more threatened a bird is, the higher the number of points assigned to it.

Conservation status

This determines the value of birds in ascending order.

- LC** Least Concern (LC)
- NT** Near Threatened (NT)
- VU** Vulnerable (VU)
- EN** Endangered (EN)
- CR** Critically Endangered (CR)

Source: <http://datazone.birdlife.org/species/spcredcat>



Bird Points!



When selecting bird cards, think about how they will help you gain more points or give you extra powers to boost your play.

ii) Link points

For the player who places the last link

You can also add points totalling the number of links you placed to complete the route you used to save a bird.

For other players

Other players who contributed to the route (but did not place the last link to save the bird) also get points, based on the number of links they placed.



In this instance, the blue player who placed the last link to save the Ijima's Leaf Warbler gets a total of 14 points (11+3). They then accordingly move their marker on the scoring scale.



Players who have contributed links to a completed flyway, without saving the bird, may add points to their score, too. In this case, the yellow player gets 5 points.

Credits

TUBER TEAM

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FAQ

I have a bird card that gives me bonus points at the end of the game. However, another player reached the 100-point mark first. Do I still have a chance to win after calculating my bonus points?

Yes, reaching the 100-point mark only ends the game. The player with the highest score wins.

My score ties with another player's. Who wins?

The game will end in a tie, unless you hold a bird card with the power that allows you to emerge as the winner in the event of a tie.

Can I save more than 1 bird during my turn?

Yes. You can save any number, as long as you abide by the rules on placing links.

While placing links for a migratory route, the bird I wanted to save died from the effect of a *Fowl Play* card. Should I retract my links?

No. Links stay on the map and are only removed when certain *Fowl Play* events wipe them off.

www.flyaway.sg



Knowledge Partner



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PRODUCTIONS COMPANY

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