

Busy Beaks

Rules of play



DRAFT

Welcome to Busy Beaks!

Get to know Australia's most fascinating birds in this colourful card game. Each player collects bird cards and gathers them into flocks to score points.

Whoever makes the most valuable flocks wins!

Each bird also has a special ability - like the Powerful Owl who lets you search the deck for the card you really need, or the mimicking Magpie who lets you copy another card.

Choose which birds you want to use each game to make every play feel different.

Credits

Game design by Phil Walker-Harding.

Illustrations by Sarah Allen.

Based on Busy Beaks, published by Affirm Press.

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Game contents

1 tree board



The tree board is where the draw and discard piles are kept. It also indicates where the 3 rows of bird cards, called branches, will go on the table.

182 bird cards



There are 14 sets of cards. In each set are 12 bird cards of the same type and 1 reference card which gives you information about that bird.

23 egg tokens



These tokens are used to keep score. Each egg icon is worth 1 point.

14 card sleeves



Each of these holds 1 set of 13 bird cards. They make it easier to store the cards between games and find the sets you want to use when starting a game.

You will need to construct each sleeve before your first game. Fold up the back of the sleeve first, then fold the left side across. Finally, fold the right side across and place the tab in the slot to secure the sleeve.

Setting up the game

Place the **tree board** in the centre of the table.

Set up the **egg tokens** based on the number of players. Take 1 five-egg token, 1 four-egg token, 1 three-egg token and 1 two-egg token per player in the game. Place them in a column to the left of the tree board, in descending order from five eggs to two eggs. Return any unused egg tokens to the box.

Choose the **7 sets of bird cards** you'd like to use in the game. For your first play, use **Brolga, Eastern Rosella, Eastern Spinebill, Galah, Kookaburra, Tawny Forgmouth** and **Sulphur-Crested Cockatoo**.

After your first game, you can choose any 7 sets of birds to use. We recommend using at least 2 birds with powers that take cards from the tree. Find your favourite combination!

Take the **reference card** from each set and place it to the left of the egg tokens. Place a **one-egg token** on each reference card.

Take the 12 bird cards from each of the 7 sets you chose and shuffle them all together to form the **draw pile**. Place it face down on the upper space on the tree board. A face-up **discard pile** will form on the lower space during the game.

Each player draws their **starting hand** of cards. The oldest player draws 2 cards from the draw pile into their hand. The player to their left draws 3 cards into their hand. In a 3 and 4 player game, the next player to the left draws 4 cards. In a 4 player game, the final player draws 5 cards into their hand. The players hands are **kept secret** during the game.

Playing the game

The players take turns moving clockwise around the table. On each turn the players will be collecting cards, trying to make sets of 5 birds called **flocks**. A flock can be turned in for points, represented by egg tokens. When all the egg tokens run out the game ends. Whoever has the most points wins!

The oldest player takes the **first turn**, and then play proceeds clockwise around the table.

On your turn, follow these steps in order:

1. You may play 1 bird card.
2. You may score 1 flock.
3. You must draw 1 card.
4. Check to see if the tree needs to be filled.

1. You may play 1 bird card

At the start of your turn you **may** play 1 bird card from your hand and use its **power**. To do this, choose any card from your hand and place it face-up at the **end of any branch**. The end of a branch means at the right-most end of 1 of the 3 rows of the tree.

After placing the card in the tree, you now use its **power**. A bird card's power is depicted at the bottom of its card with a diagram, and is explained on its reference card.

A fuller explanation or how each power works is at the end of this rulebook.

Diagram of playing a card TBC

2. You may score 1 flock

If you have **5 cards in your hand of the same type** you have made a flock and may score it. Simply place the 5 cards face-up on the discard pile. Well done, you have helped a flock of birds to fly away together!

Now you receive points for your flock. First, take the **most valuable egg token** from the top of the column beside the tree. Then, if you were the first player to make a flock of a particular bird, you also take the **one-egg token** from its reference card. Store your egg tokens on the table in front of you, in view of all players.

Diagram of scoring a flock TBC

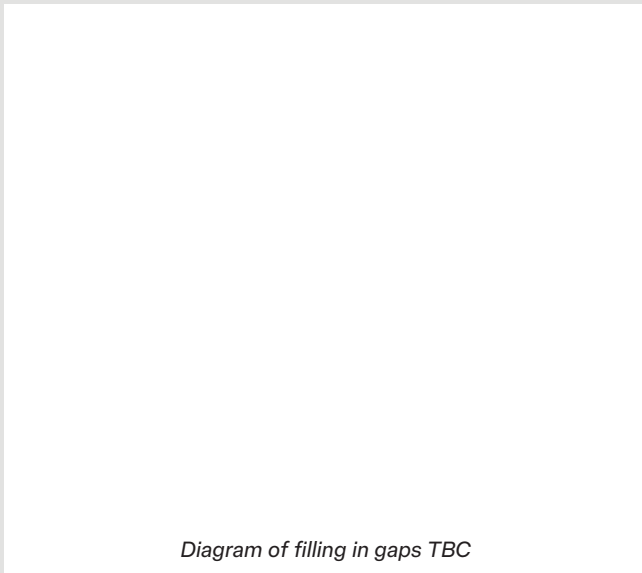
3. You must draw 1 card

Simply draw the **top card of the draw pile** and add it to your hand. If the draw pile is empty, shuffle the discard pile and place it face-down on the draw pile space to create a new draw pile. There is no limit to the number of cards you may have in your hand at a time.

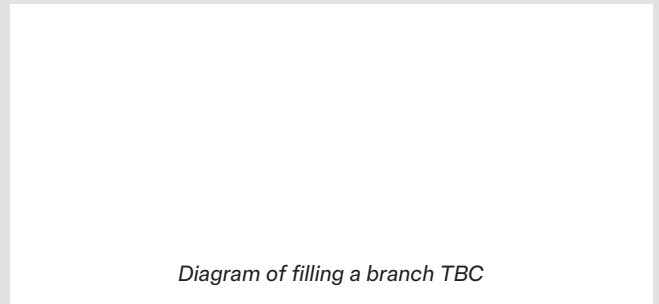
4. Check to see if the tree needs to be filled

To finish your turn, you must check to see if the tree requires filling, as follows:

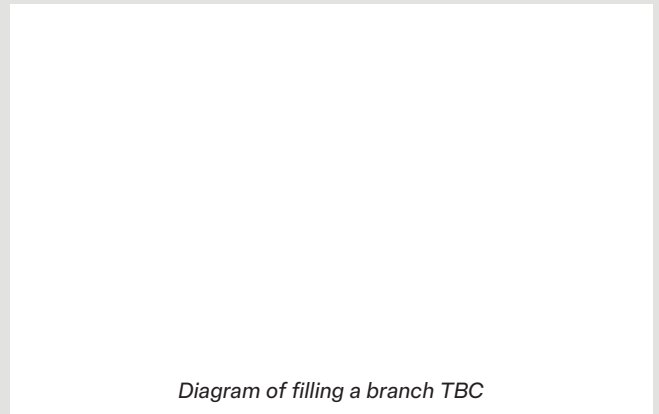
If there are **gaps** in any branches due to missing cards, slide the cards in that branch to the left to fill in the gaps.



If any branch has **no cards** in it, take 3 cards from the draw pile and place them face-up in that branch. You can't choose the order they go, so draw and place them one at a time.



If any branch has **7 or more cards** in it then discard cards from the left-most end of the branch (near the tree board) until there are only 3 cards remaining in the branch. Then slide these cards to the left to fill in the gap.



After this step your turn is complete and play moves to the player on your left.

Bird card explanations

Important rules

There is no limit to the number of cards you may have in your hand at a time.

If at any time the draw pile is empty, shuffle the discard pile and place it face-down on the draw pile space to create a new draw pile.

The first 2 steps of the turn are optional. So your turn may simply be to draw 1 card. Or your turn may be to play 1 card, score 1 flock and then draw 1 card.

After using a power that draws cards from the draw pile, remember you still get to draw 1 card at the end of your turn as usual!

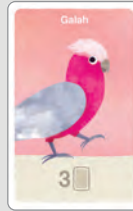
Some bird powers require you to discard a card before you use its power. If you don't have a card in hand to discard in this way, you may not play the bird card.

End of the game

As soon as the **last multi-egg token** is taken from beside the board, the game ends immediately. It does not matter if there are any one-egg tokens left on reference cards.

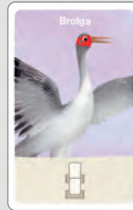
The players now add up the **total number** of eggs shown on all the egg tokens they have. Whoever has the most wins the game!

In the case of a tie, the tied player with the most cards remaining in their hand wins the game. If there is a still a tie, the tied players win together.



Galah

Draw 3 cards from the draw pile and put them into your hand.



Brolga

Take any 1 card from the tree. You may also take the card directly above it. Put them into your hand.

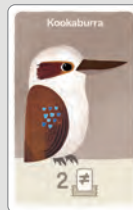
You may not take the Brolga card that you played to use this power.



Eastern Spinebill

Take any 1 card from the tree. You may also take the card directly to its left or right. Put them into your hand.

You may not take the Spinebill card that you played to use this power.



Kookaburra

Take any 2 cards from the tree that are of 2 different types. Put them into your hand.

You may not take the Kookaburra card that you played to use this power.



Tawny Frogmouth

Reveal 4 cards from the draw pile and place them face-up on the table. Choose 2 of them to put into your hand and put the other 2 face-up on the discard pile.



Powerful Owl

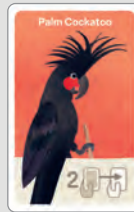
Name out loud 1 of the 7 bird types in the game. Then reveal 7 cards from the draw pile and place them face-up on the table. Place all the cards that match the bird you named into your hand. Put all that remain face-up on the discard pile.



Wedge-tailed Eagle

Choose any opponent and look at all the cards in their hand. Take any 1 of them and put it into your hand. Next, the player you took from immediately draws 1 card and puts it into their hand. You then play the rest of your turn as usual.

This is the only time you are allowed to see the cards in an opponent's hand.



Palm Cockatoo

Choose any opponent and take any 2 cards from their hand without seeing what they are. Put them into your hand. Next, the player you took from immediately draws 2 cards and puts them into their hand. You then play the rest of your turn as usual.

The opponent you choose may like to shuffle their hand before you take cards from it.



Rainbow Lorikeet

Take any card from the tree and place it in your hand. Then you must take any card from your hand and place it in the tree in the gap you just made. You may perform this action any number of times.

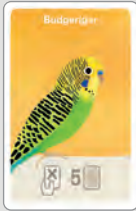
You may not take the Lorikeet card that you played to use this power.



Magpie

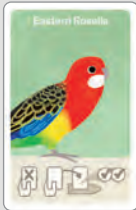
Choose a bird at the end of any branch (the right-most bird in any row of the tree). Use its power.

For example, you use the Magpie and choose a Galah card that is at the end of a branch. You now use the Galah's power to draw 3 cards into your hand.



Budgerigar

First, place any 1 card from your hand face-up in the discard pile. If you do not have a card to discard, you may not play the Budgerigar. Next, draw 5 cards from the draw pile and put them into your hand.



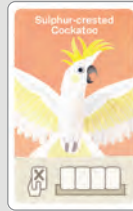
Eastern Rosella

Place any 1 card from your hand face-up in the discard pile. If you do not have a card to discard, you may not play the Rosella. Next, play any card from your hand to the end of a tree branch and use that card's power two times.

For example, you use the Rosella to then play a Galah. You use the Galah's power to draw 3 cards into your hand. Then you use its power again to draw a further 3 cards.

You can use the Rosella to play another Rosella, which allows you to play 2 more cards, using them each twice.

If you use the Rosella to play a bird whose power involves making a choice (Powerful Owl, Wedge-tailed Eagle, Palm Cockatoo, Magpie), you may make a different choice the second time the power is used.

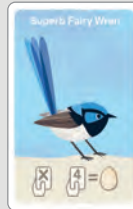


Sulphur-crested Cockatoo

First, place any 1 card from your hand face-up in the discard pile. If you do not have a card to discard, you may not play the Cockatoo. Next, take any 4 cards that are in an adjacent row on 1 branch.

You may choose to take fewer than 4 cards, but they must be in a row.

You may not take the cockatoo card that you played to use this power.



Superb Fairy Wren

First, place any 1 card from your hand face-up in the discard pile. If you do not have a card to discard, you may not play the Fairy Wren. Next, you may score a flock of birds from your hand. However, you only need to discard 4 cards of the same type to make a flock. Score egg tokens for this flock as usual.

After using the Fairy Wren, you may score another flock in step 2 of your turn as you normally would.