



BIRDS
ON
BIRDS

BIRDS ON BIRDS

Birds on Birds is a stacking/
dexterity game for 1-4 players.

Each player takes on the
role of a flock of birds, trying
to find a place to roost on a
wobbly tree.

OBJECT OF THE GAME

Gain 20 points **or** get rid of all of
the birds in your supply.

•• COMPONENTS ••



32 wooden birds
(4 of each type)



1 wooden tree base



2 stabilizers



4 victory point
tracker squirrel
tokens



1 victory point track



1 rulebook

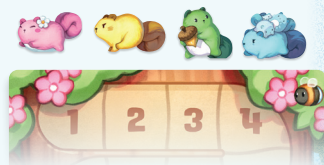
● ● SETUP ● ●

1. Give each player 8 wooden birds (1 of each type). This will form their supply.



Note: New birds can be added with expansions! If playing with an expansion, choose 8 different bird types from all the birds you have and give each player a set of those 8 birds.

2. Give each player a victory point tracker (squirrel token) which they will place near the victory point track.



3. Place the tree base in between all players on an even surface. Make sure that the base is easy for each player to reach. If you would like to play an easier version of the game, or if you are playing with young children, place the stabilizer tokens under each end of the tree in the following spots.



See page 7 for variants for playing with young players or players that may need extra assistance.

4. Randomly determine the first player, or choose the person who most recently saw a bird in a tree.



● ● HOW TO PLAY ● ●

Starting with the first player and going clockwise (to the left), each player will take a turn until 1 player has either gained 20 points or has no more birds in their supply.

TAKING A TURN

Choose a bird in your supply.

Pick it up with one hand.

Attempt to balance that bird (using only one hand) either on the tree or on another bird that is already on the tree, **without knocking any birds off!**



After placing, you must say a sentence that is about 5 to 7 words long. We suggest:

SILLY LITTLE SQUIRREL, STAY AWAY FROM ME!

If no birds have fallen, move on to scoring.

SCORING

Gain 1 point for the bird you placed, and 1 point for each bird between it and the tree (on the shortest path).

And what does that mean? Imagine a path from your bird to the tree. The path must connect the fewest possible birds, and each bird in the path must touch the previous one. Each bird in the path scores 1 point.



RULES OF PLACEMENT

When placing a bird, you must obey these rules.

1. If you have chosen a bird, but have not touched the tree or any other bird with it, **you may choose another bird** to place. If your chosen bird touches any other wooden piece, however, you must place it.
2. You may use your chosen bird to nudge other birds or the tree itself, as long as nothing falls off of the tree. You may NOT use your hand to touch anything but your chosen bird.
3. Birds must be placed in the same plane as the tree, i.e., you should be able to see all of the art when looking from one direction.



FALLING BIRDS

If any bird, including the one you are placing, falls off the tree and hits the table, **immediately end your turn without scoring.**

Collect any fallen birds and place them into your supply.



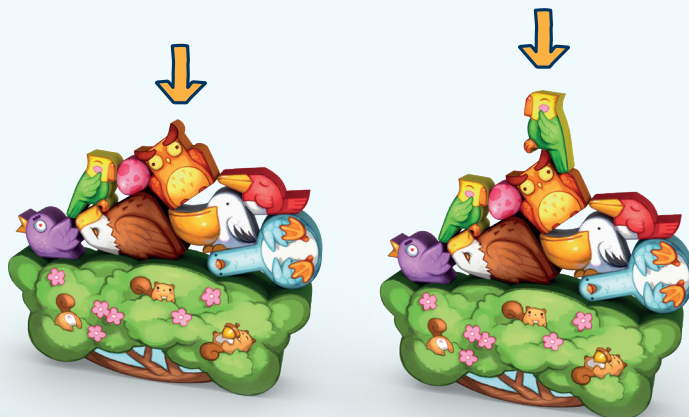
If any birds fall off the tree after you say your sentence and before the next player starts their turn, remove those birds from the game.

PLACING A SECOND BIRD

Starting on the second round, after placing a bird, instead of scoring **you MAY choose to place and score a second bird.**

However, **this bird is selected from the supply of the player with the most birds.** (This can be your supply if you have the most birds. If there is a tie for most birds in a player's supply, you may choose from any supply with the most birds.)

Once the second bird is placed and your sentence is spoken, **score the second placement only.**



WINNING THE GAME

As soon as any player **has scored 20 or more points** or **has no more birds in their supply**, that player has won the game! Congratulate the winner, or challenge them to another game.

● ● ACCESSIBILITY VARIANTS ● ●

Here are some variants that you can introduce for one or more players to ensure everyone is having a good time.

1.

Add the stabilizers under the base so it doesn't wobble as much.



2.

Let a player use both hands when placing a bird. They still cannot touch any other piece with either hand.



3.

Let a player place their bird so it is not in the same plane as the tree.

4.

Remove the 2 largest birds from a player's supply at the beginning of the game.



5.

Reduce the victory point requirement for a player to win to 15.



•• SOLO VARIANT ••

If you are playing by yourself, take all 32 birds and place them into your supply. You will now attempt to stack as many birds as you can on the tree, one at a time.

Place birds as normal, but do not score points. If any birds fall, remove them from the game instead of placing them back in your supply. Continue placing birds until you run out. Once you are out of birds, gain 1 point for each bird that is currently on the tree.

BIRDS STACKED



12 or less

13-20

21-26

27-30

31+

RANKING

Hatchling

Fledgling

Quality Bird

Glorious Bird

Divine Phoenix



•• CREDITS ••

Game Design: Isaac Vega

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Special thanks to Dave Bray
for being the game's first
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what it is today.