



FLOCK!

Flock! is a rummy-style game for 2-5 players. Each player takes on the role of several flocks of birds that are hunting for a roost.

OBJECT OF THE GAME

Score the most victory points over 3 rounds by attracting birds to your Sky and roosting them on your Island.

COMPONENTS



81 Bird Cards
(9 in each suit)



20 Feather Tokens



1 First Player Token



5 Player Mats



1 Score Pad



1 Rulebook

SETUP BEFORE THE GAME

1

Remove the following bird cards from the deck depending on the player count. Return any removed cards to the box.

5 players: Remove no cards

4 players: Remove 1 suit/color

3 players: Remove 2 suits/colors

2 players: Remove 3 suits/colors

2

Give each player a player mat, face up on its day side.



3

Randomly determine the first player, and then give them the first player token.



SETUP

BEFORE EACH ROUND

1

Shuffle the deck and deal cards to each player, depending on the player count.

5 players: 9 cards each

4 players: 10 cards each

3 players: 11 cards each

2 players: 12 cards each

2

Place the deck of remaining cards in the center of the play area. Reveal 3 cards and place them in a line next to the deck to form the Horizon.



3

Give each player 2 feather tokens.



4

HOW TO PLAY

Starting with the first player and going clockwise (to the left), each player takes a turn until the end of the round, triggered when any player is out of cards. Each player's turn consists of 3 steps:

1. Draw a card

2. Take 2 actions

3. Add to the Horizon

1. DRAW A CARD

Draw 1 card from the top of the deck and place it into your hand. Great job!



2. TAKE 2 ACTIONS

Take 2 actions. The actions are **Flock**, **Swoop**, **Roost**, and **Hatch**. You can take the same action multiple times. When taking actions, you can play cards from the Horizon as if those cards were in your hand. (Do not replace cards when they are played, even if played from the Horizon.)

The different actions are explained on pages 6–9.

FLOCK

Play 3 or more cards with the same number into your Sky (the area above your player mat). These cards can be played from your hand and/or from the Horizon. Each card in your Sky is worth 1 victory point at the end of the round.



Forming a Flock

Whenever 2 or more cards with matching numbers are in your Sky, they form a Flock. Be careful, however, because cards in a Flock might be lured away by another player's Swoop action.



Note: If you have a card in your Sky that does not share a number with any other cards in your Sky, it is not considered part of a Flock and cannot be taken by a Swoop action.

SWOOP

Play 1 or more cards into your Sky with the same number as one Flock in any player's Sky, including your own. (Remember that a single card is never a Flock.) These cards can be played from your hand and/or from the Horizon. Then do the following:

- 1** Choose 1 card from each other player's Sky that has a Flock (at least 2 cards) that matches the number on the card(s) you just played.
- 2** Gather all the chosen cards plus any cards in your Sky that match the number on the card(s) you just played. They all become one Flock.
- 3** Give a feather token from the supply to each player that had a card taken from their Sky.



Remember, each card in your Sky is worth 1 victory point at the end of the round, but your Flocks are always vulnerable to other players' Swoop actions.

ROOST

Play 3 or more cards of the same suit with consecutive numbers onto your Island (the area below your player mat). These cards can be played from your hand, from the Horizon, and/or (for Roost only) from your Sky.

Once your birds Roost, they cannot be added to, taken from, or affected by any player (including you). Each card on your Island is worth 1 victory point at the end of the round.



HATCH

Draw 1 card from the top of the deck and place it into your hand.



3. ADD TO THE HORIZON

Place 1 card from your hand, if possible, into the Horizon and then check if the Horizon has at least 3 cards. If it does not, reveal cards from the top of the deck until the Horizon has 3 cards. It is now the next player's turn.



Note: The Horizon must have at least 3 cards at the end of your turn, but can also have more.

CAN'T DO WHAT YOU NEED TO?

Sometimes you just don't have the right cards or enough time to complete your master plan. On your turn you can use feather tokens and the Sunset power to give you additional options and flexibility!

Use Feather Tokens

When taking a Roost action, you may place a feather token on a card to change its suit. You may do this multiple times during the same Roost action.



Note: Feather Tokens are meant to be unlimited. If you run low, use something else to represent a Feather Token.

Use the Sunset Power

Once per round during step 2 (Take 2 Actions), you can use your Sunset power to reset the Horizon and gain a feather token. Using your Sunset power does not count as one of your actions during your turn.

1

Take the current Horizon cards, put them on the bottom of the deck, and draw 3 cards to form a new Horizon.

2

Gain a feather token.

3

Flip your player mat to its night side to show you have used your Sunset power.

ENDING THE ROUND

When any player ends their turn with no cards in their hand, this triggers the end of the round.

Each other player takes one more turn and then the round ends and each player gains points as follows:

Gain 1 point for each card in your Sky

Gain 1 point for each card on your Island

Gain 1 point for every 2 unused feather tokens



Write down each player's score on the score pad, flip all player boards back to the day side, return all cards to the deck, and return all feather tokens to the supply. Pass the first player token to the left and set up for a new round (page 4).

The game ends at the end of the third round.



ENDING THE GAME

After 3 rounds, you've reached the end of the game. Total the scores from each round—**the player with the highest score is the winner!**



If there is a tie, players may choose to share the victory or keep playing rounds until there is a single winner.

CREDITS



Game Design:

Ken Jenkins

Production:

Lindsey Rode
& Isaac Vega

Illustration:

Lyss Menold

Art Direction:

Isaac Vega

Graphic Design:

Stephanie Gustafsson
& Zak Eidsvoog

Editing:

Jonathan Liu

Marketing:

Josh McCurry

Playtesters:

Dave Bray, Danni Loe, Rachel Eding, Sam Vega, Gustavo Finotti, Murilo Paiva Homsí, David Urbina, Kate, Janie, Wes, Mattie, Erik, Tyler, Delton, Hailey, Nathan, Rose, Nicole, the Nashville Knuckleheads, the Gleeeful Meeples, the Memphis Marauders, the Rose Gauntleteers, and, of course, Ollie

