

Life in the city is hard, but certainly for pigeons, it's a matter of life, death, and poop. It's hard enough to poop on your daily quota of people, but you have to avoid hungry falcons, looking to devour you down to your feathers. Can you poop on the most people? Can you survive the divebombing falcon? Can you beat the flock out of your opponents?!

A Game of Death...and Poop...from Above!



Objectives

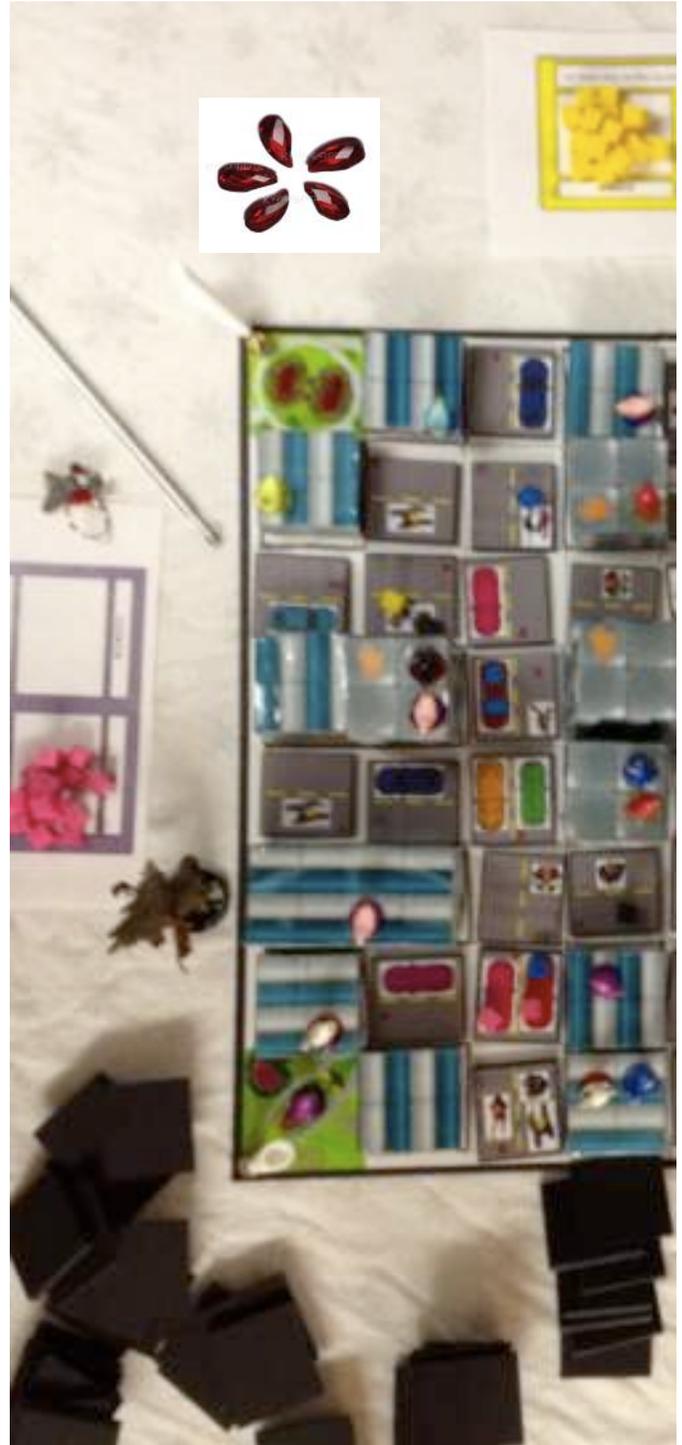
Survive the divebombing falcons while pooping on as many human and car targets as possible. Players earn points by pooping on people and cars (collecting tiles with point values written on them), hitting other pigeons to collect pigeon blood droplets (one point each), and having pigeons alive at the end of the game (one point each).

Game Components

1. 1 board (64 spaces, 32 building spaces)
2. 25 Building structures
 - a. 23 are numbered for the recommended starter setup, more are included as extras for variation.
3. 1 Falcon on a metal ring
4. 80 street tiles
5. 5 sets of 8 pigeons, 2 different colors in each set, all in that set sharing the same colored base.
6. 5 player aids to manage poop and supply cubes (in colors that match the pigeon base colors)
7. 40 pigeon blood droplets
8. 60 poop cubes (12 for each player in red, yellow, green, blue, and purple)
9. 4 roosts mounted onto the board's corner
10. 1 flight path rod

Setup

1. Place the board on a flat surface where all players can reach it.
2. Screw the **falcon roosts** into the four corners of the board (if unscrewed)
3. Shuffle the **tiles** facedown and place 32 faceup randomly on the street spaces (white squares) on the board. Place the remainder of tiles facedown next to the board.
4. Place the **pigeon blood droplets** in a pile near the board.
5. Place the **city structures** on the board on shaded spaces with taller buildings in the center of the board and shorter buildings toward the edges..
 - a. You may match numbers on the shaded building spaces with the provided structures, or you can create your own individual setup as long as structures are on all shaded spaces and no white spaces have structures.
 - b. The provided setup places taller buildings in the center of the board and they get smaller as they get close to the edges. If you alter the setup, be mindful that a random assortment of tall and short buildings may provide more spaces for the pigeons to hide from the falcon.
6. Give each player a **player aid** and a **bag of pigeons with poop of the same color**.
 - a. 11 poop cubes should be placed on the "supply" side of their player aid and **one** poop in the cloaca side.
 - b. Six pigeons should be removed from the bag and put in front of the player.
 - c. Leave the remaining two pigeons in the bag. They will be used later if pigeons successfully mate.
7. Choose a start player (whomever was last pooped on by a bird) and give him or her the Angry Griffin figurine.
8. Starting with the Angry Griffin player, each player places a pigeon on a structure in a clockwise manner until each player has placed all six pigeons.
 - a. Each structure is divided into one inch squares, so on a 2 x 2 rooftop, four pigeons can occupy that rooftop.
 - b. Players must place pigeons in all four quadrants of the board.
9. Place the falcon and flight path (fully extended retractable metal rod) near the Angry Griffin player.



Game Play in Each Round

Game Play in Each Round Overview Summary

1. Pigeon Turns

- a. Starting with Angry Griffin, each player gets **two pigeon turns** in a round using a switchback rotation.
 - i. Starting with the Angry Griffin player, each player takes their first pigeon turn in a **clockwise** manner.
 - i. Then, the last player to go goes again immediately for his second pigeon action. Play continues **counterclockwise** until the Angry Griffin player has taken his or her second pigeon turn.
 1. For example, in a four-player turn, pigeon turns are taken by players 1, 2, 3, 4, 4, 3, 2, 1, and then the game continues into the scoring round.
- b. The pigeon actions are Feed, Fly, Mate, Cross-Flock Mate, Poop, and Drop a Deuce. Each player gets five actions per turn.

2. Tile Scoring and Replacement Actions

- a. Poop cubes are scored and tiles are removed accordingly.
- b. Additional tiles are added to empty spaces.

3. Falcon Action

- a. Starting with Angry Griffin, each player sends the Falcon to knock down other players' pigeons.
- b. After Falcon actions for all players, the Angry Griffin is passed to the next person on the left, and a new round begins.

1. Pigeon Turns: Specific Pigeon Actions

- ☆ Each player has five actions to take per turn.
- ☆ Actions may be repeated (except for Dropping a Deuce), taken in any order, and unused actions may not be banked for any pigeon on the board.

1. Feed

- a. To feed, you take one poop cube from your supply and put it in your "cloaca" to use when you decide to poop.
- b. There is a maximum of 4 poops in the cloaca at any time.
- c. Each player gets 12 poops total for the entire game. Poop is not recycled.



2. Fly

- a. Pigeons may fly orthogonally from one square to another on the same building or across the gap over a street in a straight line to a square on the nearest building's rooftop.
- b. Pigeons may pass through spaces (or divert to another orthogonal space) occupied by other pigeons but they may not end their turn on a space occupied by another pigeon.
- c. If the space is occupied by another pigeon, the player's pigeon must have enough movement points to move to a free space on that building or to fly to another building's open space.



3. Mate

- a. To mate, two of your pigeons (may be either color of your set) must be orthogonally or diagonally adjacent to each other on building(s) of the same height.
- b. Declare "mating" and show restraint against rude gestures.
- c. Take a pigeon from your supply and put it in one of the parks.
- d. Each player may only have two pigeons total in any of the parks at any time (unless Cross-Flock Mating, see below).
- e. Pigeons in parks are safe from the falcon and cannot be killed. Pigeons can fly out of parks according to normal rules. Pigeons cannot fly back into parks.

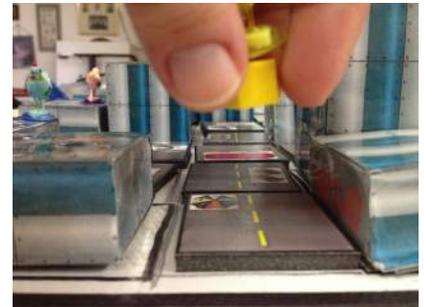


4. Cross-Flock Mating

- a. A player may attempt to expand their flock by mating with another player's flock.
- b. To mate with another player's flock, two pigeons of any color must be orthogonally or diagonally adjacent to each other on building(s) of the same height. Both players must have spare pigeons in their supply off the board.
- c. The active player declares they are going to Cross-Flock Mate and informs the opponent whose pigeon will take part. From the active and opponent's supply, each takes one pigeon.
- d. The opponent holds the two pigeons in their hands, shakes their hands, and without looking, the active player draws a pigeon.
 - i. That pigeon is immediately placed in a park by the player who owns the pigeon. The other pigeon is returned to the player's supply, forlorn.

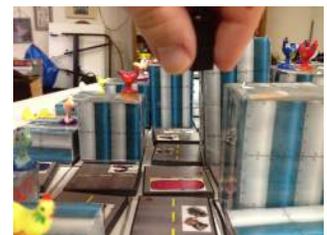
5. Poop

- a. Pooping is a version of flying where you cross the street and drop a poop cube at the same time. (You may not poop as you stand on a building, that's disgusting.)
 - i. Take a piece of poop of your color from your cloaca. Hold the poop under the pigeon in one hand and raise your hand at or above the roofline of the tallest building over that particular street section.
 - ii. In one smooth flying movement over the street tile, release the poop cube. No hovering in midair to poop.
 1. If you drop your pigeon, remove and discard the poop (even if you pooped on a target, so sad) and replace your pigeon upright where it began flying. You cannot redo the flight and the action is lost, but you can poop again if more actions remain.
 2. If you drop the poop cube before flying, remove the poop cube and the action is lost (but can be redone if more actions remain).
 - iii. Leave the correctly dropped poop where it is until the end of round scoring actions.



6. Drop a Deuce (6AP)

- a. Follow the same procedures as pooping, but use two poop cubes. These cubes may be released separately or together, but must be released after the pigeon leaves one roof and touches another.
- b. Players may only drop a deuce once per turn.



After all players take their two Pigeon Turns, Tile Scoring and Replacement is next.

2. Tile Scoring and Replacement

1. Poop Scoring

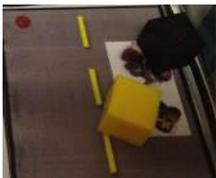
- a. **Direct Hit:** To score points, a player must successfully drop a poop cube on a tile and covering some part of a target or whitespace around a target (people or cars). When this occurs, during scoring, that person removes the poop, takes the tile and places it in front of him or herself faceup with points showing.
 - i. If the tile has multiple poop cubes on any target on the tile and there is a tie, whoever hit the tile first will get the tile at the end of the round.
 - ii. If the tile has multiple poop cubes on any target space on a tile and one player has more poop on target spaces than any other, that person scores the poop and gets the tile at the end of the round.
- b. **Splash:** If poop is residing on a tile but not on a target space, the player scores zero.
- c. **Umbrellas count as -1 point.** If poop lands on an umbrella only, that person takes the tile and keeps it facedown in front of him or her to signify the -1 point.
 - i. If multiple people are on that umbrella, then one person takes the tile from the board and the other(s) takes a random tile(s) from the supply and places it facedown in front of him or her.
 - ii. If one person is in correct scoring position and the other is on an umbrella on the same tile, the person who scores takes the tile and keeps it face up, and the umbrella person takes one from the supply and places it from or him or herself face down.
- d. Poop is ALWAYS discarded after scoring. No recycling poop.



This tile scores zero, and the tile remains until someone legally scores.



This poop cube has landed on an umbrella for -1 point. The player gets the tile facedown.



The two players both landed poop on this tile and landed on the target, but the yellow player dropped the poop first so the yellow gets the tile for 2 points.



Since pink has a majority on this tile in scoring position, pink gets the tile and 2 points.



Even though blue is on the white space but not on the actual people, that's okay. Blue still gets the tile and 2 points.

After the tiles are scored, replace them with new tiles from the pile next to the board and then each player takes a Falcon Action.

3. Falcon Action

Start with the Angry Griffin player then proceed clockwise. Each player will get a falcon action.

1. Roost choice

- Players may choose any roost to use for the falcon.

2. Falcon action

- Place the flight path rod into the roost. Adjust the angle as necessary. **The rod may not touch any part of the structures or pigeons on buildings before, during, or after the flight. If it does so, the flight is invalid and is not repeated.**
- Slide the falcon's ring over the end of the rod. Hold the falcon's ring at the end of the rod.
- Be sure to keep the other end of the rod snug inside the roost.
- Release the falcon. You may not touch the falcon after release and hold the rod still. (No flipping the bird!). Enjoy watching your opponents' pigeons crash to the streets below.
- Leave knocked over or struck pigeons where they lay until all players have finished their falcon actions.
- Repeat for each successive player clockwise.



3. Post-Falcon Assessment of Live, Injured and Dead Pigeons and Scoring

- Any pigeons remaining standing on a building structure remain in place.
 - Pigeons knocked over but remaining on a rooftop are considered **injured**. They are replaced in a standing position on the nearest square.
 - Pigeons knocked over onto the street below are **dead**. I'm sorry. Remove them and put them back in your bag. They may be resurrected through mating (during the player's pigeon actions on later turn).
 - For every pigeon that is killed, the active Falcon Turn player takes one blood droplet from the supply. Each droplet is worth one point.**
 - If an injured pigeon is knocked to the ground by another player, the player who knocked the pigeon to the ground earns the blood droplet.
 - If a falcon hits a pigeon and that pigeon hits another pigeon, treat each pigeon as if they were hit by the falcon.
 - If a falcon hits a building, he is hurt, and any other pigeons that might be struck afterwards are replaced in a standing position.
- Mercy rule:** If all of a player's pigeons are killed, he or she may begin his or her turn with one pigeon in a nest. This may be repeated as necessary for any player for the length of the game.
 - Pass the Angry Griffin to the next player on the left, who will begin the next round.
 - When a player runs out of poop, that triggers the end of the game.** Each player finishes their pigeon actions, scores tiles, takes a falcon action, then adds up their points.

Victory Conditions

- **Game End**

- The game end is triggered when any player runs out of poop.
- All players finish their pigeon turns, score tiles (no need to refill), and send out the falcon one last time.
- **Players should count their remaining pigeons on the board. Each pigeon alive at the end of the game is worth one point.**
 - Optional house rule scoring: you may add one point for each vertical inch of building that the pigeon is standing on. For example, a pigeon standing on a two inch high building would be worth two points.

- **Victory:** The winner is the person with the most points in accumulated tiles earned by pooping on the most targets, pigeon blood droplets, and surviving pigeons (one point for each pigeon).

$$\text{(Total points on all claimed tiles) + pigeon blood droplets + remaining pigeons on the board} \\ = \\ \text{Total points}$$

- **Tie breaker:** In case of a tie, whomever amongst tied players has the most individual people on their amassed tiles wins. If still tied, whoever has the most poop remaining wins. Splatterific!



Example for end of game scoring: +7 for tiles, -1 for umbrellas = 6 points total. The player also has five pigeon blood droplets, and 6 remaining alive pigeons. The player's grand total is 17 points.

In case of a tie, the player has 4 people total.

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