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Featherweight Fiesta



Don't fall off your perch!

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Featherweight Fiesta

Everyone loves a good selfie and birds are no exception! These birds happily hop from wire to wire before immortalizing their poses in crazy and clever snapshots.

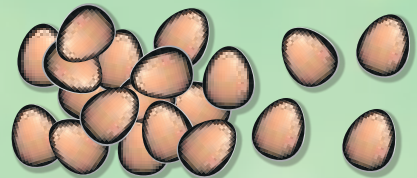
CONTENTS



3 telegraph poles



1 elastic cord













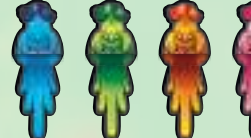
20 eggs



24 Selfie cards



6 Smartphone tokens

	Trebriffs 	Coopcreets 	Polkees 
Adults 			
Chicks 			

24 birds divided into 3 families

CLASSIC GAME RULES

OBJECT OF THE GAME

Win the most points by recreating the bird's poses from the Selfie cards on the wire.

SETUP

The players sit on opposite sides of the playing area.



Upright the box and its lid and place them in the middle of the playing area so you can see the images inside the box. The short sides of the box and lid must touch to form the tunnel.



Insert the telegraph poles at the places indicated on the box. Two poles are placed at opposite corners of the box and the third is inserted where the two box edges meet.

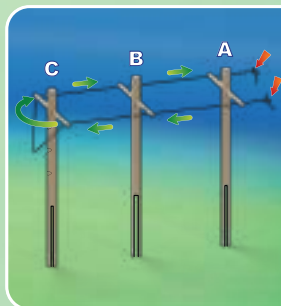
The 3 telegraph poles should form a **diagonal line** that crosses both halves of the box.

TIPS

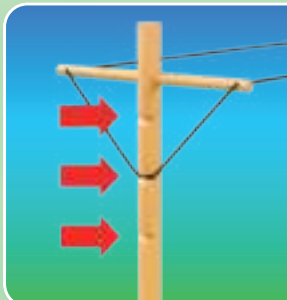


NOTE!

The central telegraph pole has a wider slot so it can fit over 2 box walls.



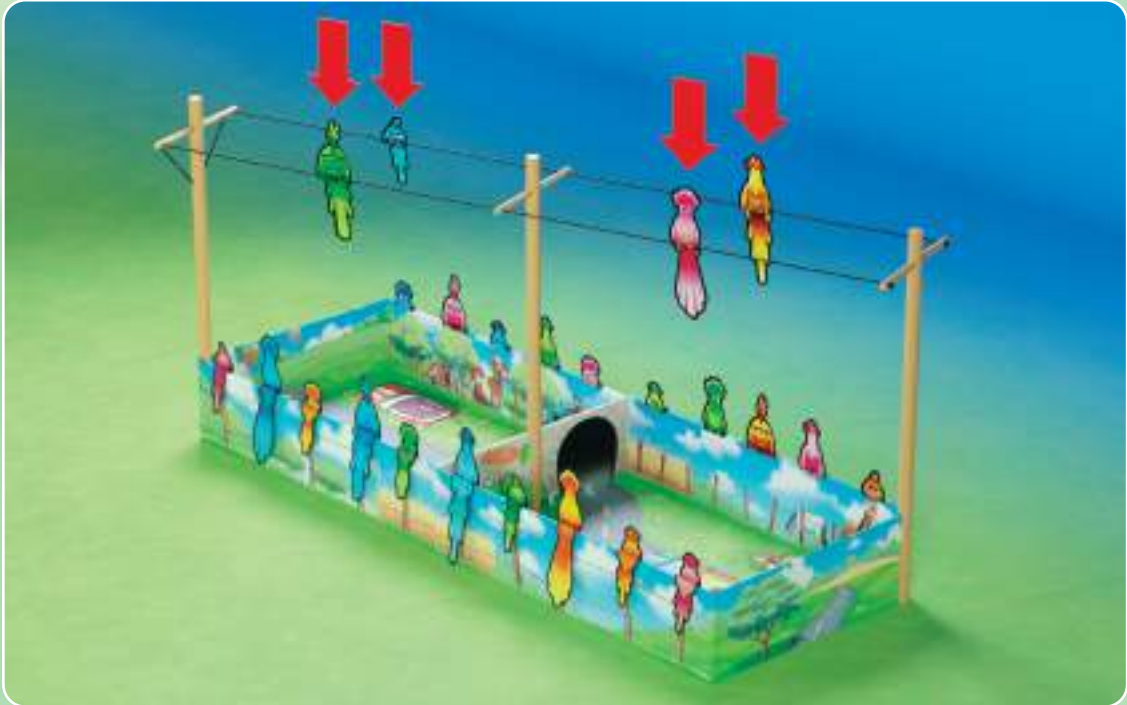
Before you play your first game, set up the telegraph poles on the box. Tie a knot at one end of the elastic cord, then connect telegraph poles A, B and C as shown in the diagram opposite. Once they are in place, secure it with a second knot.



The notches on the side of the adjustable telegraph pole allow you to adjust the difficulty: The tighter the wire, the tougher the game is.



To successfully balance a bird on the wire, its tail will need to slant back slightly.



Choose **4 different colored birds** and balance one in the **middle of each of the 4 wires**.

Place the rest of the birds on the illustrated posts around the edge of the box, in any order.

PLAYING THE GAME

The player who can do the best bird call plays first and play then continues clockwise.



Sort the Selfie cards by the level indicated on the back of the card (2/3/4/5 birds) and put them into 4 separate, easy to reach piles.



Deal **one Level 2 card, one Level 3 card and 3 eggs** to each player. Put the remaining eggs in a reserve next to the Selfie cards.

The game has 2 main phases:

- **PERCH AND POSE**
- THEN
- **FLYING THE NEST.**



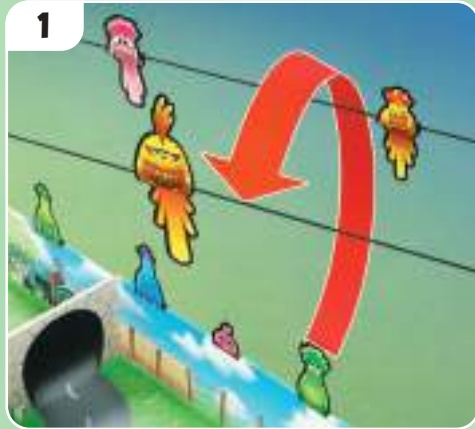
PHASE 1: PERCH AND POSE

During your turn, you can take one of two actions:

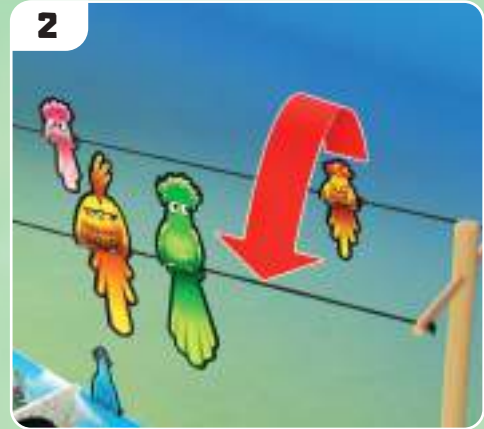
Move a bird  OR Take 1 egg 



The **MOVE A BIRD** action consists of:



Taking a bird from the box edge and placing it on a wire of your choice.



OR

Taking a bird on a wire and moving it to a new position on one of the 4 wires.



As the game progresses, the wires will get crowded. You'll need to use all your skill to carefully place the bird you want to play! This means you might need to "push" the birds along, but you can only do this using the new bird you want to place.

WARNING!



If you slip and knock over one or more birds, each of your opponents takes 1 egg from the reserve. Return the fallen birds to the posts and then going around clockwise, each of his opponents takes 1 egg from the reserve.

Example: While trying to slot a bird between 2 yellow chicks, Simon knocks 2 birds to the ground. Those birds are returned to the posts and then going around clockwise, each of his opponents takes 1 egg from the reserve.

If you decide to **MOVE A BIRD**, you can extend your turn by spending eggs. You can move one bird for every egg you spend.



The **TAKE AN EGG** action consists of:

- taking 1 egg from the reserve.
- **an optional bonus action:** You may discard a card and then draw one from a pile of your choice.



After playing your chosen action, **if you have perfectly recreated one of your 2 Selfie cards**, you can complete that card.

Shout "SELFIE!" and place the card in front of you, then draw a new card from a pile of your choice.



Keep a close eye on the birds' movements!

When a player's turn ends, any opponent with a matching Selfie card can complete it. They then place the card in front of themselves and draw a new Selfie card from a pile of their choice.

The number on the back of the card shows how many birds you need for that selfie. This is also the number of points you'll score at the end of the game.

Note: Each player can only complete one selfie per turn (whether on their turn or an opponent's turn).

***Example:** It's Joseph's turn. He completes his Selfie card and declares the end of his turn. Because of how Joseph has moved the birds, Caroline can complete both of her cards. She needs to choose which card she wants to complete, then draws a Selfie card.*

The next player then takes their turn, with play continuing clockwise.

IMPORTANT!



You cannot move a bird that has just been played.

The **PERCH AND POSE** phase ends when a player takes the **last bird from the box edge** or **when the last Selfie card is drawn**. The phase ends at the end of that player's turn.

PHASE 2: FLYING THE NEST

The game doesn't end there: You now start the **FLYING THE NEST** phase, when the birds will fly away. They may even score you a few extra points!

Before the Flying The Nest phase begins, remove any birds sitting alone on the wire.



Starting with the player sitting to the left of the person who last played, take it in turns to gently **pull on a bird's tail** and then release it. The aim is to make the birds fly away so that **only one bird** remains on the wire.

If the player succeeds, they take the last bird and complete one of the Selfie cards in their hand as a reward. If they don't have any Selfie cards left, they take an egg instead.

Play continues in this way until there are no birds left. You can choose any of the 4 wires on your turn: You don't have to choose the same wire as the previous player.

END OF THE GAME

The game ends when there are no birds left on the wires.

Count the number of points shown on your completed Selfie cards, and score 1 point per unspent egg.

The player(s) with the most points win.

NOTES



- You must never move a bird to the box edge.
- You can play as many eggs as you wish, but you can only take one selfie per turn.
- A bird is considered to be next to a telegraph pole if there is nothing between it and the pole, no matter the distance between them.
- **Tip:** To avoid the wires getting tangled up in the box, pull on the wires and wrap them around the telegraph poles when you pack the game away.



COOPERATIVE RULES

BRO?!



Forget about rivalries! Play together to take the best selfies! Now the birds will work together to take even crazier and cleverer photos.

Playing in cooperative mode allows you to challenge yourselves further. Most of the rules are the same, but there are a few differences.

OBJECT OF THE GAME

Win the most points by recreating the bird's poses from the Selfie cards on the wire.

SETUP

The setup is the same:

- Deal one Level 2 card, one Level 3 card and 3 eggs to each player (A). Discard any unused eggs. They will not be used for this game.

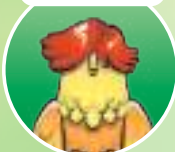
In cooperative mode, you cannot win eggs.

The rest of the Selfie cards are shuffled into a single pile (B).

- **Draw the top 3 cards from the pile** and place them **face up** so everyone can see them. These are your shared selfies (C).
- Form a pile of 6 Smartphone tokens (D).



NOTE



Don't use Level 5 cards with first-time players. As you progress, you can gradually add in the Level 5 cards one at a time.

PLAYING THE GAME

The game is played in 2 main phases:

- **PERCH AND POSE**

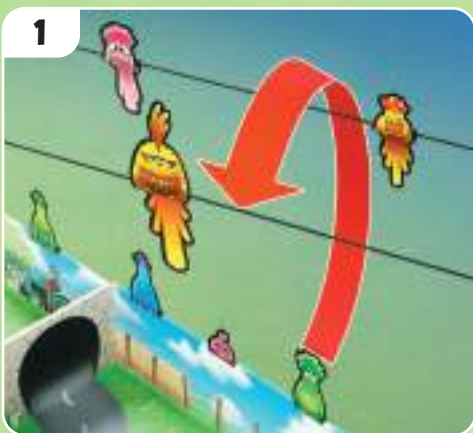
THEN

- **FLYING THE NEST.**

PHASE 1: PERCH AND POSE

When playing in cooperative mode, you must **take a bird from the box edge** to place it on a wire ①.

After moving a bird from the box edge to the wire, you **can** spend one or more eggs to move the birds **already on** the wires ②.



THEN




As the game progresses, the wires will get crowded. You'll need to use all your skill to carefully place the bird you want to play! This means you might need to "push" the birds along, but you can only do this using the new bird you want to place.

BE CAREFUL!



Birds that fall off the wire fly away and **do not come back into play**.

Example: While trying to slot a bird between 2 yellow chicks, Simon knocks 2 birds to the ground. The fallen birds fly away and are removed from the game.

You can only take a selfie if the active player uses **one of the group's Smartphone tokens** , removing it from the game.

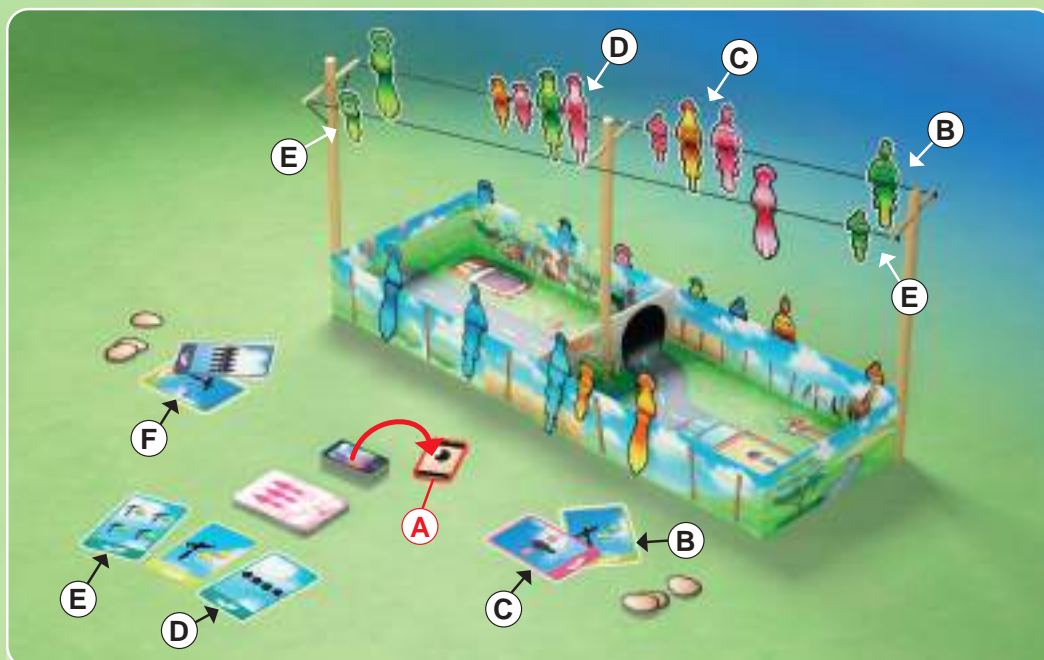
At that point, all players can reveal the selfies that they can complete. **A player may complete both of their Selfie cards on the same turn.** Players also check if any of the shared selfies can be completed.

You will need to use the Smartphone tokens sparingly!

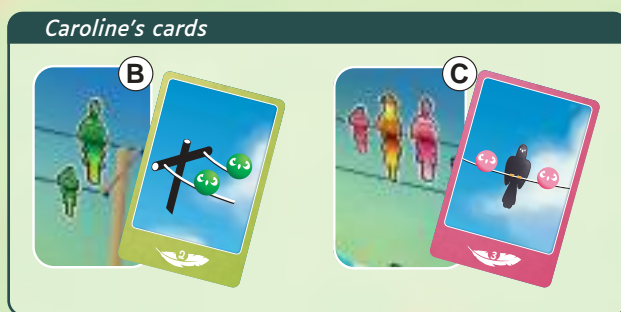
Players then draw new cards to replenish their hand and the 3 shared Selfies cards. Play then continues as before.

Players are not allowed to show their cards or indicate which positions would suit them. They may only say the number of Selfie cards they would be able to complete.

The **PERCH AND POSE** phase ends when a player takes the last bird from the box edge or plays the final Smartphone token. The phase ends at the end of that turn.



Example: It's Caroline's turn. She decides to use a Smartphone token from the pile (A), which lets her complete 2 Selfie cards (B) (C). In addition, 2 shared Selfie cards can be completed: (D) (E)! Unfortunately, Joseph can't complete any of his Selfie cards as he doesn't have the right combination of birds in his hand (F).



PHASE 2: FLYING THE NEST

The game doesn't end there: You now start the **FLYING THE NEST** phase, when the birds will fly away. They may even score you a few extra points!

Before the Flying The Nest phase begins, remove any bird sitting alone on their wire **(A)**.

Players return both the cards left in their hand and the uncompleted shared Selfie cards to the draw pile **(B)**.



Starting with the player sitting to the left of the person who last played, take it in turns to gently pull on a **bird's tail** and then release it. The aim is to make the birds fly away so that **only one bird** remains on the wire.

If the player succeeds, they take the last bird and complete 2 Selfie cards from the draw pile as a reward.

Play continues in this way until all the birds have flown away. You can choose any of the 4 wires on your turn: You don't have to choose the same wire as the previous player.

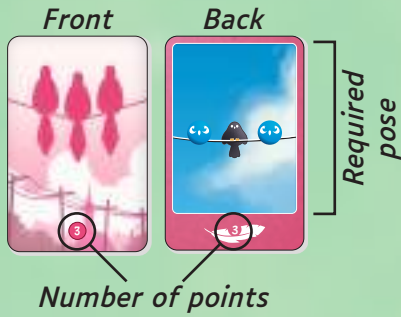
END OF THE GAME

- All cards have been completed without needing to play the Flying The Nest phase: **Truly Eggcellent work!**
- All cards have been completed after the Flying The Nest phase: **Well done! Add a feather to your cap!**
- You haven't completed all the cards: **Better luck next time, Featherbrains!**

For more cooperative variations, check out our website: www.gigamic.com

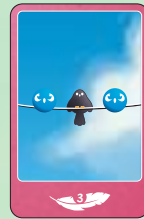
REFERENCE

CARD LAYOUT

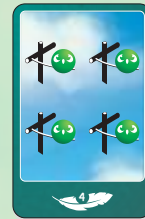


Number of points

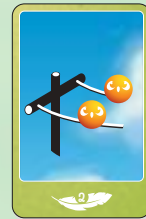
Examples:



2 blue birds on either side of a chick



4 green birds next to a telegraph pole



2 orange birds on 2 different wires next to the same telegraph pole

ICONS

Locations



Next to a telegraph pole



Next to the same telegraph pole on a different wire



On a wire

Any color

Family



Trebriffs



Coopcreets



Polkees

Sizes



Adult bird



Chick

Mandatory colors



Orange bird



Green bird



Blue bird



Pink bird

Design: Juan Rodríguez & Julien Prothière

Illustrations: Jonathan Aucomte



WARNING! Not suitable for children under 3 years, because small parts could be swallowed.



Keep this information and address for future reference. 11-2022

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