



RULES

GAME OVERVIEW

The game highlights endangered birds which are on the **Red List** (*highly* endangered) or the **Amber List** (endangered). Players are attempting to move birds that are on either of these lists to the **Green List** (*not* endangered). They take birds from the board, some of which are hidden, some of them revealed, and build personal collections sorted by the **Seven Wonders of Birds**.

- Points are awarded for birds that are protected, with additional bonuses for exceptional conservation.
- At the end of the game, the player with the most points is the most successful conservationist.
- The game ends after the specified number of rounds are completed.

THE SEVEN WONDERS OF BIRDS by ROBERT MACFARLANE

'Birds are an everyday miracle we take too greatly for granted. They are our place-makers, memory-keepers, calendars and clocks. They stitch the world's parts together: earth to sky, river to woodland, mountain to sea, country to country, hemisphere to hemisphere. Without them, things start to fall apart. As the skies thin it is worth naming and celebrating what might be called the 'Seven Wonders' that together create the miracle we simply call 'bird'. Those Seven Wonders are: Nest, Egg, Beak, Song, Feather, Flight and Migration. A chant to remember; a run of words with which to summon birds back into our lives and landscapes, where they belong.'



COMPONENTS

Board



First Player Marker



Bird Cards
(140)



Threat Cards
(28)



Scenario Cards
(6)



2 Point Bonus Tile
(24)



7 Point Bonus Tile
(30)



8 Point Bonus Tile
(30)



10 Point Bonus Tile
(30)



White Action
Dice
Bird protection



Black Action
Dice
Threats to birds



Conservation
Medal
(9)

GAME SET-UP DIAGRAM



GAME SET-UP INSTRUCTIONS

Place the game board in the centre of the playing space.

Place pools of Bonus Tiles and Conservation Medals near to the board.

Shuffle and place the six Scenario Cards in a face down pile near to the board. Turn over one card to determine the first card layout. [NB: Beginners should choose Scenario A as this is the easiest].

Shuffle the Bird and Threat cards together and then deal six cards to each player and divide the remaining cards into two or three face down draw piles accessible to all players. These six cards form the players' hands and should be kept hidden from the other players.

Draw nine Bird/Threat Cards from the draw piles and place them on the game board as indicated by the Scenario Card. Black spaces indicate where a bird card should be placed face down, all other cards should be face up.

- In a two-player game there are eight rounds (each player will be the starter four times).
- In a three-player game there are nine rounds (each player will be the starter three times).
- In a four-player game there are eight rounds (each player will be the starter twice).

[This equalises the advantage of being first player and choosing the first white dice throw. However the game can be played over more or less rounds depending on players' time and preferences].

PLAYING A ROUND

Throughout the game, players are aiming to create a personal display containing all seven Bird Wonders with three cards of the same Wonder in each column. See this example of a full display:



Choose a starting player and place the **First Player Marker** in front of them. If you are this player you should then:

- 1 Roll the six dice. Then place the two black dice on the spaces provided on the game board. These dice contain restrictions or disadvantages for all players during the round and must be taken into consideration before playing any cards.
- 2 Choose one of the four white dice that best suits your strategy. Keep note of the effect of this dice as it may influence how you choose to play your turn. The action shown on the chosen dice should be carried out during your turn.
- 3 Choose one card from your hand that has a matching Wonder on the playing board. Then choose three cards in either a horizontal row, a vertical column or the diagonal which is adjacent to the Song Wonder symbol. See illustration below:



Examples of 3 allowed card pick-ups from the board.

- 4 Now take your chosen three cards from the board into your hand and discard the card you used to 'pay' for your selection. (If any of the cards you have selected were face down, they must be turned and revealed before they go into your hand).
- 5 Any Threat Cards taken from the game board must be immediately placed into the player's personal display in the matching bird Wonder column and not taken into the hand. NB: If all three spaces in the column are already occupied, the player must discard a Bird Card from that column and place the Threat Card in the vacated space. **The only exception to this rule is if you receive any Threat Cards in the first hand dealt to you.** These are retained in your hand until you can use one to 'pay' for cards from the board.
- 6 The game board is now replenished from the draw piles, ensuring that it matches the set-up indicated by the Scenario Card.

- 7** The player now plays between 0 and 2 Bird Cards from their hand into their personal display (remembering to check any restrictions which the black dice have made necessary). These can be cards that have just been received or cards that were already held. NB: Threat Cards placed into a display are not counted as part of the 0-2 allowance.

Players are also allowed to replace any Bird Card in a full column with another of the same Wonder as long as they put the card to be replaced onto the discard pile.

8 BONUS POINTS:

If a second or third card of the same bird species is placed in the personal display, the player has been particularly successful in their efforts to protect this species. So, the points value on each of these cards is covered with a Bonus Tile as follows:

- If the birds are on the Amber List, they move to the Green List and receive a **Green Bonus Tile** with the value 7.

- If the bird species is on the Red List, they move to the Amber list and receive an **Amber Bonus Tile** with the value 8.

- If a *third* card showing the same bird originally on the Red List is played into the personal display, the points value on each card is covered with a **Green Bonus Tile** with the value 10. Any previously earned points tiles from these cards are returned to the pool.

[NB: There is no additional reward for three of the same bird on the Amber List.]

When a row of all seven Bird Wonders is completed, the player receives a Conservation Medal, worth seven extra points at the end of the game. A medal is awarded for every complete row. However, a Conservation Medal cannot be awarded if the row contains any Threat Cards. Therefore, players should use the white dice to remove Threat Cards from their personal display whenever possible.

- 9** Play now moves clockwise to the next player. They choose a white dice from those remaining and follow instructions 3-8.

When all players have completed a turn, the round ends.

Any cards left on the game board are discarded back into the discard pile.

A new Scenario Card is turned over and the game board is replenished as indicated.

NB: After the first six rounds, reshuffle the Scenario Cards and turn over a new card.

The First Player Marker is passed clockwise to indicate the starting player for the next round.

END OF THE GAME

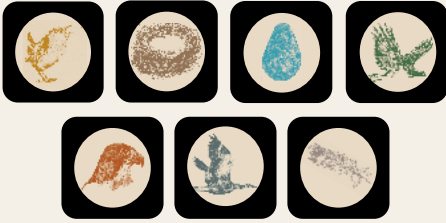
Play continues as above until all the rounds are completed.

After the last round is played, all players add up their points, including additional points for Conservation Medals and Bonus Tiles. *Any Threat Cards result in a reduction of three points per card.*

In the unlikely event of one player filling all twenty-one spaces in their personal display without any Threat Cards, the game ends immediately. This clearly marks them as the most successful conservationist!

The player with the most points is the winner of the game.

THE DICE SYMBOLS EXPLAINED



You cannot play any cards with these symbols into your display during your turn.



You cannot play into your display any birds which are on the Red List.



Discard one card from your hand at the beginning of your turn (unless you have only one card left in your hand, in which case ignore this dice).



No negative effects from this dice.



Gain a 2 Point Bonus Tile



Look at one face down bird card that is on the board before you decide which row, column or diagonal to choose.



You can place an additional Bird Card into your display on your turn.



Swap any two Bird Cards on the board before deciding which row, column or diagonal to choose.



Remove one Threat Card from your display at any time during your turn.



Ignore one of the black dice on your turn.

CREDITS

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