

BirdSpot

Components

- ❑ 8 map cards
- ❑ 24 migration cards
- ❑ 1 score sheet pad
- ❑ 6 pencils
- ❑ 1 rulebook
- ❑ 3 blue dice
- ❑ 3 green dice
- ❑ 3 yellow dice
- ❑ 2 black dice



Introduction



In *BirdSpot*, you are a bird photographer at a nature preserve trying to get the best pictures of the best birds, despite having limited access to the birds' habitat. Make good use of your tools to maximize your potential. Biggest score wins!

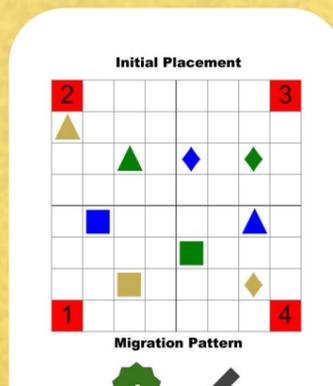
Initial Setup

- 1) Randomly choose and connect 4 of the 8 map cards to create the board.
- 2) Shuffle the migration card deck and draw a migration card.
- 3) Each player, choose and remember their *BirdSpot* for the game.
- 4) Roll and place the 9 bird dice on the board using the migration card.

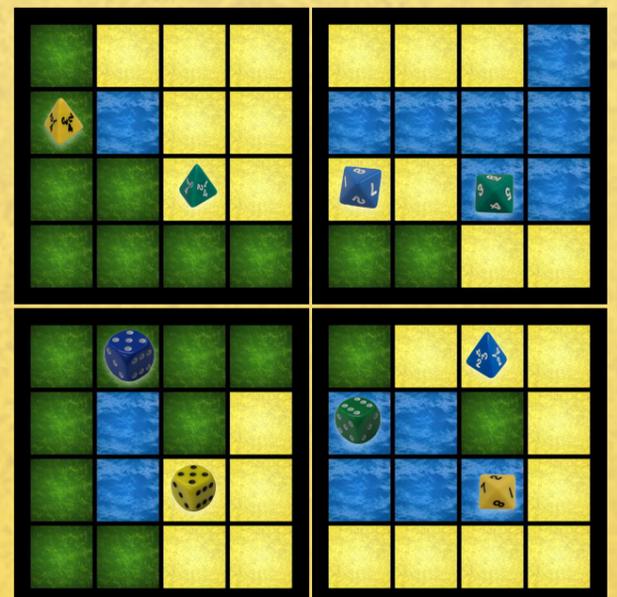
Round

- 1) Roll and sum the Camera dice
- 2) Select a tool, if possible/desired
- 3) Record any one bird
 - ✓ Wait for all players to finish
- 4) Check for game end
- 5) Move birds according to migration pattern on card
 - ✓ Reset birds if necessary
- 6) Start a new round

Camera dice w/
range 4



Placement half of
a migration card



Constructed board with
birds placed

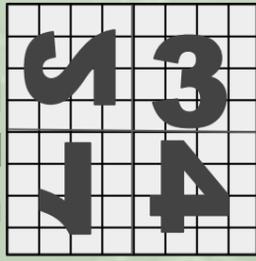


Designed by Donnie Coleman

Concept Medley

The Board

The board is an 8x8 grid made of 4 double-sided 4x4 map cards that can be oriented in any way from one game to the next. Each individual square has a habitat. Only one bird can occupy a square at a time. The board doesn't change orientation in a game.



Camera Dice

The sum of the 2 black 6-sided D3's represent the range in which you can see birds clearly. Birds located farther away than the distance rolled on the dice cannot be scored without the aid of a tool. When counting range, your BirdSpot is 0 and the first square you count is 1.



Habitats, Bird Dice, and Habitat Bonus

There are three Habitats and three types of birds which correspond to those Habitats. If a bird is located on a square whose habitat matches its color when a player chooses that bird to record, the player adds their *Habitat Bonus* to the bird dice's value. Players begin the game with a Habitat Bonus of 0 but can increase their bonus by scoring Medium Birds (see the Tools section).

Habitat	Square	Bird Dice (small, medium, large)
Forest		
Wetland		
Meadow		

There are three sizes of birds. The larger the bird, the larger the maximum value they can score and the farther they may be able to move around the board at the end of a round.

Scoring

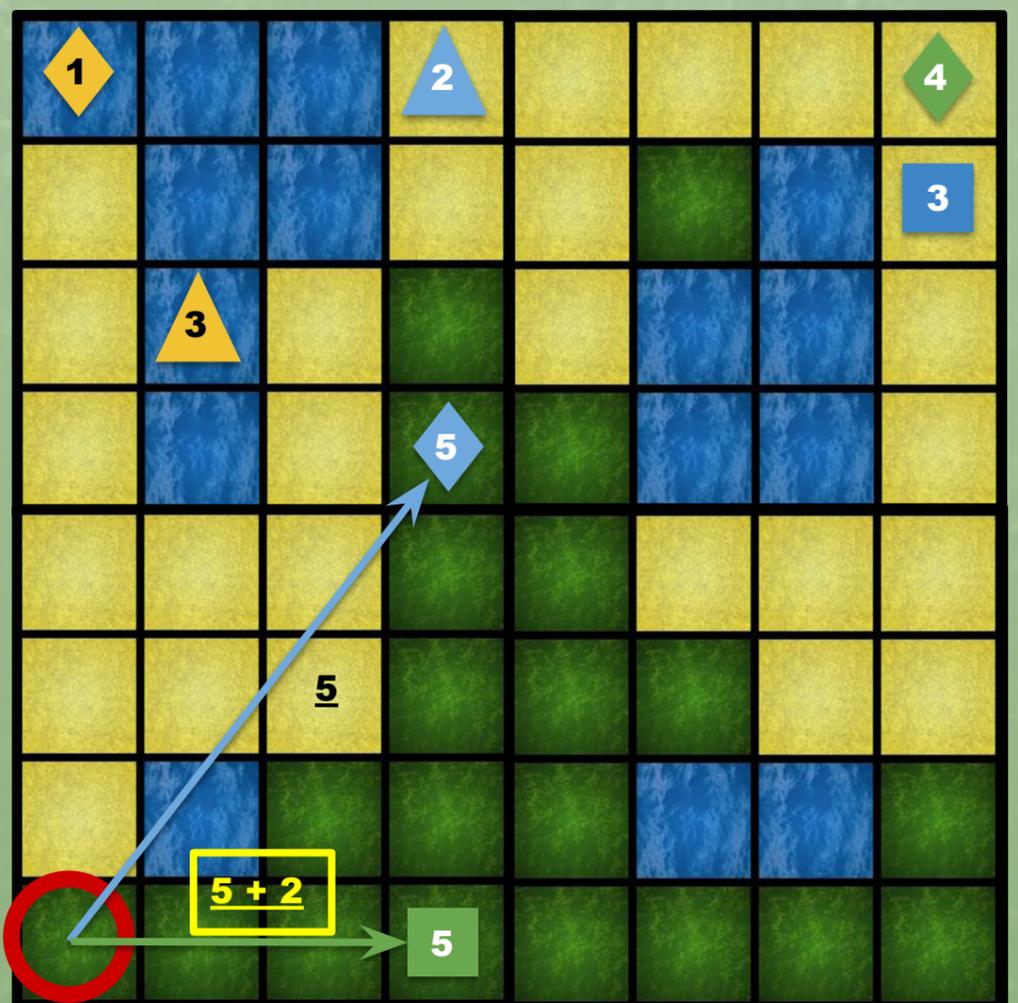
To score, choose one bird and record the value of the die representing the bird plus any bonuses.

In the example to the right, corner 1 is the player's BirdSpot, the Camera has a range of 4, and the player has unlocked a Habitat Bonus of 2.

is 5 away, 1 beyond the camera's range: 0 points

is 4 away, within the camera's range: 5 points

is 3 away: Because this bird was seen in its own habitat: $5 + 2 = 7$ points



The other birds are well out of range. If they were the only birds available, and if no tools would help you score them, you would have to write a "1" somewhere on your score sheet instead.

The Score Sheet

Birds are scored based on the bird's size (dice shape) or by the bird's habitat (color). Rows fill from left to right. After calculating a bird's value plus any bonuses, write the value in an eligible box. Only one bird can be recorded in one box per round. You cannot erase numbers once they're written.

If you are unable to record any bird for whatever reason (e.g a tool doesn't help; you've used all tools; you've filled in all birds of a size or habitat that would give you a score), you **MUST** write one "1" in a box where it isn't explicitly excluded. This default value of 1 cannot be increased by a Habitat Bonus.

Habitat Reward Circles

Beneath the nine Habitat Birds are 3 dashed reward circles in which you write the sum of the 3 values in the first habitat column, the sum of 2 values (of your choosing) in the second habitat column, and any one value from the third habitat column. The columns don't have to be completed in order to fill the boxes. These sums are calculated and added as a booster to your grand total at the end of the game.

Tools

Tools help you score birds or increase the value of a bird. Tool unlock conditions are fulfilled left to right. You can unlock more than one tool instance without using the previous. Fill in the corresponding circle once you've used a tool. You can't combine tools in a single round with the exception of the Habitat Bonus, which is always applied once it's unlocked. You can't use a tool on the same round you've unlocked it.

Digiscope (3-time use):

Once **all** Large Bird spaces have been filled, you unlock 3 chances to use the *Digiscope* to double the value (including Habitat Bonus) of any in-range bird you score.

Habitat Bonus (persistent use):

Your Habitat Bonus increases as you score Medium Birds up to a maximum of 3. Once you've gained the bonus, it doesn't go away.

Zoom Lens (3-time use):

Each Small Bird scored unlocks a use of the *Zoom Lens*. It causes any bird with value less than or equal to the Camera's current value (before Habitat Bonus) to be within range. You still score Habitat Bonus after using Zoom Lens.

Filter (3-time use):

Each player starts the game with 3 uses of *Filter*, which can be used to increase the current Camera's range by 2, for a maximum of 8.

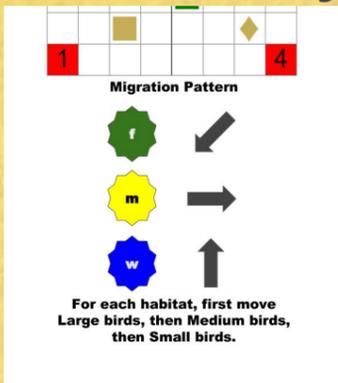
The diagram illustrates the score sheet layout. On the left, there are sections for 'Large Birds' (3 diamond shapes), 'Medium Birds' (3 square shapes), 'Small Birds' (3 triangle shapes), and 'Habitat Birds' (a 3x3 grid of rectangles labeled Wetland, Meadow, Forest, and Reward). Below these are three dashed circles for 'Sum of 3↑', 'Sum of 2↑', and 'Value of 1↑'. On the right, a vertical panel shows tool unlock progress: 'Score 3 Large Birds: Digiscope' (3 circles), 'Score Medium Birds: Habitat Bonus' (3 circles with numbers 1, 2, 3), 'Score Small Birds: Zoom Lens' (3 circles), and 'Filter' (3 circles). A 'Grand Total' box is at the bottom right, next to a small bird icon.

The Score Sheet

Bird Movement

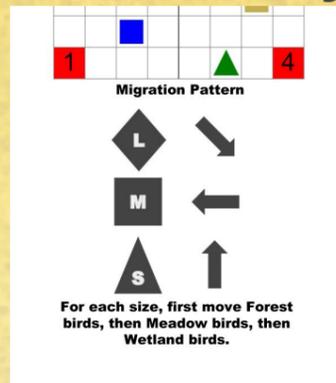
When birds move, they move a number of spaces equal to the number indicated by their die in the direction indicated on a drawn migration card. They move in relation to the orientation of the board (quadrant 1 is bottom left). There are two types of movement:

Movement by Habitat



In this example, forest birds move down and left; meadow birds move to the right; wetland birds move up.

Movement by Size



In this example, large birds move down and right; medium birds move left; small birds move up.

Birds move in the order indicated by the movement card from top to bottom. Within each row, they move large, medium, small or forest, meadow, wetland.

Only one bird can occupy a space. If a bird would land on another bird, place it one square further along its path in the direction it was moving, even if this means removing it from the board.

Removing and Resetting Birds

If a bird moves off the edge of the board, it is removed. Birds are only reset if, after all bird movement is finished, there are **4 or fewer** birds left on the board. In that case: discard the current migration card; draw a new migration card; re-roll all bird dice; and place all birds according to the migration card. Use this new card until the next reset.

Game End

When checking for game end, if someone has completed 4 out of 6 scoring rows on the left side of the score sheet, the game immediately comes to an end. Calculate the Habitat Reward and add it to all the totals. Highest grand total wins. Incomplete rows still count.

Solo Play

The game is played as normal, but your end score determines your skill level.

Final Score	Skill Level
> 250	Master
175 - 250	Expert
100 - 174	Intermediate
< 100	Beginner

