

Migrato

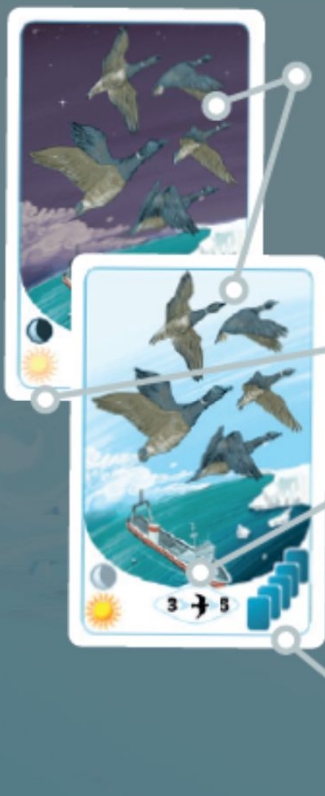
English rules

The contents of the box

The game consists of this booklet and 55 cards:

49 Birds cards:

- .14 Brant cards (day and night, Objective 5)
- .11 black Milan cards (day, objective 4)
- .11 Stilt cards (night, objective 4)
- .8 European Bee-eater cards (day, objective 3)
- .5 Teal cards (day and night, objective 2)



Type and number of birds during this phase of flight. 5 Brant geese here.



Migration only this diurnal bird, night only, or day and night. Here migration day and night, night flight phase.



Number of people possible on the cards of this type of birds. Here, the Brant Geese flying at 3, 4 or 5.



Objective for this type of birds. Here Objective 5, so it will take 5 cards Brant to reach the settlement.

5 cards Dangers:

- .2 Hunter cards: day.
- .2 Middle destruction cards : Day / night.
- .1 Light pollution cards: night.



1 Bird distribution card.

Oiseau	Période	Nombre d'oiseaux					total	objectif
		1	2	3	4	5		
Brant	☀						11	5
Milan Noir	☀						11	4
Échasse blanche	☀						8	3
Colaptes d'Europe	☀						5	2
Stercoraire d'hiver	☀						5	1
	☾						1	

How to play ?

Goal of the game

Each player must make arrive the more birds possible for different types of birds.

Placing

Mix all the Birds and dangers cards together. Distribute 3 cards to each of the two players and put the rest face down in the center of the table, it will be the pick. The players look at their 3 cards.

Playing the game

The last player to have seen a bird in the sky begins the game. On his turn, the player chooses between the following actions (detailed on the following pages):

Play a Birds card in his game.

or

Play a Danger card.

or

Dissociate a colony in two.

or

Associate two colonies into one.

After performing only one of these actions, the player must discard from his hand one of its remaining cards face up. Then he completed its hand to 3 cards by picking (1 or 2 cards). You always finish your turn with 3 cards in your hand. When the deck is empty, shuffle the cards from the discard pile that is turned to form a new deck, face down. Players take turns as well.

If desired, a player may pass his turn and he:

- Discards the 3 cards from his hand to draw 3 new ones;

or

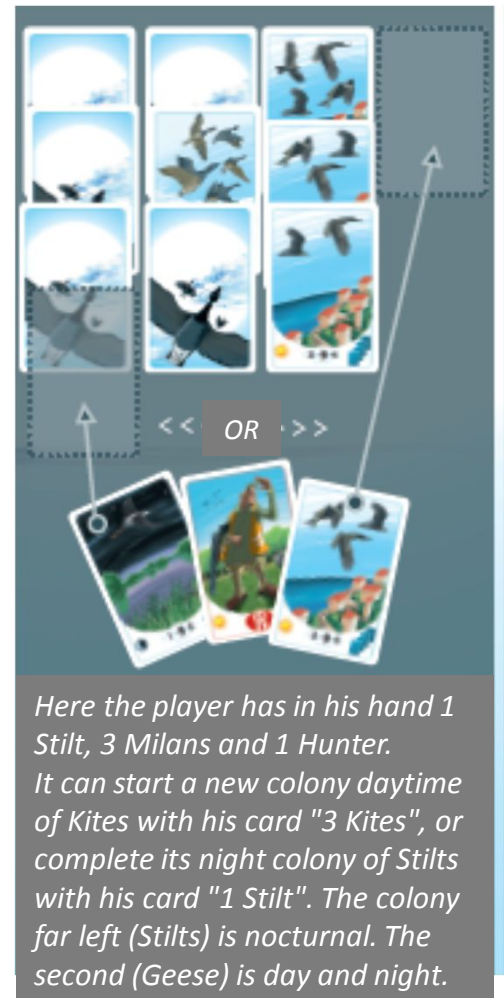
- Discards an entire colony he has in his game, in front of him.

Play a Birds card

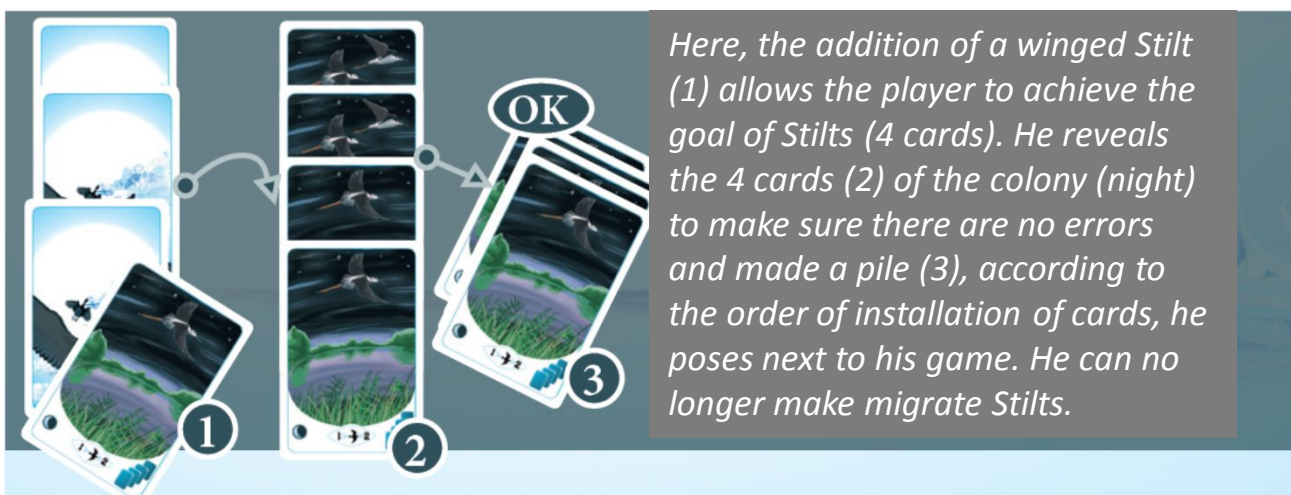
You can play a Birds card in 2 ways:

- Start a new colony. You put the card on the table, in your game;
- Complement an existing colony: you put the card over a Birds card previously played in your game, leaving only visible the number of birds on the previous card. **You can only play a Birds card with a number of birds equal or less than the previous.**

Please note that while the cards corresponding to daytime flight phases are played face up whereas cards corresponding to night flight phases are played face down and will no longer be viewed. It is further forbidden to have more than 4 colonies simultaneously in our game.



If playing a Birds card allows the player to achieve the goal (goal = number of cards to make arrive these birds at destination) for this type of birds, it makes a lot of its colony in the laying order (higher values below and small, put at last, above) that next to his game. At that moment, the number of birds of the card on that pile is the number of points that this settlement will bring him at the end of the game. In his game, the player will no more make fly this kind of bird. If he still has on the table, in his game, cards of this kind of birds, he must discard them. Nevertheless, the other player can make fly and arrive this kind of birds in his game. If the goal of a partially or only nocturnal colony reached, the player puts all the cards face up to ensure they are all well in good order values (descending from the first to the last card put). If there any mistake, the entire colony is discarded.



Play a Danger card

The player who plays a Danger card face up in the discard pile can steal a Birds card to the other player, he puts the stolen card in his hand. Hunter cards and Light Pollution permit to steal cards corresponding to phases of flight during day and night, respectively. Middle-Destruction cards act on cards of the day or night. With a Danger card, you only can steal to the other player one of the latest played cards (current phase of flight).

Dissociate a colony

A player may choose not to play a Birds or a Danger card but to dissociate one colony he has in front of him into two, in the order of installation of cards. There can be a dissociation even if you have less than 4 colonies flying at the same time in your game (you can not have more than 4 colonies ahead).



Reassociate two colonies into one

Similarly, a player can choose not to play a card but relink two colonies he has in his game to make one, at the condition you respect the order in which the cards were played.

End of the game

The players are masters of the endgame as it arrives as soon as the fifth type of birds reaches its goal, the 2 players mingled. Attention: ending the game does not mean the win!

Scoring

Each player totals the number of birds on the top cards of all settlements it did happen. Whoever has the highest total wins.

Player 1: 3 + 2 + 1 + 3 = 9 points

Player 2: 4 + 4 + 3 = 11 points

>>> Player 2 Winner!

Here, only the Sarcelles lacked, that player 2 has made arrived, ending the game: