

TWEEEET

Number of players: 2-6
Ages: 7-99 / Playtime: 30 minutes



In spring you fly as Robin or Bluethroat to your nesting grounds. En route you must eat nutritious berries and bugs to complete your migration. Make that you reach your nest spot in good shape.

Content: 20 landscape tiles / 1 start tile / 6 birds / 6 color chips / 13 strawberries / 12 berries / 11 caterpillars / 10 beetles / 5 nuts

PREPARATION

NORTH



1

Mix the 20 landscape tiles. Place them in a pile, nest side up.



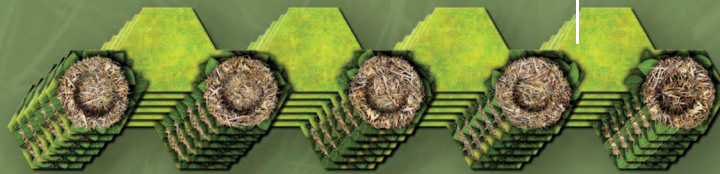
Player 3



Player 4

5

Place a food miniature on the landscape spaces which show that food.



2

Place the Food Supply.



Energy level

4

Take 3 tiles from the pile and turn them over. Connect the first to the start tile so that all 9 spaces connect. Each subsequent tile is placed on top of the previous tile.
Exception (during the whole game): After each tile which has an arrow you turn the next tile 180 degrees and place it so that 1 space 'overhangs' the previous tile in the direction of the arrow.



3

Place the Start Tile this way at the South of the table.

Start space



Player 2

SOUTH



Start player

6

Turns proceed clockwise. The start player takes a Robin. The next player takes a Bluethroat, the third player a Robin, the fourth a Bluethroat, and so on.
Place these birds in that order on the start space.
Give each player a color chip in the color of their bird tail (to show the player colors).

7

The start player starts with 6 energy points (food). The second player starts with energy level 7, the third with 8, the fourth with 9 and so on.
You may hide your energy level behind your hand.





FLYING AND EATING

Each turn you **must** move to a space with a food miniature. You can fly through all spaces **except** spaces with **water**, a **food miniature**, another **bird** or a **nest**.

Exception: If all paths towards food (and, at the end, nests) are blocked by other birds, you miss your turn.

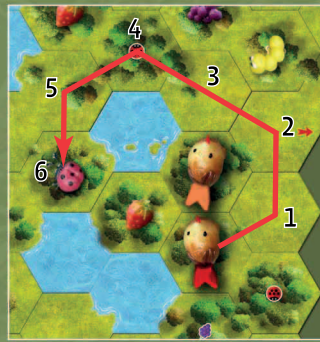
The number of spaces moved equals the amount of energy used. Remove that amount from your energy and add it to the Food Supply. If you don't have the exact amount, you can get change from the Food Supply.

You eat the food in the space where you land. Add that food miniature to your energy.

So: **FIRST hand over your used energy, THEN take your new food!!!**

Then it's the turn of the player on your left.

If you haven't got enough energy to fly to food or a nest, your game is over.



: $10-6=4$
First the Robin flies 6 spaces, to the beetle. That costs 6 energy points.



: $4+5=9$
Then he eats the beetle, so gains 5 energy points. His energy level now is $10-6+5=9$.

TEAM WORK

Birds of the same type (Robins or Bluethroats) can speak about tactics together if they are within a 'crow flies' distance of 6 spaces from one another. When your distance is 7-9 spaces, you may only twitter and in case of 10 or more spaces only flap your wings.

NEW LANDSCAPE

All birds must always be able to see at least 3 tiles forward.

So, if there are 2 or less many tiles in front of a bird (to the North), then you connect new tiles, on top of the former tile, until that bird can see 3 tiles forward.

On the new tiles place an appropriate food icon on each space where you see a food icon.

Similarly, tiles which are more than 3 spaces behind all the birds are removed from the game.

When there is only 1 tile remaining in the pile, you connect it on top of the former tile too, but **without turning it over**. This is the nest tile.

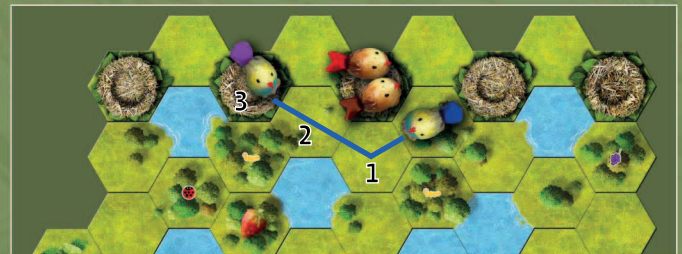


This Robin moved and now sees only 2 spaces to the North, so you add 1 new tile.

REACH YOUR NEST

Once the nest tile is connected, you can fly to a nest space. That's your end space, while others can continue flying to food before ending on a nest.

The Robins must all end on one nest and the Bluethroats on one other.



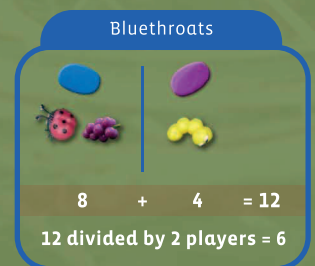
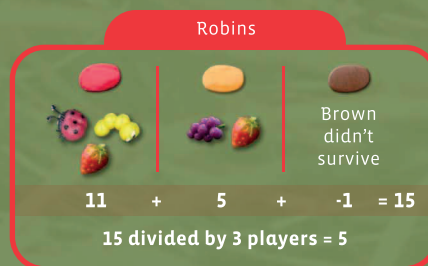
The Bluethroat can fly to a strawberry but chooses to save energy by moving direct to the nest where another Bluethroat has already landed.

FINAL ENERGY LEVEL

When all (surviving) birds have reached their nest, the average energy level of the teams is calculated.

Birds who failed to reach the nest score minus 1 point.

Which team is the strongest?



The Bluethroats win by 6 against 5.

TIPS AND VARIATIONS

With new players:

Surviving can be hard with 5 or 6 birds, so give all players 5 additional points as soon as a player needs extra energy.

With experienced birds:

You can give the smaller team (with 1 against 2, or 2 against 3 players) a few extra initial energy points.

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