

OH MY PIGEONS!



A RIDICULOUS PARTY GAME OF FOWL PLAY

GOAL OF THE GAME: Collect the most pigeons to prove you rule the roost. Be the first to fill your bench to win the game!

COMPONENTS:

5 Double-Sided Benches, 50 Cards, 36 Pigeons, 1 Die



GET READY

- ✦ **Give each player a bench.**
In a two-player game, use the green benches marked with the 🐦 symbol.
- ✦ **Each player starts with 3 pigeons on their bench.**
- ✦ **Put the rest of the pigeons in the middle of the play area.** That's the flock!
Pigeons will fly between the flock and the benches.
- ✦ **Shuffle the cards and deal 3 to each player.**
In a two-player game, remove the cards with the 🚫 symbol.
Put the rest face down in a draw pile near the flock.
- ✦ **The person who last saw a pigeon goes first.**
Afterward players take their turns clockwise.



THE RULES

SO EASY YOU CAN WIN IT!

On your turn, play a card by placing it face-up in a discard pile (next to the draw pile). Then, follow its instructions.

If you have two ♥ cards, you can play both on your turn.


If you play the **OH MY PIGEONS!** card, grab the die and roll for pigeons! If you roll...

3 Take 3 pigeons from the flock in the middle.

5 Take 5 pigeons from the flock in the middle.

4 Take a total of 4 pigeons from other players. You may split among multiple players.*

2 Take a total of 2 pigeons from other players. You may split among multiple players.*

 **Other players, take cover!** Place the die near your own bench and flick it toward another player's bench. If any of their pigeons are knocked off the bench, they go back into the flock in the middle.

* If other players don't have enough pigeons for you to collect, take the rest from the flock.

There is one card you can play anytime during the game (even when it's not your turn!). Play the **NON** card to stop another player from taking the action described on the card they play or to stop them from taking pigeons or flicking poo after they roll the die.

At the end of your turn, draw until you have 3 cards in your hand.



WINNING

AS SOON AS A PLAYER FILLS THEIR BENCH, THE GAME IMMEDIATELY ENDS.

That player is the winner! If no one has filled their bench when the last card is drawn, each player gets one more turn to try and collect pigeons. Then, the person with the most pigeons wins!



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