

Peacock

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Rulebook

Background

Attract migratory birds to your islands to collect as many feathers as possible. Play for 3 seasons (3 rounds) and the player with the most feathers wins the game.

Contents

12 starting island cards (set of 3 cards per player)

1 current season card

72 bird cards

24 island cards (3 types, 8 of each)



Back of the islands and birds cards



Back of the starting island cards

Setup

Distribute a complete set of 3 starting Island cards to each player, one of each type.

On the back of the starting cards, each player must have a card with 1, 2, and 3 dots. Place them separately, with the Island side facing up, on the table in front of each player.

Shuffle the bird cards to form a **bird deck** and shuffle the island cards to form an **island deck** (do not include the remaining 'starting island cards'). Place them face down.



Island cards



Bird cards

Flip over the current season card to set the starting season, either blue or orange. Place it in the centre of the table. **Rotate all the starting island cards so that this colour is at the top of the card.** The resource available from the islands during a season is the one at the top of the card (the same colour as the season).



Current season card

IMPORTANT: Additional setup for 2 players

For a 2-player game, certain cards must be removed before playing. Look through the island and bird decks and return the following cards to the box. They will not be used in this game.

- Remove 2 of each type of island card from the island deck..



- Remove 1 of each type of bird card from the bird deck.



For a game with 3 or 4 players, you do not need to remove any cards from the island or bird deck.

Example Setup:

Leave enough space on either side of the island cards for flocks of birds.



STARTING
ISLANDS



Current
season card



ISLAND
DECK



BIRD
DECK

How to Play

Each game consists of 3 rounds (or seasons).
Each season consists of the following phases:

1. Deal Cards → **2. Draft Cards** → **3. Bird Migration**



4. Additional migration → **5. Scoring** → **6. Season change**

1. Deal Cards

Deal a certain number of cards to each player from the Bird and Island decks according to the table below. This will form a single hand of cards for each player.

Number of cards dealt to each player per season:

<i>Season 1</i>	<i>Bird deck</i>	5
	<i>Island deck</i>	2
<i>Season 2</i>	<i>Bird deck</i>	6
	<i>Island deck</i>	2
<i>Season 3</i>	<i>Bird deck</i>	7
	<i>Island deck</i>	2

For example, in Season 1, each player will have 5 birds and 2 islands in their starting hand.

2. Draft Cards

Each player takes 1 card from their hand and places it face down in front of them. Once all players have done this, turn all these cards face up.

Pass the remaining cards to the next player. The direction in which you pass the cards is indicated by the symbol on the season card. Continue in this manner until all cards have been taken.

Note: Some players find it easier to place birds on islands as they go through this phase, which is perfectly possible, but not mandatory. Birds placed in this way can still be moved to other islands during the bird migration phase.

3. Bird Migration

During this phase, new islands are placed or used as upgrades to existing islands. Birds then migrate and are placed on islands that meet their requirements.

Placing Island cards

Each location can accommodate two flocks of birds:



1 flock here...

...and another flock here.

This island card has been placed as a new independent island. During the blue or orange seasons it has 1 'plant' resource available.

Newly drawn island cards can be placed as new islands (turned to match the current season) or tucked under existing islands to add additional resources to that island for a specific season (known as island upgrades).

Each island (including starting islands) or group of islands has space on each side to accommodate a total of 2 flocks of birds (see example opposite).



*New island card
tucked underneath*

This island card has been placed under one of the starting islands. In the blue season, there are now 2 'plant' resources available and 1 'fish' resource, instead of just 1 "plant" resource and 1 'fish' resource.

When using island cards as upgrades, you can also tuck them under the inactive season (orange in the example above), which means they will not be available during that season, but will be available when the season changes and the islands rotate.

You can upgrade an island multiple times.

Note: Starting islands cannot be used as upgrades for other islands.

Furthermore, islands used as upgrades cannot be moved during subsequent seasons. They are locked to that island's season, meaning that when the season changes, they also rotate with the island they're upgrading (explained in more detail in Section 6: Season Change, page 14).

Placing Birds

Newly selected birds (and all birds from previous seasons) must be placed on islands in order to score points.

To place a bird on an island, the first thing to check is that the island meets the bird's resource requirements.

The 3 possible resources:



« Plant », « Fish » and « Meat ».



A birds resource requirement is in the top left of the card.

Birds have a « single », an « or » or a « double » resource requirement.



A single plant required



A single meat OR a single plant required



Two fish required

Note: A single resource on an island can be used by multiple birds. For example, if you have two birds that both need a plant, you only need one plant during the active season for that island.

If the resource requirements are met, there are **two ways** to place a bird on an island.

1. Place it in an **empty slot** (located to the right and left of each island).



There is an empty space on the right where the hummingbird can be placed.

2. Add a bird to an existing **flock of the same type**, which still has space available in the flock.



The hummingbird flock can accommodate up to 3 birds, so it is possible to add an additional hummingbird to the existing hummingbird flock.

The maximum flock size for a bird species is indicated under the required resources. In this case, there can be up to 3 hummingbirds in the same flock.



For advanced players, the number of dots here represents the number of birds of that type in the deck. Note: in a 2-player game, you must subtract 1 from this number.

Once all players have finished placing their birds, we end the Bird Migration phase. Some birds may not have been placed at an island; these must be kept in hand for the time being. Birds and islands can no longer be moved in this round.

Islands without birds may remain in front of the player, but they cannot be used as upgrades in subsequent turns.

4. Additional Migration

To give birds without islands an extra chance, all players pass any birds they cannot place to the player next to them, in the direction indicated by the current season card.

If these players can add these birds to a location **WITHOUT** having to move any birds or adjust the islands/upgrades, then they may place these birds there. Otherwise, all birds that still don't have an island are removed from the game.

5. Scoring

To score for this round, simply add up the number of feathers for each bird placed on an island, taking into account any bonuses. The number of feathers for a bird is indicated at the top right of the card, and bonuses are indicated at the bottom. Bonuses will be explained in more detail in the Bonuses section on page 14.

Example 1:



On this island, the hummingbird scores 2 feathers. If it had been placed with a puffin rather than an ostrich, it would have scored 2 additional feathers thanks to its bonus.

The ostrich scores 5 feathers. If meat had been available at this location, it would have scored 2 additional feathers.

Total for this island: $2 + 5 = 7$

Example 2:



The base score for the vulture is 2 feathers. However, the vulture bonus means that 'if the flock is complete, each vulture scores 2 additional feathers.' This means that each vulture in the flock is worth 4 feathers.

Total for this island: $4 \times 3 = 12$ feathers.

Each player scores all their islands and records their total for the season. If this is the last season, see the End of the Game section (page 14).

Otherwise, proceed to step 6.

Example score sheet:

Depending on the season you started with, cross off the appropriate season icons.

At the end of the game, use the last row to add together the scores for each season.

	Chris	Sophie	
1:	14	16	
2:	33	28	
3:			
Σ			

6. Season Change

Once the scoring is complete, it is time to change seasons. Flip the season card over to the other side.

All island cards must now be rotated to match the new season card. All upgrades associated with an island must remain on that side of the island card.

Example - Changing from the blue to the orange season



During the blue season, the vulture was happy to stay on this island because meat was available. However, when the season changes to orange, only fish will be available, so the vulture will have to migrate to a new island, or this island will have to receive a 'meat' upgrade before the next bird placement phase.

Rotating the islands in this way may mean that the birds no longer have the food they need, so they will have to migrate to another island. Players may find it easier to take some time to do this now, but they are not required to do so. Birds are only temporarily stuck in locations once the bird migration phase is complete in the following season. If the birds do not have an island at this point, keep them aside, as you can assign them new islands in the following season.

Note: In Peacock, all birds are considered migratory and can migrate to new islands when they are not in the scoring or additional migration phase.

Now start the new season.

End of Game

Once the points have been counted at the end of the third season, the game is over. Add up the three scores from each of the three seasons, and the player with the highest score is declared the winner. In the event of a tie, the player with the most unique birds wins the game.

Score Ratings

0-99 = Fair | 100-149 = Fancy | 150+ = Fabulous !

Bonus

There are 4 types of bonus triggers on the bird cards and two types of effects.

Bonus triggers :

Seasonal bonus



=



=

Full flock bonus



=

Active in Orange season

Active in Blue season

Active if the flock is completely full

Bird buddy bonus



=

Active if this bird shares a location with these birds. In this case it must share a location with at least 2 Kingfishers.

Additional resource bonus



=

Active if this resource is available in the active season as this location.

Bonus effects :



Add this many feathers to the feather score in the top right of the bird card. This can also be negative. This applies to each bird in the flock.



Increase the flock size of this bird by 1. This does not stack and only applies once for the whole flock.

Bonus Examples

The hummingbird brings back 4 feathers because it is on the same island as at least 1 puffin. Note that the bonus does not trigger twice even if there are 2 puffins.



The ostrich would score 7 feathers because there is meat available. Note that even if there are two meat available, the bonus only applies once.



The owl has an increased flock size of 2 in orange season.



Reference guide

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2. Draft cards
3. Bird Migration
4. Additional Migration
5. Scoring
6. Season change

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Bonus effects :



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