

Backyard Birds RAPTORS

An expansion for Backyard Birds.

CONTENTS

12 Playing Cards:



7 Raptor Cards



5 Territory Cards

OBJECT of the GAME

Claim as many territory cards as possible using carefully assembled flocks of birds. Territory cards give victory points and the most victory points at the end of the game wins.

SETUP

Raptors is an expansion and must be played with the Backyard Birds base set. Shuffle the 7 raptor cards in with the other birds from the base set. Also, shuffle the 5 territory cards in with the other territory cards from the base set. Deal 5 birds to each player and turn 4 territory cards face up as explained in the base set.



GAME PLAY



Raptors have three primary functions in Backyard Birds: Reserving territories, locking a specific flock in another players flock area and challenging other raptors that are in play. Raptors are always played from your hand and are not able to switch their function while in play. **When using a raptor on your turn you may not claim a territory.**

Use a Raptor to reserve a territory:

If you choose this action on your turn, place the raptor face up next to your flock area (not in it), then take the territory you wish to reserve and slide it under your raptor. **The chosen territory must have a victory point total greater than 5.** Replace the missing territory with another from the supply deck. No other player may claim this territory while your raptor has it reserved. You may claim this territory once you have enough strength to claim it with the birds in your flock area (the **MOCKINGBIRD** has no affect on this territory). Discard the raptor after claiming the territory. If the territory remains unclaimed at the end of the game, you will receive negative points, from the raptor, in your final victory point total and you will not score the reserved territory points. **You may never have more than one raptor reserving a territory at the same time.**

Use a Raptor to lock another players flock:

If you choose this action, place a raptor face up on another players specific flock in their flock area. This will lock that flock only, not the entire flock area. Players may still add birds to the locked flock, however, players may not use this flock to claim a territory. Players may also choose to discard all of their birds that are locked at which point they will discard the unwanted raptor. Players choosing the latter will do so on their turn and forfeit any other action (losing a turn to get rid of the raptor). Any raptors remaining in your flock area at the end of the game will count against your final score.

Use a Raptor to challenge other Raptors:

During your turn you may choose a raptor in your hand to challenge another raptor that is currently in play. **To successfully win a challenge your raptor must have equal or greater strength than the opposing raptor.** You may challenge a raptor that has been placed in your flock area, simply discard the raptor in your flock area and the raptor you're using to challenge. You may challenge another player who is reserving a territory, discard their raptor, place your equally strong (or stronger) raptor face up and take their territory for your raptor to reserve. **Remember, using a raptor can only happen during the draw/play action of your turn, you may not claim any territory when using a raptor on your turn.**

The Owl:

The Owl works like all the other Raptors with one exception: If the territory "*Star Ridge*" becomes available, any player with the Owl in their hand may reveal it (do not discard) and immediately claim "*Star Ridge*". This will not count as a turn and can be done at **ANY** time. The Owl must be in hand (the **MOCKINGBIRD** has no affect on this territory).