

# flock™



A GAME BY DAVID J. MORTIMER



™

# INTRODUCTION

The aim of Flock is to have the most impressive flock through feeding, nest building and hatching. Selecting the actions is simple, but when one bird flies, so do all the others!

Can you time your actions to take advantage of when the flocks fly?

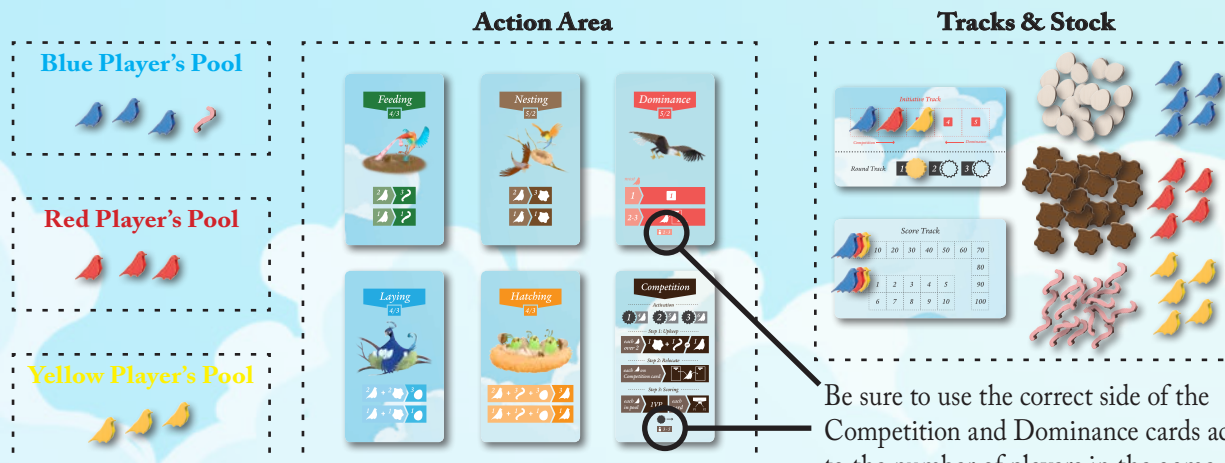
## GOAL

Players will expand their flock with the intention of scoring the most victory points (VP) after three rounds of play. VP are scored by controlling the action cards at the end of each round.

## SETUP

1. Create the board by placing the action cards in the center of the play area, as shown in the diagram below. Be sure to use the proper side of the Dominance and Competition cards based on the number of players.
2. Place the Score Track card next to the action cards. Each player chooses a color and places one of their birds on both spaces numbered 0.
3. Place the Initiative/Round Track card next to the action cards. Place the sun on the round track on the circle numbered 1.
4. Place the nest, egg, and worm tokens together in reach of all players. This forms the available **stock** of resources.
5. The player who woke up the earliest this morning is the starting player. That player gains one worm and places one of their birds on the initiative track on the space numbered 1. Clockwise from the starting player, each player in turn order places one of their birds on the space to the right of the last placed bird on the initiative track. Note that only the early bird (the starting player) gets a worms during setup.
6. Each player places **three** birds of their color in front of themselves. This forms the player's **pool** of tokens. The remaining birds are placed next to the stock. Players are now ready to begin the game!

## EXAMPLE 3—PLAYER SETUP



# COMPONENT LIST


## Cards:

- 6 Action cards
- 1 Score Track card
- 1 Initiative/Round Track card

## Tokens:

- 30 Nest tokens
- 30 Egg tokens
- 30 Worm tokens
- 1 Sun token
- 55 Bird tokens, 11 of each player color

# COMPONENT OVERVIEW



*Nesting*

5/2

2 3  
1 1


Reward.

Resource cost.

Name of the action card.

VP values during scoring.

Actions available for the players when the card is activated.



*Competition*

Activation

1 4 2 5 3 6

Step 1: Upkeep

each over 2 1 + 1 on 1

Step 2: Relocate

each on Competition card

Step 3: Scoring

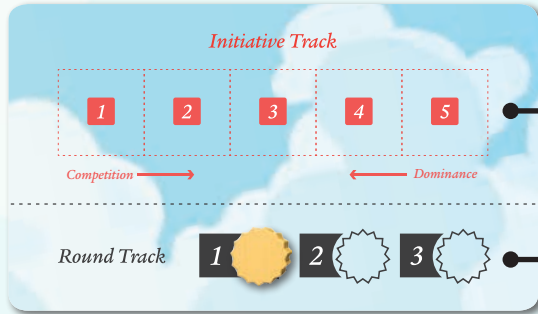
each in pool IVP each card P1 P2

3-5

Number of birds required to be on the Competition card to activate it.

Steps 1-3 are performed when the Competition card is activated.

Indicates which side of the card to use based on the number of players in the game.



*Initiative Track*

1 2 3 4 5

Competition → ← Dominance

*Round Track*

1 2 3

When the Dominance card is activated, ties for pecking order start from the right and proceed to the left. During scoring, ties for pecking order start from the left and proceed to the right.

The sun token indicates the current round of the game. At the end of each round, the sun is moved to the next space.



## HOW TO PLAY

The starting player takes the first turn of the game. When a player finishes their turn, play continues clockwise around the table.

### TAKING A TURN

During your turn, you must choose to perform **one** of the following:

- **Place a bird** from your pool onto one of the six action cards.
- **Activate an Action card** by selecting a card with at least one of your birds on it. All players with a bird on the card perform the action (see “Activating an Action Card” below for details).

Players continue taking turns in clockwise turn order until the end of the round is triggered by the Competition card being activated. Once three rounds have been completed, the player with the most VP wins!

### ACTIVATING AN ACTION CARD

To activate any of the action cards, you must have at least one of your birds on it. We will go over activating the Dominance and Competition cards later since they activate differently from the other cards.

There are six different action cards and most allow you to choose what action you wish to perform when the card is activated. In order to choose an action and receive the reward, you must be able to spend its resource cost.

When a card is activated, each player decides in turn order whether to perform the action or not for each bird they have on the card. If a player chooses not to perform an action, their birds are still returned to their pool after the card is activated. Therefore, after each card is activated, zero birds will remain on the activated card.

### GAINING RESOURCES

When an action allows you to gain a nest, egg, worm, or bird, take the token from the **stock** and add it to your **pool**. Note that you can only gain birds that match your player color (you can never gain other players’ birds).

#### RESOURCE LIMIT

Each player may have a maximum of **six** of each resource in their pool (6 nests, 6 eggs, and 6 worms). Any additional resources that would take a player beyond six are ignored.



### SPENDING RESOURCES

When you spend a **nest, egg, or worm**, return the token from your pool to the **stock**.

When you spend one of your **birds**, return the token from the activated card to your **pool**. Once you gain a bird, it is only returned to the stock if you cannot spend its upkeep cost during scoring (see “Step 3: Scoring” on page 6).

#### PECKING ORDER

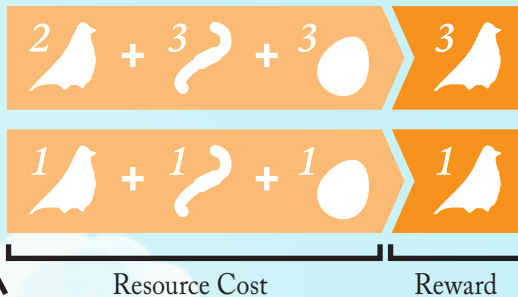
When the Dominance or Competition card is activated, the order in which the players perform actions is determined by **pecking order**. Pecking order starts with the player that has the most birds on the activated card, followed by the player with the second most birds on the card, then the third most birds, and so on. Ties for the most birds are broken by using the initiative track (Dominance is from right to left and Competition is from left to right).





## EXAMPLE RESOURCE COST AND REWARD

When activating an action card, all players that have birds on the card may spend resources to gain rewards.



The blue player activates the Hatching card. With 2 birds on the card, he spends 3 worms and 3 eggs to gain 3 additional birds followed by returning his birds from the card to his pool.

The next player clockwise that has birds on the card is the red player. She only has 1 bird on the card, so she spends 1 worm and 1 egg to gain 1 additional bird followed by returning her bird from the card to her pool.



## EXAMPLE ACTIVATION

Players may perform any combination of actions if they have 3 or more birds on the card.

The red player activates the Feeding card. With 4 red birds on the card, she gains 6 birds, and then returns her birds from the card to her pool.

The next player clockwise that has birds on the card is the yellow player. With 3 birds on the card, he gains 4 worms, and then returns his bird from the card to his pool.

## ACTIVATING THE DOMINANCE CARD

When the Dominance card is activated, the order in which the players perform actions is determined by pecking order (having the most birds on the card, with ties broken starting from the right of the initiative track and proceeding to the left).

The first player in pecking order moves their bird on the initiative track up to the space numbered 1, then moves the other birds on the track one space to the right to fill the gap. The player then returns all of their birds on the Dominance card to their pool.

The actions available to other players depends on the number of players in the game, as follows:

### 2–3 Player Game

The remaining players in pecking order, must perform the following steps:

- 1) Relocate all of their birds on the Dominance card to **one** of the other five action cards.
- 2) Return one opponent's bird on the card they just relocated to back to the opponent's pool (if able).

### 4–5 Player Game

The second player in pecking order, must choose **one** of the following options:

- Move their bird on the initiative track up to the space numbered 2, then return all of their birds on the Dominance card to their pool.
- OR*
- Relocate all of their birds on the Dominance card to **one** of the other five action cards. Then return one opponent's bird on the card they just relocated to back to the opponent's pool (if able).

The remaining players in pecking order, must perform the following steps:

- 1) Relocate all of their birds on the Dominance card to **one** of the other five action cards.
- 2) Return one opponent's bird on the card they just relocated to back to the opponent's pool (if able).

## ACTIVATING THE COMPETITION CARD

The Competition card can only be activated when the total number of birds on the card equals or exceeds the number on the bird shown above the relevant round number in the Activation section (see the “Example Competition Activation” diagram on the next page). A player must still have a bird on the card to activate it.

When the Competition card is activated, **all players** go through steps 1 and 3 even if they don’t have any birds on the activated card. Steps 1 and 2 are resolved in pecking order (having the most birds on the card, with ties broken starting from the left of the initiative track and proceeding to the right).

Players use their birds on the score track to indicate how many VP they have scored during the game.

### STEP 1: UPKEEP

In pecking order, each player counts up the total number of birds they have in play (on action cards and in their pool). Each bird over 2 requires an upkeep cost of 1 nest and 1 worm. If a player cannot spend the upkeep cost for their bird, the token is returned to the **stock**. Players may choose not to spend the upkeep cost for any of their birds if they wish, which must be returned to the stock as normal.

After each player has finished spending upkeep for their birds, proceed to the Relocate step.

### STEP 2: RELOCATE

In pecking order, each player relocates their birds on the Competition card across the five other action cards (players cannot relocate birds back to the Competition card).

Each player’s birds can be split up and relocated to up to **two** different action cards, but no more than two different cards. Players may also relocate any of their birds on the Competition card to their pool.

After each player has finished relocating their birds, proceed to the Scoring step.

## STEP 3: SCORING

The scoring step is resolved using the following three phases:

### 1) Score Action Cards

Players will score VP if they have either the most or second most birds on each action card. Ties are broken in pecking order (starting from the left of the initiative track and proceeding to the right).

Each action card (other than the Competition card) has a VP value next to its name showing how many VP are scored:

- The player with the **most birds** on the card scores VP equal to the **first number**.
- The player with the **second most** birds on the card scores VP equal to the **second number**.

All other players do not score any VP for the card. Note that all birds remain on the action cards after scoring.

### 2) Score Birds in Pool

Each player also scores 1 VP for each bird in their pool.

### 3) Move the Sun

Move the sun on the round track to the next space and start a new round. If the sun is on the space numbered 3 after finishing the third round, the game ends instead of starting a new round (see “End of the Game” below).

### Other Scoring Rules

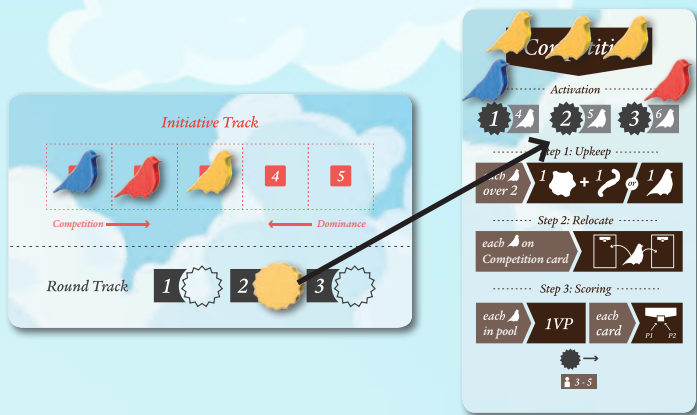
- If you are the only player with birds on a card, you only score the first number of the card’s VP value. You don’t score for having the most and the second most birds on the card.
- You must have at least one bird on an action card to score it. If there are no birds on an action card, it does not score any VP at all.

## END OF THE GAME

The end of the game is triggered after the Competition card is activated for the third time. The player who has the most VP wins!

If two or more players are tied for the most VP, the player with the most total resources in their pool (nests, eggs, and worms) wins. If players are still tied, the player who is the furthest to the left on the initiative track wins.





## EXAMPLE COMPETITION ACTIVATION (3-PLAYER GAME)

To activate the Competition card in round 2, there needs to be at least 5 birds on it. The red player decides to activate the Competition card since she has a bird on the card and the required number of total birds on the card is met. When the Competition card is activated, all players go through steps 1–3, followed by moving the sun on the round track forward to the next space.



## EXAMPLE CARD SCORING

When scoring the Hatching card, the red player ties for pecking order with the yellow player since they both have the most birds on the card. Looking at the initiative track, the red player wins the tie and scores 4 VP since she is on space 2 compared to the yellow player who is on space 3.

Yellow scores 3 VP for having the second most birds on the Hatching card, while the blue player does not score any VP.

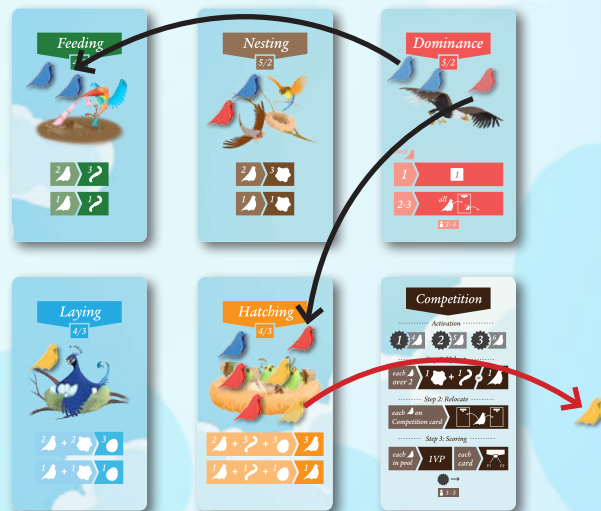
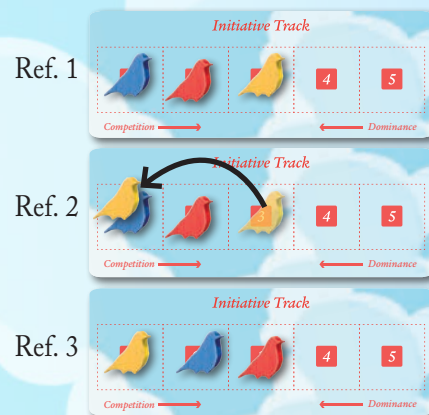


## EXAMPLE DOMINANCE ACTIVATION (3-PLAYER GAME)

Both the blue and yellow players are tied for having the most birds on the Dominance card, with the yellow player winning the tie since his bird is further right on the initiative track (see Ref. 1). This makes the yellow player first in pecking order, so his yellow bird on the initiative track is moved up to the space numbered 1 (see Ref. 2). The blue and red birds are then moved one space to the right (see Ref. 3). The yellow player returns all of his birds on the Dominance card to his pool.

The blue player is next in pecking order, and chooses to relocate his birds to the Feeding card. There are no opponents' birds on the card so he cannot return one back to their pool.

Finally, the red player chooses to relocate her bird to the Hatching card. Both the yellow and blue player have birds on the card. The red player chooses to return one of the yellow player's birds back to his pool.



## OPTIONAL RULES

The following optional rules are presented here if players want to add a deeper level of interaction and strategy. Players should agree upon which optional rules to use at the start of the game.

### ADVANCED 2-PLAYER VARIANT

*This variant gives 2-player games more strategic and tactical options.*

The rules for the advanced 2-player game are the same as the standard rules with the following exceptions:

#### Setup

Each player maintains two individual flocks so both players take two sets of birds. Resources remain split between a player's two flocks. Only one flock is required to track scoring for each player, so each player should return two birds from one of their flocks to the box.

Each player should place both of their flocks in front of themselves: one flock on the left and the other flock on the right.

The starting player gains one worm and places a bird of their left flock on the initiative track on the space numbered 1 and a bird of their right flock on the space numbered 4. The second player then places a bird of their right flock on the initiative track on the space numbered 2 and a bird of their left flock on the space numbered 3.

When a player takes their turn, they first perform an action with their right flock, then perform an action with their left flock. After the player performs an action with both of their flocks, the next player takes their turn.

**Exception:** The starting player takes the very first turn of the game with only their left flock.

#### How to Play

A player's left flock can never use a card that has just been used by that player's right flock. For example, if your right flock places a bird or activates the Nesting card, the Nesting card cannot be placed on or activated by your left flock. Since your left flock always performs its action immediately after your right flock, this is easy to remember.

**Note:** Your right flock cannot perform an action to place a bird on an action card that already contains all six birds belonging to your left flock.

#### Scoring

Scoring follows standard rules with the exception that only one flock is required to track scoring for each player. In other words, a player scores VP for both of their flocks using just one set of bird tokens on the score track.

If players are tied for the most VP at the end of the game, the combined total resources (nests, eggs, and worms) in the pools of the player's two flocks determine the winner. If players are still tied, the player with a bird furthest to the left on the initiative track wins.

### FREE FLIGHT

*This variant gives players more tactical options for relocating their birds.*

When the Competition card is activated, players may relocate their birds to **any** number of different cards, instead of only up to two different cards (players cannot relocate birds back to the Competition card).

When the Dominance card is activated, players may relocate their birds following the normal rules.

### HUNGRY BIRDIES

*This variant gives players a greater challenge of maintaining large flocks.*

When the Competition card is activated, players must spend the upkeep cost for **each** of their birds during Step 1: Upkeep. The upkeep cost for each bird also depends on the current round according to the list below:

- **Round 1:** 2 worms + 2 nests
- **Round 2:** 2 worms + 1 nest
- **Round 3:** 1 worm + 1 nest





# flock™

## CREDITS

**Game Design:** David J. Mortimer

**Development:** John Goodenough

**Illustrations:** Valentina Moscon

**Graphic Design:** Paul Tseng

**Editing:** Nicolas Bongiu, Todd Rowland, Mark Wootton

**Production:** Dave Lepore

**Playtesters:** Bath Gaming Group players, Nicolas Bongiu, John Goodenough, Paul Harvey, David Laister, Rachael Mortimer, Jacob Mortimer, Adam Mortimer, Valentina Moscon, Playtest UK members, Tomas Roldan, Todd Rowland, Paul Tseng, Mark Wootton, John Zinser

## COPYRIGHT & CONTACT

© 2016 Alderac Entertainment Group. Flock, Alderac Entertainment Group and all related marks are ™ and © Alderac Entertainment Group, Inc. 4045 E. Guasti Road #210, Ontario, CA 91761 USA. All rights reserved.

Made in China.

Warning: Choking hazard!

Not for use by children under 3 years of age.

### Visit our website

[www.alderac.com/flock](http://www.alderac.com/flock)

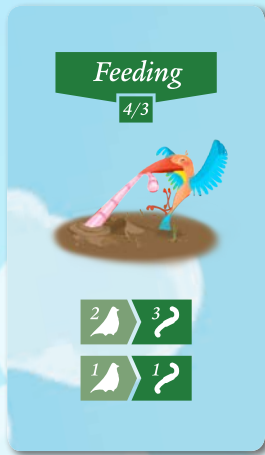
[www.alderac.com/forum](http://www.alderac.com/forum)

### Questions?

Email [CustomerService@alderac.com](mailto:CustomerService@alderac.com)



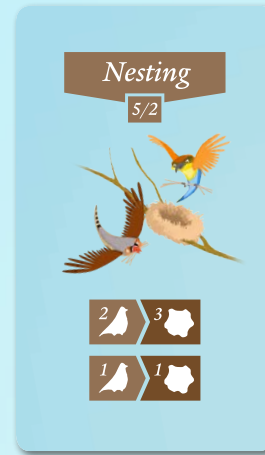
# CARD REFERENCE



When the **Feeding** card is activated, each player, in turn order, may perform the following actions:

- Spend 1 bird to gain 1 worm.
- Spend 2 birds to gain 3 worms.

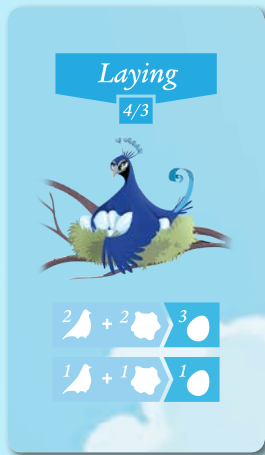
A player may perform any combination of these two actions if they have 3 or more birds on the card.



When the **Nesting** card is activated, each player, in turn order, may perform the following actions:

- Spend 1 bird to gain 1 nest.
- Spend 2 birds to gain 3 nests.

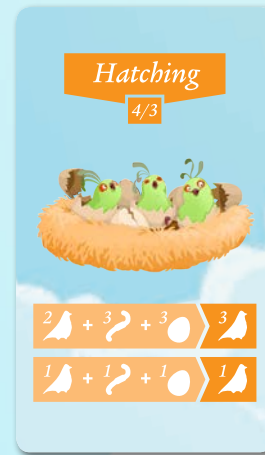
A player may perform any combination of these two actions if they have 3 or more birds on the card.



When the **Laying** card is activated, each player, in turn order, may perform the following actions:

- Spend 1 bird and 1 nest to gain 1 egg.
- Spend 2 birds and 2 nests to gain 3 eggs.

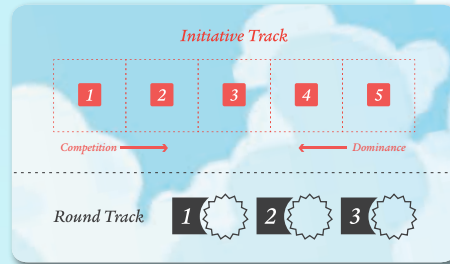
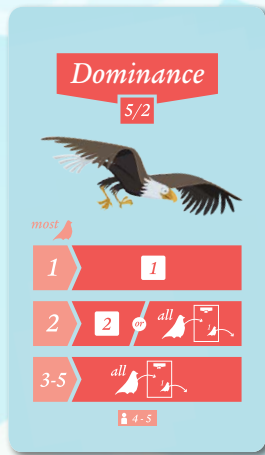
A player may perform any combination of these two actions if they have 3 or more birds on the card.



When the **Hatching** card is activated, each player, in turn order, may perform the following actions:

- Spend 1 bird, 1 egg, and 1 worm to gain 1 bird.
- Spend 2 birds, 3 eggs, and 3 worms to gain 3 birds.

A player may perform any combination of these two actions if they have 3 or more birds on the card. Birds gained are taken from the stock and placed in the player's pool.



When the **Dominance** card is activated, the order in which the players perform actions is determined by pecking order (having the most birds on the card, with ties broken starting from the right of the initiative track and proceeding to the left).

The first player in pecking order moves their bird on the initiative track up to the space numbered 1, then returns all of their birds on the Dominance card to their pool.

In a **2 or 3 player game**, the remaining players in pecking order, must relocate all of their birds on the Dominance card to one of the other five action cards, then return one opponent's bird on the card they just relocated to back to the opponent's pool.

In a **4 or 5 player game**, the second player in pecking order must either move their bird on the initiative track up to the space numbered 2 and return all of their birds on the Dominance card to their pool, **or** relocate all of their birds on the Dominance card to one of the other five action cards and return one opponent's bird on the card they just relocated to back to the opponent's pool. The remaining players in pecking order, must relocate all of their birds on the Dominance card to one of the other five action cards, then return one opponent's bird on the card they just relocated to back to the opponent's pool.

The **Competition** card can only be activated when the total number of birds on the card equals or exceeds the number on the bird shown above the relevant round number in the Activation section.

### Step 1: Upkeep

In pecking order, each player counts up the total number of birds they have in play. Each bird over 2 requires an upkeep cost of 1 nest and 1 worm or the bird is returned to the **stock**.

### Step 2: Relocate

In pecking order, each player relocates their birds to up to **two** different action cards.

### Step 3: Scoring

The scoring step is resolved using the following three phases:

#### 1) Score Action Cards

Players score VP if they have either the most or second most birds on each action card. Ties are broken in pecking order (starting from the left of the initiative track and proceeding to the right).

#### 2) Score Birds in Pool

Each player also scores 1 VP for each bird in their pool.

#### 3) Move the Sun

Move the sun on the round track to the next space and start a new round. If the sun is on the space numbered 3 after finishing the third round, the game ends instead of starting a new round.

# QUICK REFERENCE

---

## SETUP

1. Place the action cards in the center of the play area. Be sure to use the proper side of the Dominance and Competition cards based on the number of players.
2. Place the Score Track card next to the action cards. Each player chooses a color and places one of their birds on both spaces numbered 0.
3. Place the Initiative/Round Track card next to the action cards. Place the sun on the round track on the circle numbered 1.
4. Place the nest, egg, and worm tokens together in reach of all players. This forms the available **stock** of resources.
5. The player who woke up the earliest this morning is the starting player. That player gains one worm and places one of their birds on the initiative track on the space numbered 1. Clockwise from the starting player, each player in turn order places one of their birds on the space to the right of the last placed bird on the initiative track. Note that only the early bird (the starting player) gets a worm during setup.
6. Each player places **three** birds of their color in front of themselves. This forms the player's **pool** of tokens. The remaining birds are placed next to the stock. Players are now ready to begin the game!



## TAKING A TURN

During your turn, you must choose to perform **one** of the following:

- **Place a bird** from your pool onto one of the six action cards.
- **Activate an Action card** by selecting a card with at least one of your birds on it. All players with a bird on the card perform the action (see “Activating an Action Card” below for details).

When you finish placing a bird or activating an action card, your turn ends and the next player clockwise takes his or her turn.

---

## ACTIVATING AN ACTION CARD

To activate any of the action cards, you must have at least one of your birds on it.

When a card is activated, each player decides in turn order whether to perform the action or not for each bird they have on the card. If a player chooses not to perform an action, their birds are still returned to their pool after the card is activated. Therefore, after each card is activated, zero birds will remain on the activated card.

---

## END OF THE GAME

The end of the game is triggered after the Competition card is activated for the third time. The player who scores the most VP wins!

If two or more players are tied for the most VP, the player with the most total resources in their pool (nests, eggs, and worms) wins. If players are still tied, the player who is the furthest to the left on the initiative track wins.