

# Fly-A-Way


## Rules Update 1.1



### OVERVIEW

Over the past two years, we have been flooded by the wonderful support that people all over the world have shown *Fly-A-Way*. We have gathered feedback, heard opinions, and taken inspiration from our players.

We have since updated a few small, but critical, parts of *Fly-A-Way*. These tweaks help us better achieve our vision for the game, targeting a few key areas: (1) less punishing *Fowl Play* cards, (2) more dynamic routes, and (3) more control over game length.

To use these updated rules, you should have the full rule book with you. The **Set-Up**, **How to Play**, and **Game End** sections of the rulebook have some of their text replaced in this version; the bird pawns  indicate the page numbers in the rule book where the updated text takes effect.



### SET-UP

In version 1.1, you will draw fewer *Fowl Play* cards from a smaller deck. Ignore step 5 on page 2 of the rule book; the number of cards used to set up the *Fowl Play* deck remains the same regardless of the number of players. Follow the other set-up rules as usual, but replace step 6 with:



Place 6 random Tier 1 *Fowl Play* cards face-down.

6

Shuffle the 6 *Bird-tastrophe* cards and reveal 1 at random. Make sure all players see and read the card, then:



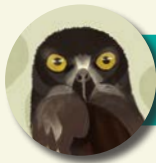
Place the *Bird-tastrophe* card face-up onto the 6 cards.

Then, place the remaining Tier 1 cards onto the face-up *Bird-tastrophe* card.



### Increasing the Challenge

Players who are looking for a greater challenge can replace the bottom half of the Tier 1 *Fowl Play* deck [i.e., the cards beneath the *Bird-tastrophe* card] with an equal number of random cards from either the Tier 2 or 3 decks. These decks feature cards with tougher, but more exciting, effects!



## HOW TO PLAY

As noted in the updated Set-Up, you will draw fewer *Fowl Play* cards. Instead of drawing them each turn, you **only draw a *Fowl Play* card the turn after you save a bird**. Replace the How to Play section on page 4 of the rule book with the following:



### ON EACH TURN

#### 1. Draw phase

- ▶ Start by drawing 1 *Wing It* card.
- ▶ **If you saved a bird last round, draw 1 *Fowl Play* card.** [See pages 6 and 7 for more details on event effects.] Then, resolve the *Fowl Play* effect immediately.

#### 2. Action phase

- ▶ You may use a *Wing It* card to:
  - protect yourself from a *Fowl Play* effect; or
  - help you place links, save birds or/and gain points.
- ▶ Place used *Wing It* and *Fowl Play* cards face-up in their respective discard piles on the Event Board.
- ▶ You may use more than 1 *Wing It* card, **but can only hold 3** by the end of your turn (unless a *Fowl Play*, *Wing It*, *Bird-tastrophe* or bird power states otherwise).
- ▶ Place the excess *Wing It* cards face-up in the discard pile on the Event Board.
- ▶ Place up to 3 links anywhere on the map, ensuring that a link you place connects with another link of yours. [See page 8.]

Note the change to holding only 3 *Wing It* cards; any other rule or bird power that alludes to the previous hand limit of 5 should be taken to refer to a hand limit of 3 instead.

**You can only save 1 bird per turn.** If you have the option of saving more than 1 bird, choose which bird to save. The rest of the How to Play section on page 5 remains unchanged.

## Squawk!

Replace the *Squawk* cards description on page 7 of the rule book with the following:



These are special *Wing It* cards with values from 1 to 3 that allow you to:

- neutralise *Fowl Play* effects; or
- shift links.

To neutralise a *Fowl Play* effect, discard any number of *Squawk* cards equal to or exceeding that effect's *Squawk* value. There is no benefit to exceeding the neutralising cost.

To shift links, play a *Squawk* card from your hand. Then, return that many of your links from the map to your supply. This round, place that many extra links on the map. This must follow "1. The right connection". [See page 8.]



## GAME END

Replace the text on page 13 of the rule book with:



### LAST ROUND OF PLAY

The game proceeds until a player saves 4 birds, or a predetermined number of birds (see box below).

All players must take an equal number of turns. If the player who triggered the last round of play...  
**...is the last player, the game ends after their turn.**  
**...is not the last player, all remaining players must play their final turns. In the event that all *Fowl Play* cards have been drawn before the game ends, reset the *Fowl Play* deck by following the set-up rules on page 2.**



### Set the target number of birds to save!

At the start of the game, determine the target number of birds to save, depending on how long you want to play!

- If you are new to this type of game, start with 3-4 birds as the target.
- If you are an experienced gamer, go with 4-6 birds as the target.

Once you are comfortable, feel free to raise or lower the target number. Each additional bird in your goal extends the game length by approximately 10-15 minutes, depending on the number of players and their experience with the game.

