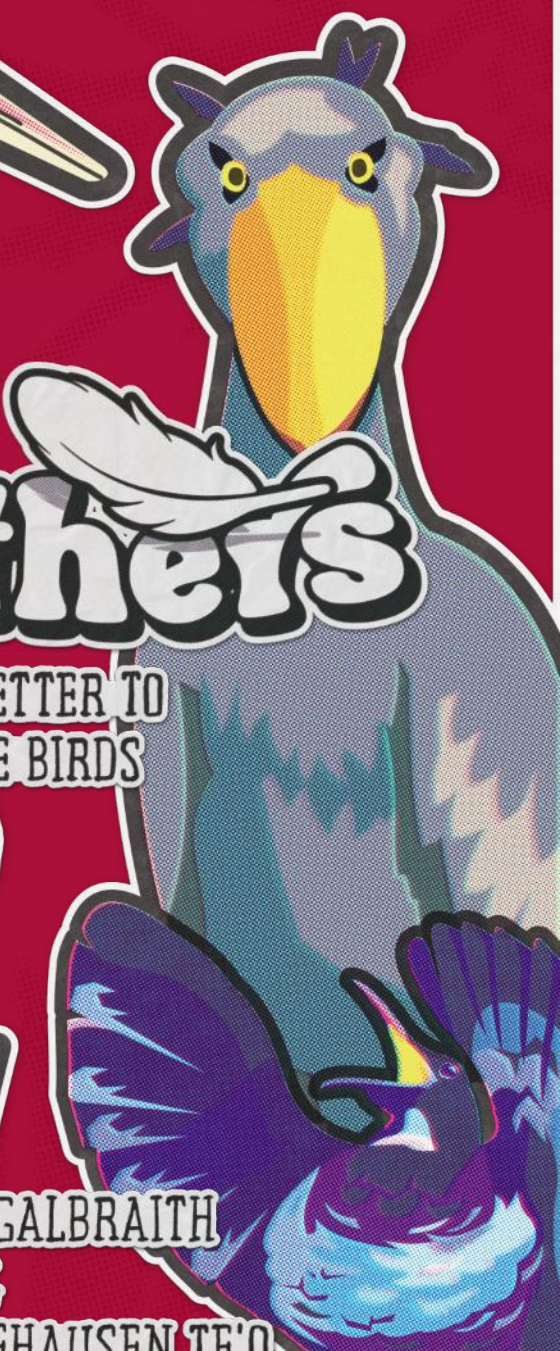
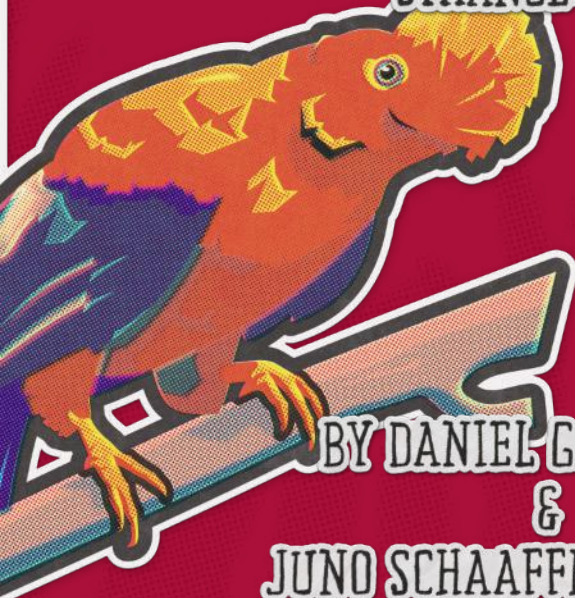




Isle of Feathers

A LOVE LETTER TO
STRANGE BIRDS



BY DANIEL GALBRAITH
&
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Game Design by Daniel Galbraith & Juno Schaaffhausen Te'o

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Special Thanks

Special thanks to all of our family and friends who helped bring this game to life by taking part in numerous playtests, giving feedback, and supporting us at conventions. Shoutout to Lily English for being the most patient of housemates and playtesters, to Sam and Phe for providing the inspiration behind the games' inception, to Jair & Zea for being excellent stall volunteers and hat salespeople, and to our parents, siblings and dear friends, who provided much needed emotional support throughout.

An extra special thanks to the Meanjin/Brisbane boardgame community, in particular Hannah Ford-Morgan, Brendan Evans, Jason Kotzur, Stephen Hurn, Ash Hauenschield, David and Samara from One Thousand Rats, Jono from Quokka Games, Eris from Delta Phase Games, Martin Wallace, Michael Roberts, the Boardgame BBQ community, and all of the boardgaming folks who generously shared their time and expertise with us. It has been wonderful getting to work amongst such passionate and kind people, and it is thanks to you that 'Isle of Feathers' has become a reality.

Love, Daniel & Juno

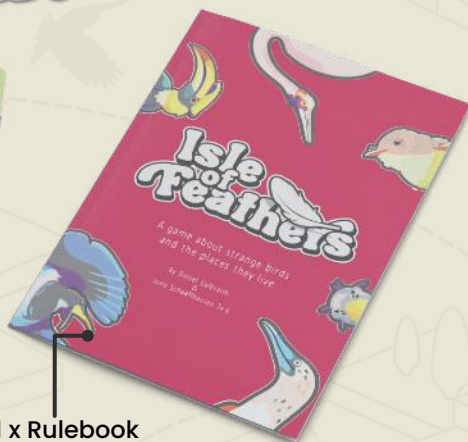
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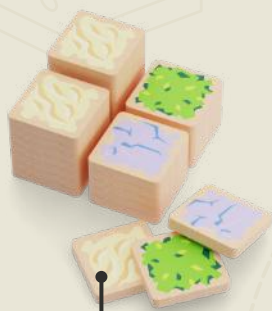
WHAT'S IN THE Box?



52 x Bird Cards



1 x Rulebook



30 x Land Tiles

54 x Ability Tokens

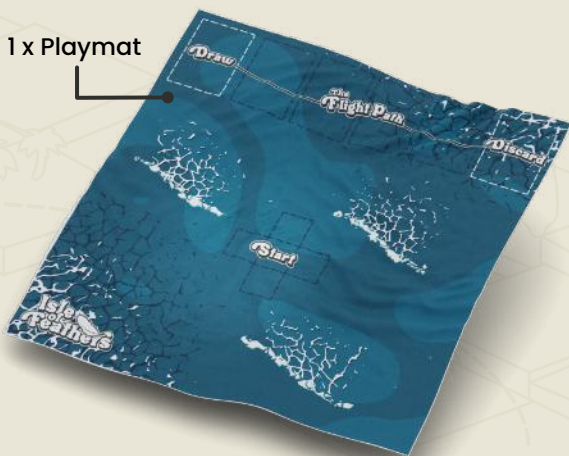


18 x Vegetation Tokens



40 x Bird Tokens

1 x Playmat



Introduction

All birds at some point in their lifetimes, from the ground-dwelling kiwi to the seafaring albatross, need a place to rest. Your goal while playing 'Isle of Feathers' is to give your unique set of birds their own slice of paradise.

'Isle of Feathers' is a competitive tile-laying game about building a beautiful island, and populating it with weird and wonderful birds. You'll stack tiles and place tokens to build beaches, cliffs, and forests, and carefully mould the perfect island habitat for your birds.

However, real estate on the island is limited and every bird is unique. You'll need to work out what everyone else is planning and outsmart them to get your birds onto the table before the tiles run out. Planning ahead is essential, and conflict is unavoidable (and perhaps, even encouraged).

Along the way, embrace your inner zoologist by making up 'fun facts' about each bird you place and sharing them dramatically with the table. Think the enthusiasm of Attenborough, with none of the qualifications.

When the last tile is placed, the island is complete and the game is over. Every bird you place earns you points, and whoever has the most at the end is the winner.

Birds of a feather flock together... right?



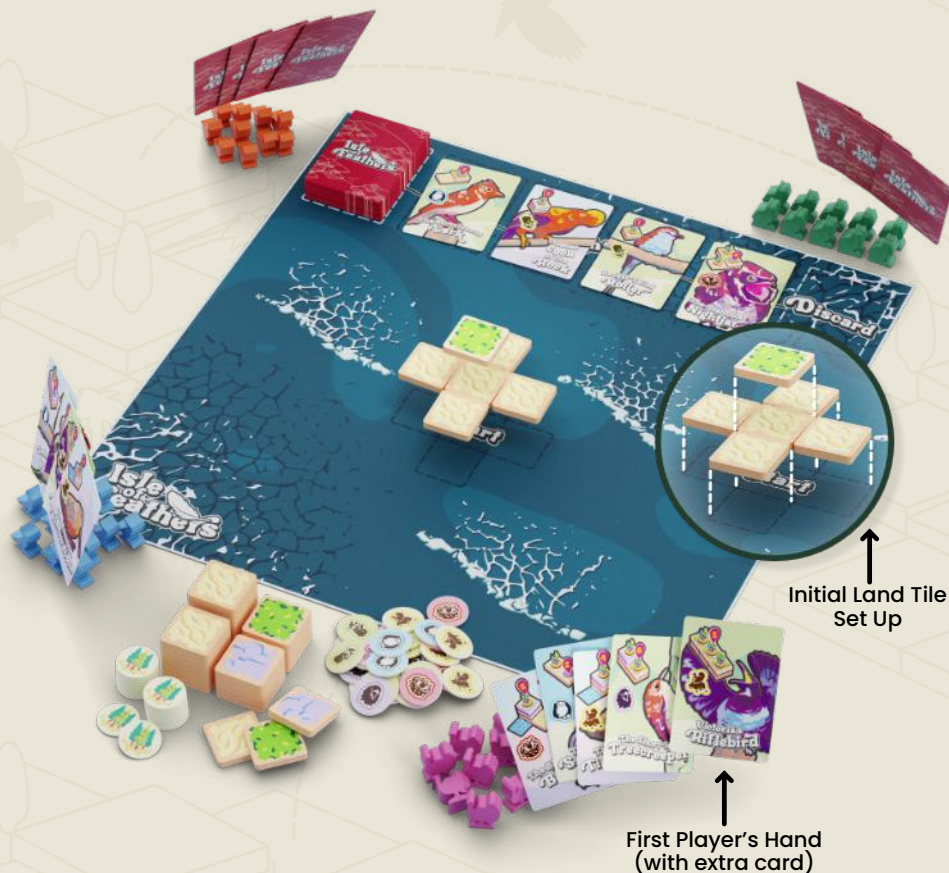
Designer's Note

This booklet can be used as a teaching guide. By reading out each section and using the game components to recreate each diagram, you'll present the information to your players in much the same way we teach 'Isle of Feathers' at conventions.

Link To
Instruction
Video!



YOUR ISLAND Home



Setting Up The Game

First, lay out the Playmat, and set up the initial six (6) Land tiles in the formation as shown in the diagram above. Place the rest of the Land tiles, Vegetation tokens, and Ability tokens off to the side where everyone can reach them.

Then, deal out a starting hand of **four (4) Bird cards to each player**. Players can immediately look at their own cards, but are to keep them hidden from other players.

Next, lay out the Flight Path. Lay out four (4) Bird cards, face up, in the four middle spaces on the Playmat, then place the rest of the deck face down on the 'Draw' space.

Finally, choose the player who will take the first turn, and deal them one extra Bird card from the top of the Draw pile, giving them a starting hand of **five (5) cards**.

HOW DO I Play?

On your turn, you **must** perform **two (2)** actions, then pass a card to the next player.

These actions include:

Build Land

Add a Sand, Grass, or Cliff tile.



Build Vegetation

Add a Vegetation token.



Place a Bird

Place one of the Birds in your hand on the island, then draw a new card from the **Flight Path**.



Discard a Card

Discard a card from your hand. Immediately use its ability, then draw a new card from the **Flight Path**.



You may perform any combination of actions in any order, and you may choose to perform the same action twice.

Building Land

All birds at some point in their lifetimes, from the ground-dwelling kiwi to the seafaring albatross, need a place to rest. Your goal while playing 'Isle of Feathers' is to give your unique set of birds just that, and the way we begin is by building the island.

The island is formed by placing our land tiles on the player mat, which serves as the ocean.

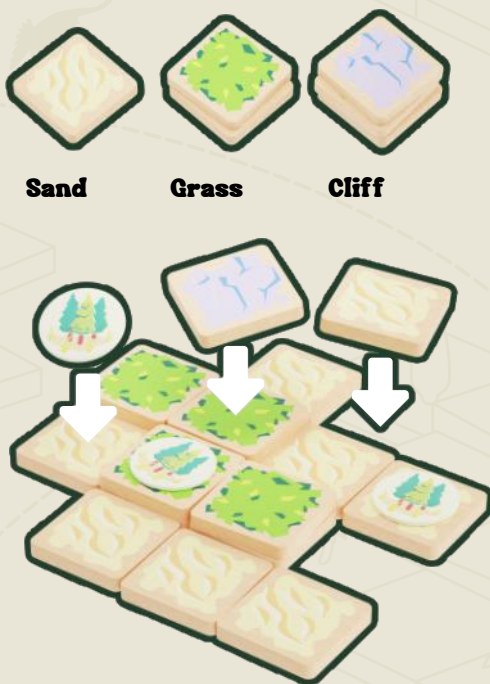
Sand tiles are placed directly on top of our 'ocean' to establish and expand the island. Grass and Cliff tiles are stacked on top of Sand to build upwards. Vegetation Tokens are then placed on top, helping to lock the island in place.

The three types of Land tiles represent different heights; Sand tiles go flat on the table, Grass tiles go directly on top of Sand, and Cliff tiles go on top of Grass.

Placing Sand Tiles

Sand tiles are nice and straightforward; you can place them anywhere on the table that's connected to another Tile (i.e. they cannot be free floating).

Grass and Cliff tiles are for stacking, but in order to stack a tile you need to make sure that it's properly supported.



Stacking Grass & Cliff Tiles

To stack a Grass tile, you need to find a spot on the island that has two adjacent Sand tiles, or, one adjacent Grass tile that somebody's already placed.

You can place this Grass tile in the middle here (Figure A) as it has two neighbouring Sand tiles.

You can also place a Grass tile here (Figure B), as it has a neighbour of the same height.

You cannot place it on the edge here (Figure C) as there is only one Sand tile that's next to it.

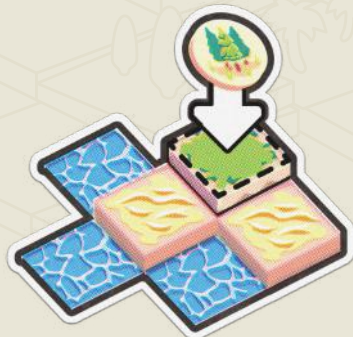


Cliff tiles work like Grass tiles, only one level higher. You can stack a Cliff tile anywhere with two adjacent Grass tiles, or one or more Cliff tiles that somebody's already placed.

Placing Vegetation Tokens

Vegetation tokens are much simpler. You can add them to the island by placing them on top of any tile that doesn't already have vegetation on it.

Once you plant trees, that tile becomes fixed; you cannot stack any other tiles on top of it. Imagine the roots 'locking in' and securing the ground in place.



Introducing Birds to the Isle

Every player has their own hand of **Bird cards**. Each card is unique, and they all represent different species that we might want to introduce to the island.

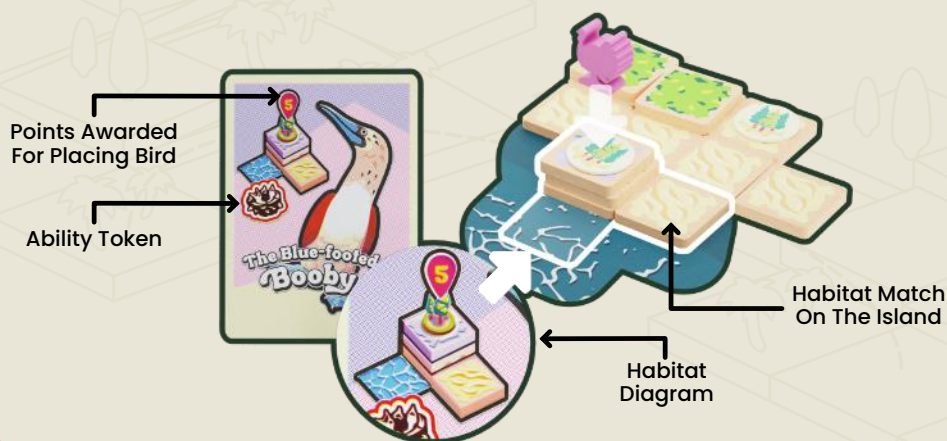
The diagram at the top of each card is that bird's **Habitat**. On your turn, you can introduce a **Bird card** from your hand to the island, by placing a meeple of your colour on a set of tiles that matches its **Habitat** diagram exactly. The diagram can be rotated in any direction, or even flipped, but the formation of tiles need to match exactly, **including any Vegetation**.

If there's vegetation on the diagram, there has to be vegetation on the island, and the opposite is true too; if there's a tree on the island, and no tree on the diagram, than the bird cannot be placed.

Once you've found a part of the island suitable for one of your birds to inhabit, you can introduce a bird to the island. Firstly, place its card face up in front of you, announce its name to the table, and then place one of your Bird Tokens onto the tile indicated by the  icon on your card. Make sure you also take an Ability Token (see pg. 9).

During your turn, you've always got to have five cards in your hand, so immediately grab a new one from the **Flight Path** to replace it.

And just like **Vegetation**, when you place a **Bird** that tile then becomes fixed. You can't place or stack anything on top of it, and you can only place one bird per tile.



The Flight Path

The **Flight Path** is how you get new cards, and shows the birds that are visiting the island, looking for the right **Habitat**.

Birds come in from the **Draw pile**, slide along, and eventually fly away into the **Discard pile**. Think of it almost like a conveyor belt, with the birds closer to the **Discard pile** having been there the longest.

When you draw from the **Flight Path**, grab any of the face-up cards, OR draw blind from the top of the deck. Then, the bird that's closest to the **Discard pile** flies away and is discarded. You can then slide the remaining birds over, and draw new ones from the **Draw pile** until there are four face up cards again.

If you see that the **Draw pile** is empty, shuffle the **Discard pile** and refill it again, so there will always be new birds visiting the island.



Discarding a Card

The final action you can take is discarding. You can discard one card from your hand to instantly use its ability, without collecting a token (we'll explain what that means on the next page).

Again, just like when you place a **Bird**, replenish the card you've discarded by picking up the top card from the **Draw Pile** and adding it to your hand.

Abilities

On the lefthand side of every bird card is a different coloured icon. This represents the Ability Tokens. When you successfully place a **Bird**, pick up an **Ability Token** that matches the one on the **Bird Card**, and place it in front of you.

Ability Tokens are like currency, and they can be spent at anytime during your turn to enable you to perform actions you normally wouldn't be able to.

For example, you can instantly raise or lower a tile, even if it breaks the stacking rules, you can move vegetation around, and you can even place multiple birds in the one spot.

Once you've spent a Token, it goes back into the pile. You can spend **any number of Ability Tokens** during your turn, and they **do not count** towards your two (2) actions (see pg. 4).

Types of Abilities

There are six types of Ability tokens that each do different things.



Raise the height of any tile by one (1).
Any **Birds** or **Vegetation** there stay unchanged.



Lower the height of any tile by one (1).
Any **Birds** or **Vegetation** there stay unchanged.



Move an already-placed **Vegetation** token to another tile that doesn't already contain **Vegetation**.



Instantly take another action.



Place a **Bird** on a tile that already contains a **Bird**.
Note: You may place multiple birds per turn this way.



Move a **Bird** token to a neighbouring land tile, one (1) space across, even if that tile already contains a **Bird**.



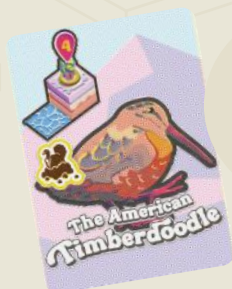
Designer's Note

Abilities are actually super useful in this game, because you can combo them together to pull off some pretty complex moves. If you're ever feeling like you're stuck or you can't place anything, take a look at the birds in your hand and see if you can discard one of them to use their ability instead.

Bird Facts

The last part of the game is **Bird Facts**. Every time you successfully place a Bird you're encouraged to announce its name, make up a 'fun fact' about the Bird and deliver it to the table in your best nature documentarian's voice. We use the term 'facts' loosely; you can be as scientifically accurate or as outrageously untrue as you wish.

Bird facts are by no means mandatory, however we find it adds a lot of fun to the game if you get into the spirit of it.



"The American Timberdoodle slowly rocks as it walks to coax worms to the surface"



"The Diabolical Nightjar stole my car and got me fired from my job"

Winning the Game

When the last sand tile is placed, the Endgame is triggered. Once your turn finishes, every **other** player gets to have one last turn, then the island is complete and the game is over.

Everyone adds up points for the birds that they've successfully placed, and the player with the most points at the end is the winner!

SOLO MODE: Migration Season

It's migration season, and all of the birds are flocking to the Isle for the Summer.

In this solitaire-like single player variant, find homes for the influx of visiting bird species before the migration season ends. Earn **Flit** tokens for every bird placed, and keep on extending your turn before the Migration pile runs out.

Objective

Keep expanding the island until every bird in the Flight Path has either found a home, or flown away into the Discard pile.

The Migration Pile

This game mode introduces a separate, smaller deck of Bird cards called the Migration pile. Set up the game as usual, but deal **five (5)** cards face-down in a separate pile beside the Draw pile. This is the Migration pile.

If you end your turn without placing a bird, immediately discard a card from your hand and replace it with the top card from the Migration pile. If the Migration pile is empty when you attempt to draw from it, then the game is over.

Stamina Pool

This game mode also introduces the Stamina pool. This is a stash of extra **Flit** tokens you can use to extend your turn.

Upon placing a bird, add one or more **Flit** tokens to refill the Stamina pool, as specified by the challenge level you're playing at.



Turn Overview

Take **two (2)** actions on your turn as in the standard game, plus as many free actions as you have **Flit** tokens (both from the Stamina pool, and any birds you've placed).

When you place a bird, a new turn is triggered immediately, effectively refreshing your **two (2)** actions.

If you do not place a bird before your turn ends, draw from the Migration pile as described overleaf.

The game ends if you attempt to draw from an empty Migration pile, or there are no more sand tiles left to place. Add up points for every bird placed to determine your final score, then play again!

Winning The Game

In this variant, the discard pile is never reshuffled into the draw pile - once the draw pile is empty, the migration season is over and the game is complete.

Once the Draw Pile is empty, and every card in the Flight Path has either entered your hand or the Discard Pile, you have reached the endgame. Do not pick up an additional card when you Place a bird.

If you can completely empty your hand, you've played a perfect season! Take a photo of your island, add up your score, then tag us at @isleoffeathersgame. We'd love to see your creation!

Challenge Levels

SPRING		Stamina Contains half of the full deck.	Action Upon Placing a Bird Refill the Stamina pool up to three (3) Flit tokens.
SUMMER		Contains half of the full deck.	Add one (1) Flit token to the Stamina pool, up to a maximum of three (3) .
AUTUMN		Contains the full deck.	Add one (1) Flit token to the Stamina pool, up to a maximum of two (2) .
WINTER		Contains the full deck.	Refill the Stamina pool up to a maximum of one (1) Flit token.



Designer's Note

As in the standard game, spending **Flit** tokens gives you extra actions; use them to extend your turn and place birds to avoid drawing from the Migration pile.

FREQUENTLY ASKED Questions

Building, Stacking, and Tiles

Question: Can I stack tiles on top of Cliff tiles?

Yes, you can! You can stack Cliff tiles on top of any space with two or more adjacent cliffs, or another 'double cliff' that has been placed previously.

Question: Can I use the 'Burrow' ability on a Sand tile to turn it back into water?

Yes, you can! Any Vegetation or Bird tokens on the tile will then be sitting flat on the table (and are presumably rather wet). You can actually use this to split the island, though it's not easy to do!

Question: Can I use the 'Mound' ability to turn a patch of water into Sand?

Yes, but only on a space that's directly connected to the island.

Abilities and Tokens

Question: Can I 'Shoo' away multiple birds on the same tile?

Nope! The 'Shoo' ability lets you move a single bird. You will need to use 'Shoo' once for each individual bird you want to move.

Question: Can I 'Shoo' a bird into the water?

Nope! The wording says 'Move a Bird token to a **neighbouring land tile**'. There is no tile placed on a water space, so a bird can't move there.

Question: What happens if I discard a Bird card with the 'Flit' ability?

You immediately 'get back' the action you used to discard. Discarding a card with 'Flit' is effectively a free action.

WHO ARE We?

This game is a passion project that started at the height of the first lockdown. It's a love letter to strange birds, from two strange people who love animals of all kinds. We wanted to make something that brings people joy, and we hope that 'Isle of Feathers' can do just that.

Thanks for playing!



Daniel Galbraith

Daniel is a technical artist in the video game industry.

He's very tall, and really loves cats. He's worked at a number of game studios including Playside, SMG, and Mountains, and independently released a co-op party game about parenting called 'Think of the Children'.



Juno Schaaffhausen Te'o

Juno is an architecture graduate with a keen interest in visual design. She is of average height, but is equally a fan of cats. Juno is an avid player of games (both digital and physical), and this is her first foray into the world of game design.

PLAYER Reference Sheet

Keep this page open as you play, so you can easily check the rules without flipping through the entire rulebook.

What do I do on my turn?

On your turn, you **must** perform **two (2)** actions, then pass a card to the next player. These actions include:

Build Land

Add a Sand, Grass, or Cliff tile.



Build Vegetation

Add a Vegetation token.



Place a Bird

Place one of the Birds in your hand on the island, then draw a new card from the **Flight Path**.



Discard a Card

Discard a card from your hand. Immediately use its ability, then draw a new card from the **Flight Path**.



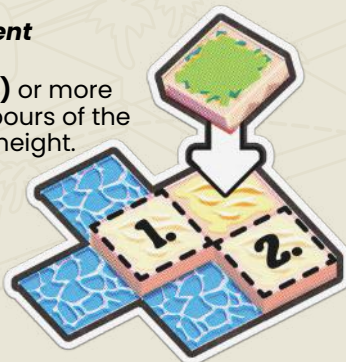
You may perform any combination of actions in any order, and you may choose to perform the same action twice.

When can I stack files?

You may place a tile on a space if it satisfies at least one of these two requirements:

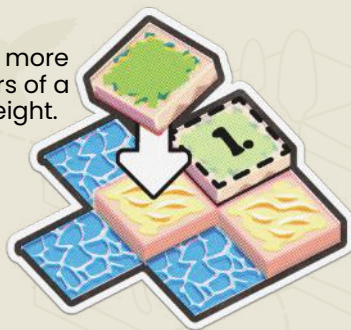
Adjacent

Two (2) or more neighbours of the same height.



Higher

One (1) or more neighbours of a greater height.



PLAYER Reference Sheet

Keep this page open as you play, so you can easily check the rules without flipping through the entire rulebook.

What are Ability tokens?

Certain birds let you pick up an Ability token when you successfully **place** them on the island.

These tokens can be spent at any time during your turn to instantly perform the relevant action.



Mound

Raise the height of any tile by one (1).
Any **Birds** or **Vegetation** there stay unchanged.



Burrow

Lower the height of any tile by one (1).
Any **Birds** or **Vegetation** there stay unchanged.



Uproot

Move an already-placed **Vegetation** token to another tile that doesn't already contain **Vegetation**.



Flit

Instantly take another action.



Nest

Place a **Bird** on a tile that already contains a **Bird**.
Note: You may place multiple birds per turn this way.



Shoo!

Move a **Bird** token to a neighbouring land tile, one (1) space across, even if that tile already contains a **Bird**.

Isle of Feathers



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