



PARTY
PANDA
PIRATES

AVIAN TRILOGY
PARTY CARDS!

Detailed rules for
minigames 30 to 38



GOAL: 2–3 players: Get 2 dice from any player(s)
4+ players: Get 3 dice from different players

SETUP:

1. Set up the play area on a surface without any components.
2. Each player chooses a Chicken leader and places it onto one of their War for Chicken Island (WFCI) dice, on top of a Lava tile. This will be your Base, which must be at least 12 inches (30 cm) apart from other Bases.
3. Each player places a Battle Car and a WFCI die next to their own Base.

HOW TO PLAY: Simultaneously, at the Captain's signal, play in real-time. You may do the following whenever you want:

- Push your Battle Car using a WFCI die.
- Place a WFCI die adjacent to your Battle Car and press it from its top face to shoot it at your opponents.

If your Car is hit by a die shot by another player, return your Car to your Base. If your Leader is knocked down by a die shot by another player, give that player one of your Party Panda Pirates (PPP) dice and rebuild your Base.

Keep playing this way until someone gets 2 PPP dice total (in a 2–3 player game) or a PPP die from 3 different players (in a 4+ player game).



Push down on your die to shoot it!

Knock your enemies off their base!



□ CHALLENGE:

Win without losing any PPP dice.



031

CHICKEN BUILD-A-TON!



By Juan Pablo Villaseñor

2-5

GOAL: Claim 3 Machine cards



SETUP:

1. Shuffle the Machine deck.
2. Place all the Resources and Chickens in the center of the table to form the supply.

Reveal a machine.



*Get the matching
resources to claim it.*



*Compete for
the card!*



HOW TO PLAY: Each round, the Captain reveals the top card from the Machine deck. Then simultaneously, each player immediately takes from the supply the exact Resources and/or Chickens required to build the Machine card and places them into one of their hands. Once you have the right components, place your fist with the Resources and/or Chickens in it on top of the card. The first player to do so claims the card, and all players return the Resources and/or Chicken to the supply.

If you make a mistake by trying to claim a card when you don't have only and all of the required Resources and/or Chickens in your hand, you lose a card (if you have one) and are out of that round. The other players keep playing until someone with the correct Resources and/or Chickens claims the card before starting the next round.

□ CHALLENGE: Win by having 2 or more cards than the rest of the players.



032

ROOSTER MATCH!



By Iván Escalante

2-5

GOAL: Most Chickens defeated

SETUP:

1. Each player stacks their Chicken tokens face up, in any order they want.
2. Each player takes 5 War for Chicken Island (WFCI) dice.



Roll up to three times.

*Feet are Speed,
Swords add Strength.*

*Eliminate your
opponents' chickens!*

HOW TO PLAY: At the start of each round, at the Captain's signal, all players secretly roll their dice by covering them with their hand. You may reroll any amount of them up to 2 times. Then, players reveal their dice and only 2 players attack (turn order, closest to Captain, wins ties): First, the player who rolled the most Feet adds their top Chicken's Strength to the Sword values they rolled and distributes that damage between all of their opponents' top Chickens. If the damage dealt to a Chicken is higher than its Armor, it is defeated, but you can only defeat one Chicken per player each round. Then, the player with the least Feet (at least 1) attacks in the same way. Play in rounds until one player's Chickens are all eliminated.

Attack example: Iván rolled 3 Feet. He attacks first. He adds the Swords he rolled (3 and 2) and his Chicken's Strength (7), for a total of 12 Damage. He destroys a Chicken with a Defense of 8 and loses the rest of his Damage as there are no Chickens with a Defense of 4 or lower. Then, Alina attacks, since she rolled the least Feet but at least 1.

CHALLENGE:

Defeat 7 or more Chickens.



033

PREHISTORIC CIRCUIT!



By Juan Pablo Villaseñor

2-6

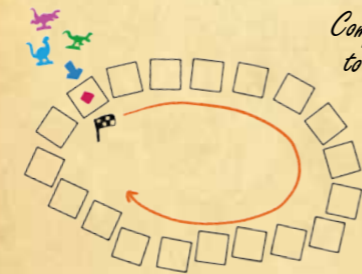
GOAL: First to finish the race

SETUP:

1. Using 19 Map cards, icon side up, form a circuit as shown on the next page.
2. Flip one card to its map side and place all of the Dodino miniatures on that card. This is the finish line.



HOW TO PLAY: In turn order, each player rolls the Dodos Riding Dinos die and advances their Dodino on the circuit by that many cards. If you end your movement on a card containing any Dodinos, they must move back 2 cards. Play continues until one player crosses the finish line, claiming victory. All other players score according to how close they are to the finish line.



*Complete one lap
to win the race!*

*If you land on
top of someone,
they go back!*



□ CHALLENGE:

Win by 6 or more cards ahead of 2nd place.



034

PROJECTILE PALOOZA!



By Adrián Álamo

2-6

GOAL: Most points

SETUP:

Place a Dodino miniature in the center of the Sea board and gather the 5 Projectile tokens.



HOW TO PLAY: In turn order, from off the Sea board, each player throws each of the Projectiles at the Dodino one by one, as you would in Dodos Riding Dinosaurs. Gain 1 point for each successful hit, and claim positions based on highest score.

Throw all the Projectiles at the Dodino!



Most hits wins!



□ CHALLENGE:

Get a hit with each of the Projectiles.



035

DON'T GET AGGRO!



By Juan Pablo Villaseñor

3-6

GOAL: Most coins

Pick a card.

SETUP:

1. Randomly deal each player 3 blue cards, 1 red card, and 1 green card.
2. Give each player 3 Coins.
3. The Captain takes the Dodo token.



Get coins according to its color!

HOW TO PLAY: Play exactly 3 rounds as follows.

Each round, each player simultaneously plays a card face down in front of them. Once everyone is ready, all players reveal their played cards at the same time and resolve them in order. Resolve each phase starting with the player who has the Dodo.

1st Phase: Red cards

If you are the only one who played a red card, steal up to 5 Coins total from 1 or more players. If more than one player played a red card, each player that played a red card instead loses an amount of Coins equal to the number of players who played a red card.

2nd Phase: Blue cards

Take 2 Coins from the supply.

3rd Phase: Green cards

Steal 1 Coin from any player.

Once resolved, all played cards are discarded. The player with the Dodo passes the Dodo to any other player of their choice.

CHALLENGE:

Win with 8 or more coins.



036

TOTAL DOMINION!



By Juan Pablo Villaseñor

2-4

GOAL: Have a token on every hex on your Island

SETUP:

Each player places their Island tile in front of them.



HOW TO PLAY: In turn order, each player draws 3 Domain tokens from the bag and places them on their Island. The very first token you place on your Island can be placed on any hex that matches the token. The following tokens can only be placed on matching hexes adjacent to other tokens already placed on your Island. Return to the bag any tokens you are unable to place.

Once every hex on your Island has a token, yell “Ahoy!” to end the minigame. Score according to how many tokens are on your Island.



Draw 3 tokens and place them on matching hexes.



If they don't match they go back into the bag!

□ CHALLENGE: Win with 3 or more tokens than all other players.



037

KIWI KARROM!



By Juan Pablo Villaseñor

2-6

GOAL: Most Kiwi knocked off the Island

SETUP:

Place 6 Kiwi tokens of the same color and another one of a different color on an Island tile as shown below. Reset the Island to this setup before each player's turn.

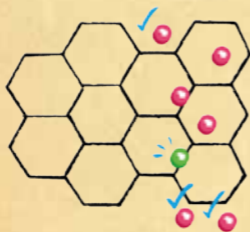


HOW TO PLAY: In turn order, each player flicks their single colored Kiwi token (without using their other fingers as resistance) and tries to knock as many of the other Kiwis off the Island as they can.

Your turn ends after flicking 5 times or if your single colored Kiwi falls off the Island.

Repeat setup for the next player.

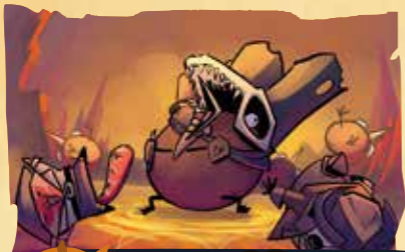
Flick your Kiwi at the others to knock them off!



Don't fall off the island!

CHALLENGE:

Knock all other Kiwi off the Island.



038

ISLAND RUMBLE!



By Juan Pablo Villaseñor

2-4

GOAL: Most points

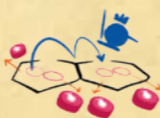
SETUP:

1. Place the Island tiles as shown on the next page.
2. Mix the Domain tokens face down and give 2 to each player. They keep them hidden from other players.
3. Each player places their Kiwi leader as shown on the next page.
4. Place the Kiwi tokens on the marked spaces.



HOW TO PLAY: In turn order, each player moves their leader 1 or 2 hexes. When you finish moving, push up to 2 Kiwi per hex from your current zone (a group of hexes all with the same color) to adjacent hexes in a different color. You may push Kiwi off the Island.

Once each player has taken 3 turns, the minigame ends. Reveal your Domain tokens and gain 1 point for each Kiwi that is on a Terrain that matches any of your tokens (or 2 points per kiwi if your tokens match).



Move your leader to push kiwis.



Get the most Kiwi to your terrain types!

□ CHALLENGE:

Score 12 or more points.

AVIAN TRILOGY PARTY CARDS!

As the Panda Pirates sail the Avian Archipelago, they discover all sorts of charismatic birds and the different hectic activities in their day-to-day lives. Now, chicken warriors, dodo racers, and voracious kiwi meet the most festive panda crew and find themselves spicing up their routine with a dose of fun.

The minigames included here are based on three games from the Creature Kingdoms series: War for Chicken Island, Dodos Riding Dinos, and Kiwi Chow Down. To play each minigame, you will need components from the respective game. Make sure you have the boxes at hand if you want to party through the Avian Archipelago!

MINIGAME DESIGN CREWMATES!

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