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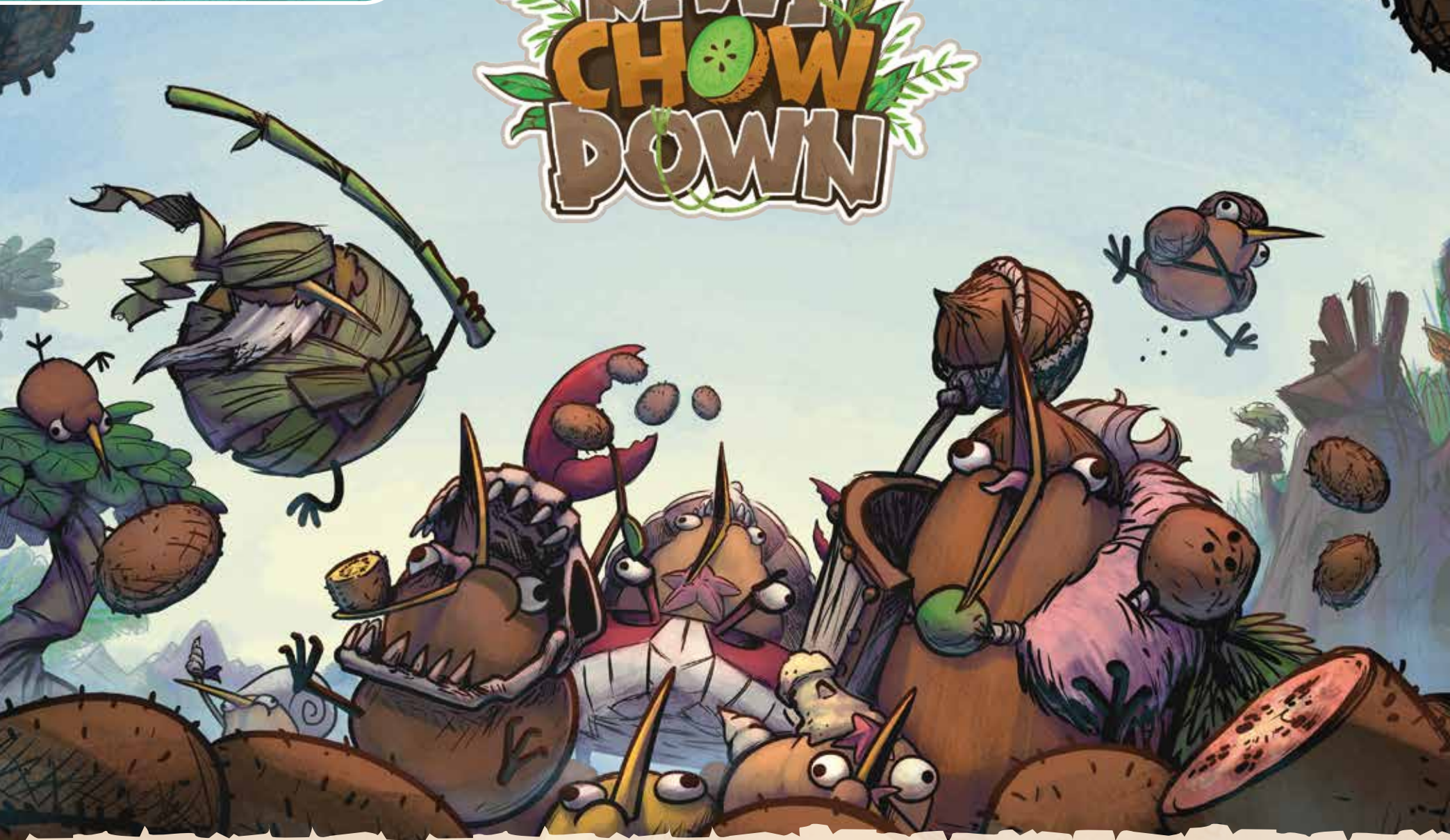


14+



60-90

KIWI CHOW DOWN



On a small island, flocks of ravenous Kiwi birds race to the best spots for Fruit, and woe betide anything that stands in their way!

Seasons are marked by the Fruit harvest, which starts the competition: Push your flock in, construct Nests, and increase the size of your Kiwi by consuming Fruit.

After four seasons, the flock that controls the most terrain shall feast on the spoils!

Development

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Thanks to our 1,830 Kickstarter backers!

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DRACO
STUDIOS



Gnomosapiens





COMPONENTS



Island sections



Double-sided Season board



Turn Order nests



Pink bag with 56 Fruit counters (14 red, 14 green, 14 yellow, 14 blue)



Brown bag with 56 Domain markers (14 flower, 14 grass, 14 mountain, 14 sand)



First Player marker



Season marker



Season cards



Symbol key Reference cards



Kiwi Leader miniatures.



Leader cards



Victory points



x4

For each of the four flocks:
1 Double-sided Flock board, 9 Action cards (2 Move, 2 Build, 2 Feed, 3 Wildcard), 20 Kiwi tokens and 6 Nest tokens (2 Tree, 2 Control, 2 Cave).

6



For Solo-mode:
Solo-mode marker, Solo cards

1



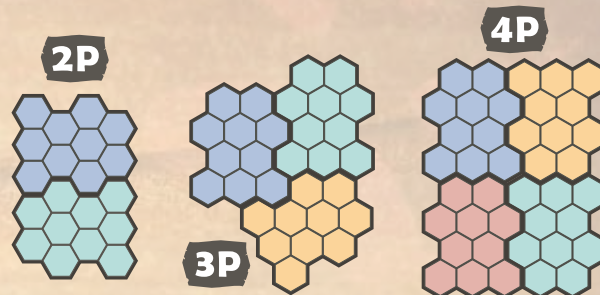
*colors and shapes may vary

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GAME SETUP

1 - Build the Island board by using (any) one island section for each player, as shown below:



2 - Fill the pink bag with all the Fruit counters and the brown bag with all the Domain markers.

3 - The player who most recently ate a fruit in real life will be the starting player, give the First Player marker to that player. Play proceeds clockwise around the table.

4 - Deal the following to each player:

- 1 Leader miniature and its corresponding cards. Choose 1 of the cards, return the other to the box.
- 1 Deck (9 Action cards), 1 Flock board (use "A" side), 6 Nest tokens and 20 Kiwi tokens corresponding to their flock.
- 1 Turn Order nest corresponding to the players' place at the table.



4



5 - Each player takes the Fruit counters and Domain markers shown in their Turn Order nest. You must keep your Domain markers face down beside the player's Flock board. Then, place 8 Kiwi tokens on your Flock board's Kiwi tokens track and the 6 Nest tokens on your Flock board's matching Nest slots. Place your Leader card on its slot at the left of your Flock board.

6 - For your first few games, use the setup shown in the image at the right of this page according to the number of players.

When you are comfortable with the gameplay, you can do the setup in this way, following each step in turn order:

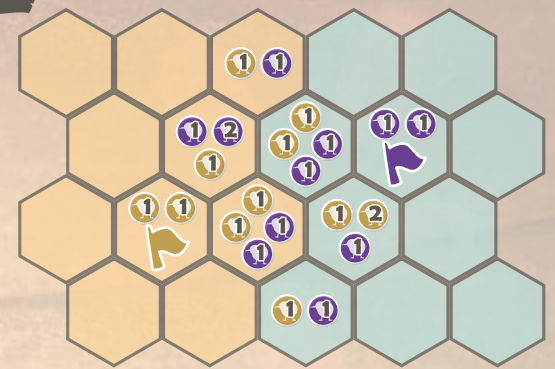
- Place your Leader with two size-1 Kiwi on an empty hex.
- Place a size-1 Kiwi on a hex where you have no Kiwi tokens. Continue placing a size-1 Kiwi in turn order until all players have 10 size-1 Kiwi on the island board.
- Finally place 2 of your Kiwi tokens on top of two different size-1 Kiwi you control. They become size-2 Kiwi.

7 - Place the Season board near to the island board, use the side with four icons at the top. Shuffle the Season cards and place four of them face up on this board. The rest will not be used in this game.

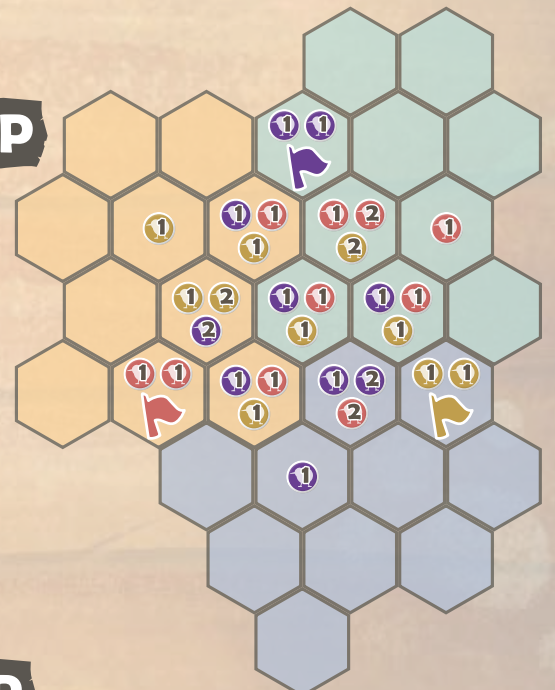
8 - Each player shuffles their Action card deck and draws 3 cards as their private starting hand.



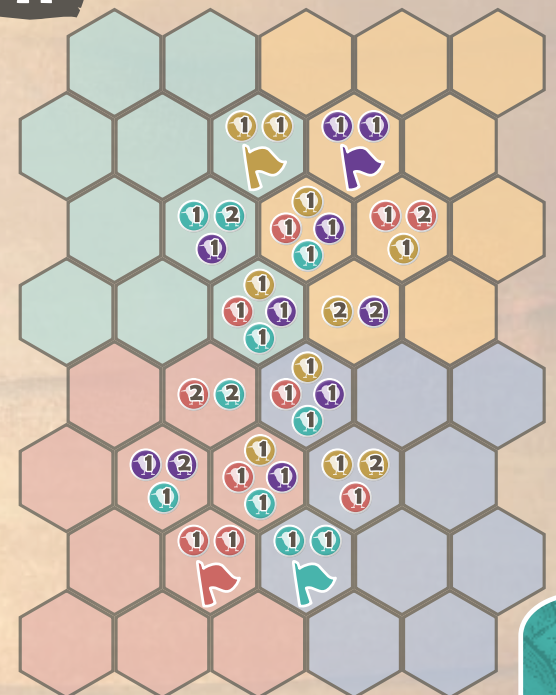
2P



3P



4P



3

HOW TO PLAY

Objective

Players will try to gain the most Victory Points by claiming hexes of the island board as Domains for their flocks. This is accomplished by establishing dominance over other flocks in multiple hexes (see "Dominance" on next page). Victory Points can also be obtained by building Nests and competing for seasonal objectives.

Game Seasons

Each game consists of four 'seasons' (rounds). Each season consists of the following phases:

- 1 - Season Change
- 2 - Actions
- 3 - Season Card Resolution
- 4 - Domain Marking



Player Reserve

You have a **Player Reserve**, consisting of Fruit, Domain Markers and those Kiwi tokens that have been pushed off the board or exploded. Whenever you need to place a Kiwi on the island board and you have no Kiwi tokens on your Flock board, you must take the Kiwi token from your Reserve.

1 - First Season Change

- Flip your Turn Order nest to the number side.

Second, third and fourth Season Change

- Pass the First Player marker to the next player.
- All players discard their used Action cards from their Flock board.
- If you used your Leader's ability, flip its card face up.
- In turn order, each player gains all of the benefits of the Nests uncovered in their Flock board. Each player chooses the order in which they receive these benefits.

2 - Actions

In turn order, play a card from your hand and place it face up on the table above your Flock board. Resolve the action(s) shown in the card (usually Move, Build or Feed is played out). Afterwards, draw a new card from your deck (you should always keep 3 cards in your hand, unless you are playing with the **Power expansion**). The next player plays their card. Repeat until every player has played 3 cards and placed them on the corresponding slots at the top of their Flock board.


3 - Season Card Resolution

Once the Actions phase has finished, review the objective in the current round's Season card (see Season Card Guide on pg. 11). The player who beats all other players in the condition shown at the top of the card gains the benefit listed on the left side of the card. All other players receive the benefit on the right side, in turn order.

Discard the Season card afterwards.


Note: If the benefit shown in the card is a Victory Point, the player who beat all other players keeps the card as a reminder for the Endgame.

In case of a tie: tied players may gain the benefit shown on the right side of the card, and the remaining players gain NO benefit.



Pay Fruit

Return the counters to the pink bag. You may choose to pay with your available Domain markers as if they were fruit of any type instead; return the Domain marker to its brown bag.



Placing Kiwi tokens

Whenever the game requires you to place a Kiwi token on the island board, you usually take it from the next Kiwi slot on your Flock board and place it on any hex where you have other Kiwi.



If you are required to place a Kiwi token for any reason, and you have no tokens on your Flock board or Reserve, you may take one of your faceup Kiwi tokens from anywhere else on the island board (you may even downsize a Kiwi if you'd like – maybe it went on a diet). Note that this is the **ONLY** time you can arbitrarily remove a token from the island board.

4



4 - Domain Marking

During this phase, each player places *one* Domain marker on the island board, in turn order.

To place one marker you must:

- 1 - Choose a hex without a Domain marker, where you **have established dominance**.
- 2 - Have at least one available Domain marker in your Player Reserve, with a symbol matching that of the chosen hex.
- 3 - If you can fulfill the above requirements, you may place the unused Domain marker on the chosen hex.
- 4 - Take one Kiwi token from your Flock board, Reserve or island board, wherever you choose, and place it upside down on the marker. This token no longer counts as a Kiwi and cannot be pushed or removed from play.

In this phase, if you take the Kiwi token from your Flock Board, you won't receive the uncovered benefit (if any). If possible, take it from your Player Reserve instead!

Each hex can only contain one marker, so you should make sure to strategically choose the hex you need during this phase. Remember to keep your reserve of Domain markers face down until placed on the island board.

During the first three seasons, players may place only one Domain marker on their turn. During the fourth season, they may place as many unused markers as they are able to.



DOMINANCE

A player establishes dominance on a hex as long as that player has more Kiwi tokens than any other individual opponent in that hex. If there is a tie in number of Kiwi tokens, nobody has dominance in that hex.

Having dominance is a requirement for building and Domain marking.

Kiwi tokens that count for establishing dominance:

- Each Kiwi (any size) counts equal to its size.
- Leader counts as 3 Kiwi tokens.
- Each control nest counts as 2 Kiwi tokens.



Dominance example

On this mountain hex:

- Purple has dominance with 6 Kiwi tokens (two size-1 Kiwi; one size-2 Kiwi; a Control Nest that counts as 2 Kiwi tokens).
- Red has 5 Kiwi tokens (two size-1 Kiwi and Red Leader that counts as 3 Kiwi tokens).
- Yellow has 2 Kiwi tokens (one size-2 Kiwi).
- Green has 1 Kiwi token (one size-1 Kiwi).

If the Domain marker bag is empty and you need to take a Domain marker, you won't be able to take it.



ACTION CARDS

After playing out the action(s) on your chosen card, you then draw a new card from your deck (so you always have 3 cards in your hand). If you are required to draw a card and your deck is empty, turn your discard pile face down and shuffle; this becomes your new deck.

If you are unwilling or unable to play an action card, you may play one of your action cards face down; the card has no effect. As compensation, you may draw a Fruit from the pink bag.

Your flock deck has four card types, distributed as follows:

2 Move cards

2 Feed cards

2 Build cards



Playing a Feed Card

Pick the Kiwi on the island board that you want to feed. You may feed a Kiwi from an opposing flock or from your own flock. You can't feed a Leader.

1. Pay different colored Fruits equal to the next Kiwi growing size (2 Fruits for a size-2, 3 Fruits for size-3, 4 Fruits to explode a size-3).
2. The owner of the fed Kiwi takes a Kiwi token from their Flock board (or from their Reserve or island board, if the player doesn't have any more tokens in their Flock board) and places it on top of the fed Kiwi.
3. Whoever played the Feed card takes Domain markers from the brown bag: 1 marker if they fed one of their own Kiwi, 2 markers if they fed an opponent's Kiwi.



Feeding one Kiwi of your own gives you 1 Domain marker.



Feeding an opponent's Kiwi gives you 2 Domain markers.



There's a limit for Kiwi growth - if a size-3 Kiwi is fed (DO NOT place a fourth Kiwi token), it explodes! Its player should take the tokens and place them into their Player Reserve. The player who provoked the explosion pushes ALL the Kiwi in that hex.

Size affects your established dominance
A size-2 or 3 Kiwi counts as many tokens as its size.



Move Example:

1 - Juanito (purple) plays a Move card while the board looks like this.



2 - As his first move, Juanito moves his size-3 Kiwi to an adjacent hex.



3 - He pushes two smaller Kiwi from that hex, affecting both, his own size-2 Kiwi and pushing the green size-2 Kiwi off the board.



Any action card
or gain 4 Fruits



Any action card
or gain 1 Fruit
and place
2 size-1 Kiwi



Any action card
or gain 2 Fruits and
1 Domain marker

3 Wildcards



Playing a Wildcard

When you play this card,
you may either

- Play it as any other action card (Feed, Move or Build), or
- Gain benefits as indicated by the specific Wildcard (see symbol key on last page). You don't gain these benefits if you play the Wildcard as an Action card. You gain both Move actions if played as a Move card.



Playing a Move Card

A Move card allows you to take at least TWO Move actions. A Move action is defined as one of the following:

- Move one of your unmoved Kiwi (including your Leader) on the island board to an adjacent hex.
- Use your Leader's ability (once per season; flip the card face down once used to keep track every round).

You **MUST** take both of the free Move actions when you play a Move card. After that, you may pay two Fruits, in any combination from the Fruit types shown on your Flock board, to take an additional Move action with an unmoved Kiwi. You may continue to take additional Move actions as many times as you can pay for them.

Note: you cannot move the same Kiwi twice in the same turn. You cannot move your Leader and use its ability during the same turn.



Pushing Kiwi

When you take the Feed action, it causes Kiwi to increase their size, which allows them to push others when they move. Note that feeding Kiwi has no immediate effect on other Kiwi in their hex unless it causes an explosion.

When one of your Kiwi ends its movement, you may choose to push up to two smaller Kiwi (including your own) from the hex you landed on to any adjacent hex of your choice. Pushing is not moving, so pushing other Kiwi doesn't count as one of your moves. A pushed Kiwi doesn't push other Kiwi in turn.

Kiwi may even be pushed off the island. If this happens, remove them from the island board, and place them into their owner's Player Reserve.



4 - On his second move, Juanito moves his size-2 Kiwi one hex.



5 - He pushes his own purple size-1 Kiwi one hex, and the yellow size-1 Kiwi to another hex.



6 - This is how the board looks now.



Playing a Build Card

1. Choose one hex without a Nest, where you have at least 2 Kiwi tokens and you've established dominance (see page 5).
2. Choose the Nest from your Flock board you want to place (Tree, Control or Cave), and pay its cost with Fruit — 2 identical Fruit for a Nest on the first row, 3 identical Fruit for a Nest on the second row. You may not choose a Nest from the second row until you have built the Nest of the same type from the first row.
3. Place the Nest on the chosen hex.
4. Immediately earn the benefit on the upper right corner of the uncovered Nest (see symbol key on last page).
5. From now on, during the Season Change phase, you earn the benefit shown on the lower left corner of the uncovered Nest (see symbol key on last page).

Nest Benefits



Tree

On placement:
Gain 1 Fruit

On Season Change:
Gain 2 Fruits



Control

On placement:
Gain 1 Move action

On Season Change:
Increase 1 size any
Kiwi of yours



Cave

On placement:
Place 1 size-1 Kiwi

On Season Change:
Gain 1 Fruit and
place 1 size-1 Kiwi

Tree (Second row)

On placement:
Gain 2 Fruits and
place 1 size-1 Kiwi

On Season Change:
Gain 3 Fruits

Control (Second row)

On placement:
Gain 1 Domain marker

On Season Change:
Gain 1 Domain marker

Cave (Second row)

On placement:
Place 2 size-1 Kiwi

On Season Change:
Place 2 size-1 Kiwi



Turn Order nest

This Nest only indicates the starting resources and turn order. You do not gain the resources from this Nest during Season Change.



Remember: Each Control Nest counts as 2 size-1 Kiwi in that hex.



Each Nest from the second row you build counts as 1 Victory Point.

FLOCK BOARD

1. Slots for your played Action cards.
2. Kiwi tokens track (see below).
3. Slot for your Leader card.
4. Player resources limit at any time:
3 Action cards in hand.
Players can have a maximum of 10 Fruits. If at any time during their turn a player has more, they must choose and return Fruits to the bag until they have exactly 10.

Whenever you play the corresponding action:

5. **Move action.** The quantity and type of Fruit you must pay in any combination (In this case, 2 yellow, 2 green or 1 yellow and 1 green) to gain an additional Move action (see 'Playing a Move Card' on page 7).
6. **Feed action.** The amount of Fruits of different colors you must pay to perform the Feed action. And the reminder to take Domain markers; one if you feed your own Kiwi or two if you feed an opponent's Kiwi.
7. **Build action.** This area reminds you of the requirements to build a Nest (see 'Playing a Build Card' on page 8).
 - a. Nest benefit on placement
 - b. Nest benefit on Season Change phase



Kiwi Tokens Track

Starting with the third token slot in the Flock board, revealed icons from the Kiwi tokens track grant an immediate benefit (except during the Season Change phase). After placing the Kiwi appropriately, the player who just uncovered an icon in their Kiwi tokens track gains the benefit shown there (see symbol key on last page). Each benefit can only be received once per game (slots in the Kiwi tokens track are never repopulated). Kiwi tokens removed from the island board are placed into the Player Reserve.

If one of your size-3 Kiwi is fed, you do NOT remove a Kiwi token from your Flock board, therefore you do not uncover any slot in the Kiwi tokens track.

Asymmetric Flocks

Advanced players looking for a new experience can flip the player boards to side "B" and use Asymmetric Flocks (marked in the power frame). Benefits in the Kiwi tokens track of each Flock board vary, along with requisites and unique powers.

The icon at the top left indicates the time when the unique powers may come into effect. Any resources needed to be paid are indicated at the top right. Icons at the bottom are a reminder of the unique powers.



Red Flock

During the Domain Marking phase, you may pay 1 Fruit to place a second Domain marker. You still require dominance in both hexes and their type must match the Domain markers'.



Green Flock

Whenever you gain any amount of Domain markers, take an additional one, then choose one of your Domain markers in your Player Reserve and return it to the brown bag.



Purple Flock

Whenever you gain benefits from your Flock board Nests (immediate placement or during Season Change), get those benefits twice. This excludes Victory Points from Nests.



Yellow Flock

Whenever you play or gain any amount of Move actions, you gain an additional one. Your Kiwi can push other Kiwi of the same size.



THE FLOCK LEADER

The Leader is your flock's strongest Kiwi. It is represented by a card and its matching miniature, which counts as a size-3 Kiwi for movement actions, and as 3 Kiwi tokens for dominance, Build actions and Season card objective purposes.

Once per season, you may activate your Leader's special ability (as listed on its card) as a Move action. Flip your Leader card after activating it.

Kiwi Leader Ability

When activating your Leader's ability, you must resolve it as specified on its card. The Leader must finish its movement in a different hex than the one they started from in this activation.

The abilities allow pushing Kiwi of any size, including other Leaders (unless the ability indicates a specific size). Each pushed Kiwi must land in a different hex than their original one.

An example of Chopan's ability:

- 1 - Chopan moves 3 hexes.
- 2 - You must push all the Kiwi between the starting hex and the landing hex.
- 3 - This is the new status for the board after Chopan's ability.

The Leader miniature cannot be fed.

The Leader cannot be removed from the island board — if pushed off the board, whoever pushed it must place it on any edge hex of their choice.



1



2



3



SEASON CARD GUIDE

While determining each player's count towards the Season card objective, remember that each Control Nest counts as two Kiwi Tokens and each Leader counts as a size-3 Kiwi or as 3 Kiwi tokens.

When you gain Victory Points from a Season card, keep the card for the Endgame.



Most size-1 Kiwi on the island board.
Victor - Gain 1 Domain marker and increase 1 size any Kiwi of yours.
Other players - Place 1 size-1 Kiwi.



Most Kiwi tokens in flower hexes.
Victor - Gain 1 Domain marker.
Other players - No benefit.



Least Kiwi tokens in flower hexes.
Victor - Gain 2 Fruits.
Other players - Return 2 Domain markers from your Player Reserve to the bag.



Most size-2 Kiwi on the island board.
Victor - Take 1 Build action immediately (paying Fruit).
Other players - Gain 2 Fruits.



Most Kiwi tokens in mountain hexes.
Victor - Increase 1 size any three Kiwi of yours.
Other players - Place 1 size-1 Kiwi.



Least Kiwi tokens in mountain hexes.
Victor - Place 4 size-1 Kiwi.
Other players - Gain 1 Fruit.



Most size-3 Kiwi on the island board.
Victor - Gain 1 Victory Point.
Other players - Place 1 size-1 Kiwi.



Most Kiwi tokens in grass hexes.
Victor - Gain 1 Domain marker.
Other players - Return 1 Domain marker from your Player Reserve to the bag.



Least Kiwi tokens in grass hexes.
Victor - Gain 1 Domain marker and 1 Fruit.
Other players - Gain 1 Fruit.



Most Kiwi tokens (any player) in the same hex as your Leader.
Victor - Take a Build action immediately (paying Fruit).
Other players - Gain 2 Fruits.



Most Kiwi tokens in sand hexes.
Victor - Gain 1 Victory Point.
Other players - Remove 1 of your Kiwi (any size) from the island board.



Least Kiwi tokens in sand hexes.
Victor - Gain 2 Domain markers.
Other players - Increase 1 size any Kiwi of yours.



Most Kiwi tokens in a single hex.
Victor - Gain 2 Victory Points.
Other players - Gain 1 Domain marker.



Most hexes with established dominance.
Victor - Gain 1 Victory Point.
Other players - Gain 1 Domain marker.



Most hexes with only one of your Kiwi of any size.
Victor - Gain 2 Domain markers.
Other players - Gain 2 Fruits.

ENDGAME

During the last Domain Marking phase (fourth round), each player reveals all the Domain markers in their Player Reserve, and places as many as they can on the board.

The game ends after this phase and players can now count Victory Points.

- Each Domain marker on the board is worth one Victory Point.
- Each uncovered (built) Nest from the second row is worth one Victory Point.
- Additional Victory Points MAY be earned from certain Season cards.

Tiebreakers are, in order:
 Most size-3 Kiwi on the board
 Most size-2 Kiwi on the board
 Most size-1 Kiwi on the board
 Most unused Domain markers

Scoring Examples

A 3-player game before the last Domain Marking phase:



Red Flock
 3 Victory Points from their Domain markers on the island board.



Green Flock
 2 Victory Points from their Domain markers on the island board.
 2 Victory Points from their 2 second row Nests uncovered.

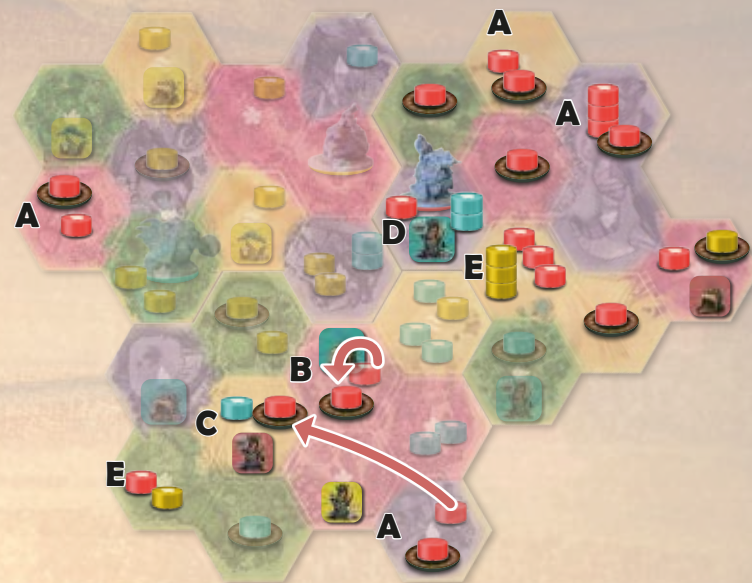


Yellow Flock
 3 Victory Points from their Domain markers on the island board.
 1 Victory Point from their second row Nest uncovered.
 1 Victory Point from the Season Card that they kept.



Red Flock - The player can place 6 out of the 9 Domain markers they retain, adding up to a final score of 9 points:

- They are the only player with Kiwi in hexes A and B (from B and onwards the player runs out of Kiwi tokens available on their Reserve and Flock board, so they use Kiwi on the island board to continue marking domain).
- The Control Nest on hex C counts as two Kiwi tokens, so they beat the green Flock.
- Red and Green are tied in hex D: 1 red token plus the red Leader (which counts as 3 Kiwi tokens) vs. 2 green tokens plus the green Control Nest (which counts as 2 Kiwi tokens).
- Red and Yellow are tied in each hex E.



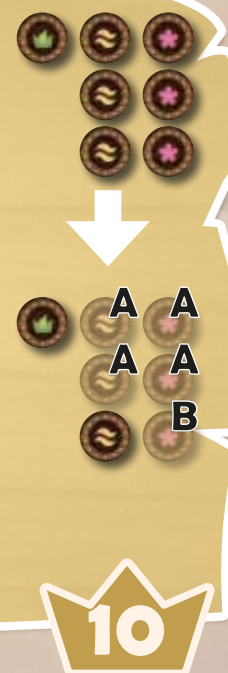
Green Flock - The player can place 3 out of the 4 markers they retain, adding up to a final score of 7 points:

- They are the only player with Kiwi in hex A.
- The Green Leader counts as 3 Kiwi tokens in hex B, so they beat the yellow Flock.
- Green has 3 Kiwi in hex C, so they beat the yellow Flock.
- Green and Yellow are tied in hex D.



Yellow Flock - The player can place 5 out of their 7 unused markers, which adds up to 10 points and makes them the winner:

- They are the only player with Kiwi in each hex A.
- The Yellow Control Nest counts as 2 Kiwi tokens in hex B (the player runs out of Kiwi tokens available in their Reserve and Flock board, so they use Kiwi on the island board to mark this hex).



1 PLAYER MODE

Setup

You will be playing a two-player game. Choose one of the player colors and a random Leader card as your opponent. We'll call this opponent "Kiwibot".

1 - Shuffle Kiwibot's Action cards to form its Action deck and set one aside, face down.

2 - Shuffle the Solo cards and take 4 at random. Return the rest to the box. Arrange the 4 Solo cards in ascending order and place the pile face up near Kiwibot's Flock board.

3 - Place the Solo-mode marker (use either side) besides the island board as shown on the image.

4 - Kiwibot gets the First Player marker and the First Turn Order Nest, receiving NO initial Fruit but getting 2 extra Domain markers in addition to the ones indicated in the Turn Order Nest.

5 - Shuffle the Season cards, then place two face down cards in each Season card slot. Put the rest back in the box.

Objective

Get more Victory Points than Kiwibot at the end of a 2-player match.

At the beginning of each Season Change, flip the two corresponding cards.

When scoring Season cards, you're up against Kiwibot to win each card (Kiwibot wins ties). Gain benefits as follows:

- You win both Season cards: Choose and gain the left benefit from one of the cards. Kiwibot gets the left benefit of the other one and discards the card.
- You win only one Season card: Gain the left benefit of the card you won. Kiwibot keeps the other card next to their Flock board and gains the left benefit of that card.
- You lose both: Kiwibot keeps both cards next to their Flock board and gains both left benefits.

Benefits on the right side of the Season cards are ignored during the game.

When the game ends, Kiwibot adds one Victory Point for each Season card next to their Flock board and every 3 of their Domain markers not placed on the Island board.

How Kiwibot's Turns Work

1 - Reveal an Action card from Kiwibot's deck to the next available slot on their Flock board. When the deck is empty, shuffle all of their Action cards, setting one aside and form a new deck with the rest.

2 - Check the Solo card to locate Kiwibot's action. The type of the revealed Action card indicates the row and the slot number in the Flock board on which it was played indicates the column.

- Kiwibot feeds and builds without paying Fruit.
- Kiwibot gains benefits from Nests and Kiwi tokens track as usual.
- When Kiwibot gains Domain markers, add them to their reserve face down (it doesn't matter if you see the marker when you pick it out of the bag, but don't spy those that you pick already face down).
 - When Kiwibot gains a bonus action (usually Move or Build), resolve the corresponding segment from the 3rd column.



Solo Card

After each Domain Marking phase, discard the top card of the Solo cards pile (check the meaning of each icon on the next page).

How to resolve each action section with Action cards:

Move - Move each of the indicated Kiwi to an adjacent hex according to the solo card.

After each move, push as many pieces as shown (if any). This action is resolved once, even though the Action card has 2 move icons.

Feed - Choose a Kiwi to be fed using the Solo-mode marker. Then, Kiwibot receives the corresponding Domain markers. If the indicated size isn't available, choose a Kiwi of the immediate lower size.

Build - Place the following available Nest of the indicated type (if any). Using the indicated Kiwibot pattern, place it in a valid hex in the board. If there is no valid hex to build on or no Nest of that type available, Kiwibot places one size-1 Kiwi and gains one bonus Move action.

Wildcard - This card usually resolves as the aforementioned actions. In some cases, Kiwibot places Kiwi tokens.



Kiwibot Pattern

Based on the Solo-mode marker and the Solo card, use the hex with the indicated Leader (player or Kiwibot) as the starting point for a Kiwibot decision. Follow the patterns below depending on whether Kiwibot needs to move, push, build, mark domain, place Kiwi tokens, feed, or increase the size of a Kiwi, until you find a pattern that applies (if any). With these patterns and the solo-mode marker, Kiwibot should be able to solve most actions. If you are in doubt, go with the one that seems to benefit Kiwibot the most.

Moving Kiwi

1. The first Kiwi (of the indicated size) that can move to an adjacent hex where it can push as is indicated, if need be.
2. The first Kiwi (of any size) that can move to an adjacent hex where it can push at least 1 Kiwi, if need be.
3. The first Kiwi (of any size) that can move to the indicated adjacent hex.

Building

1. Any hex without a Nest where Kiwibot has established dominance with two or more Kiwi.

Pushing player Kiwi

1. Off the Island board.
2. To any hex with a Domain marker.
3. To any hex with a Nest that belongs to the player.
4. To any hex with two or more Kiwi that belongs to the player.

Pushing / placing Kiwibot Kiwi

1. Make pairs of two Kiwi (of any size) in a hex without a Nest or a Domain marker.
2. Make pairs of two Kiwi (of any size) in any hex.
3. Make triads in a hex without a Nest or Domain marker.

Marking Domain

1. Reveal markers until you find one that applies and place it in a hex where Kiwibot has established dominance. In Season Change 1, 2 and 3 flip and shuffle the revealed unused markers back over.

If Kiwibot doesn't have a marker of the proper type Kiwibot gains a Domain marker instead.

Take Kiwi tokens for the island board

1. From Kiwibot's Flock board.
2. From Kiwibot's Reserve.
3. From the island board, following Solo-mode marker.

Feeding and Increasing size

1. A Kiwi with the indicated size in any hex.
2. A Kiwi with the immediate lower size in any hex.
3. Any size-1 Kiwi in any hex.

Take Kiwi tokens for Domain markers

1. From Kiwibot's Reserve.
2. From Kiwibot's Flock board.
3. From the island board, following Solo-mode marker.



Solo-mode marker

Use the hex with the indicated Leader as a starting point. Play out the sequence set on the marker and go clockwise until you find a valid hex.


Solo Card Symbol Key


Kiwi tokens with black outline refers to Kiwibot while Kiwi tokens with white outline refers to the player (you).

In each section read icons one by one from upper left to lower right.


Move


 Kiwibot's size-1 Kiwi


 If possible, move all the Kiwi to the same hex


 Hex where the player has the most Kiwi tokens


 Kiwibot's size-2 Kiwi

 If possible, move all the Kiwi to different hexes


 Hex where Kiwibot has the most Kiwi tokens

 Kiwibot's size-3 Kiwi

 Push 1 of Kiwibot's Kiwi


 Adjacent hex with that terrain type


 Player's Leader


 Push 1 of the Player's Kiwi





Feed. Kiwibot does not pay Fruit to feed; it still gains Domain markers with the feed action.


 Increase the size of a Kiwibot's size-1 Kiwi


 Increase the size of a Kiwibot's size-2 Kiwi


 Increase the size of a player's size-1 Kiwi


 Increase the size of a player's size-2 Kiwi


 Explode one of the player's size-3 Kiwi


 **Build.** Kiwibot does not pay Fruit to build. Use the nest from the top row first.

 Kiwibot builds a Tree Nest

 Kiwibot builds a Control Nest

 Note that the Solo-mode marker has one side using Kiwibot's leader as starting point and another side using the Player's leader as starting point.

 Kiwibot builds a Cave Nest

 +31 Kiwibot places 3 size-1 Kiwi



VARIABLE TURN ORDER

Multiplayer Variant

We recommend playing with this variant to experience a more controlled turn order.

Additional steps during setup

1 - Flip the Season board. You should find 5 phases at the top.

2 - Following the Turn Order nests, each player places the first Kiwi token from their Flock board in any empty slot of the turn tracker on the Season board (you won't receive the uncovered benefit from your Flock board if there's any). Your selection in the turn tracker may give you benefits or require you to pay resources.

At the beginning of seasons 2, 3 and 4, add the Wake up phase:

1. Pass the First Player marker to the left (you would normally do this during Season Change).

2. Move every Kiwi token on the turn tracker below the tracker to mark their previous selection.

3. Starting with the player who has the First Player marker and proceeding clockwise, each player takes their Kiwi token and places it in a different slot than the one they chose during the previous season. Gain the benefits indicated in the chosen slot; or pay, if possible, the resources indicated in the chosen slot.

During each season, turn order proceeds accordingly to the turn tracker.

The First Player marker's only function is determining who starts placing a Kiwi token in the turn tracker at the start of each season.

Wake up phase (Season 2) example

Green now holds the First Player marker. They swap their Kiwi token to the slot 2 just behind and gains one Domain marker. The next player, to Green's left at the table is Yellow, who places their Kiwi token on the slot 6 that follows to the right of their previous choice and pays one Domain marker and one Fruit to keep their position at the end. Purple places their Kiwi token two spaces to the right in slot 3 and gains 2 Fruits. Red goes for the slot 1 and gains 1 Fruit.



Symbol Key

	Gain that amount of Fruit		Earn the benefit Immediately		Kiwi any size		Increase a size any Kiwi of yours		Have the most of the condition		Have established dominance on the hex
	Pay that amount of Fruit		Gain 1 Domain marker		Size-1 Kiwi		Increase a size one size-1 Kiwi		Have the least of the condition		Counts as 2 size-1 Kiwi in that hex
	Pay X Fruits of different colors		Pay 1 Domain marker		Size-2 Kiwi		Increase a size one size-2 Kiwi		Gain 1 additional Move action		Flower hex
	Pay X Fruits of the same color		The Leader (counts as a size-3 Kiwi)		Size-3 Kiwi		Explode the fed Kiwi (size-3)		Gain 1 additional Build action*		Grass hex
	Pay 2 Fruits of any of the specified colors		Nest on island board		Place 1 size-1 Kiwi on the island board		Kiwi of yours		Gain 1 additional Feed action*		Mountain hex
	Victory Point		Choose one option		Remove 1 Kiwi of yours from the island board		Opponent's Kiwi		Push Kiwi		Sand hex

*This action still requires you to pay Fruit