



# *Falconry*

For 2 to 4 players

# Falconry

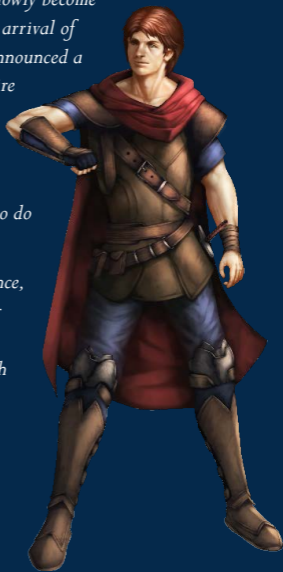
*You are brilliant, wealthy, and royal. Most of all, you are ready to prove your brilliance in a high-stakes competition planned by the king himself.*

*Birds of prey have been trained and used for centuries in the kingdom of Abbron, and falconry has slowly become a part of everyday life. To celebrate the arrival of falconry in the land, King Alrók has announced a competition for all nobles, with an entire dukedom as the grand prize.*

*Nobles must claim enough territory for their birds to fly a straight course of a specified distance. The first noble to do so wins the award.*

*Compete with other nobles for dominance, to gain affluence, and to establish your place in Abbron's history. Use strategy, misdirection, and an occasional ambush to claim new territory, lay a straight path, and win!*

**Winning:** In every game, the first player to lay a straight path of a specified length wins.



**Markers:** Markers may be placed in any open space on the flat side of another card, regardless of color. Markers may be moved on any subsequent turn.

**Birds:** Birds may be placed or moved in the same manner as markers, but they may also be used to claim markers.

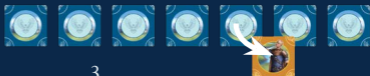
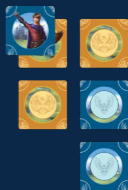
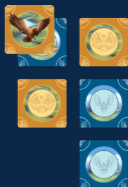
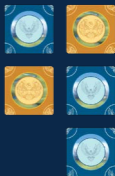
**Claim:** A bird card may be placed atop any marker to claim the marker. While a bird remains on top of an opponent's marker, that marker belongs to the noble who owns the bird. When the bird is moved, the marker again belongs to the original noble.

**Falconers:** Falconers may be placed or moved in the same manner as birds (including claiming opponent markers); they may also ambush opponents' birds.

**Ambush:** To ambush another noble's bird, a falconer card may be placed atop the bird card. While the falconer remains there, that bird belongs to the noble who placed the falconer. If the falconer is later moved, that bird again belongs to the original noble.

Falconers and birds may not be moved if doing so would expose an opponent's completed path beneath. Falconers and birds may be used to claim territory and create a completed path.

Note: Players may never place or move another player's cards.



In this example, yellow cannot move this falconer, even to the next marker, or blue would win.

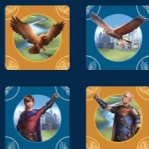
FOR 2 PLAYERS

## Duel of Nobles

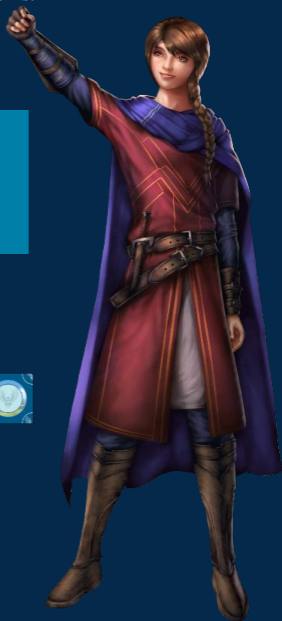
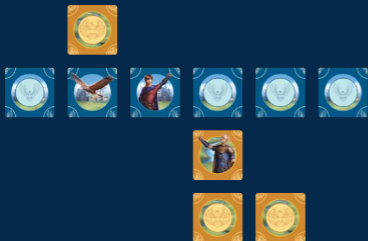
Two nobles compete. Each noble must arrange 5 cards (marker, bird, or falconer) in a row to complete a path and win.

**Setup:** Each noble places his or her falconer and bird adjacent to the cards of the other noble so that the cards together form a square as shown.

**Play:** Either noble may start, and play alternates between nobles to place or move 1 card per turn. Play continues until either noble has completed a straight path of 5 cards.



Note: For a more fast-paced game, each noble may place or move 2 cards per turn and must arrange 6 cards in a row to complete a path and win.



FOR 3 PLAYERS

## Allied Nobility

Two allied nobles contend with one noble. Either ally must place 5 cards (marker, bird, or falconer) of one color in a straight path to win, while the lone noble must align 6 cards to win. If either allied noble completes a path, the allied nobles share the victory.

**Setup:** The allied nobles discard 5 marker cards, leaving 15 cards each (including their birds and falconers); then they begin by placing their two falconers so that they are diagonally connected with each other, and adjacent to the lone falconer in the middle. The lone noble keeps all 20 cards.

**Play:** The noble to the left of the lone noble goes first, and play continues clockwise so the lone noble goes last. An allied noble places or moves 1 card per turn, while the lone noble places or moves 2 cards per turn.



*Lone Player* →

## Truel of Nobles

Three nobles combat for dominance. The first noble to arrange 6 cards (marker, bird, or falconer) in a straight path wins.

**Setup:** Nobles begin by placing their falconers so that one is placed adjacent to the other two, as shown.

**Play:** The noble with the middle falconer takes the first turn, and play continues clockwise. Each noble places or moves 2 cards on each turn.



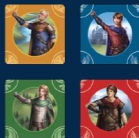
FOR 4 PLAYERS

## Quarrel of Nobles

Four nobles quarrel over the prize. A noble must arrange 6 cards (marker, bird, or falconer) in a row to win.

**Setup:** Each noble begins by placing a falconer so the falconers together form a square.

**Play:** Any noble may begin, and play continues clockwise. Each noble places or moves 2 cards on each turn.



## Joint Nobility

Two nobles face two rivals in an ultimate duel. A noble must arrange 6 cards *of one color* in a row to win; allies share the victory.

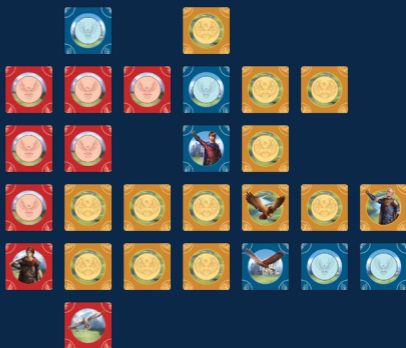
**Setup:** Each noble begins by placing a falconer so the falconers together form a square, with allies diagonal from each other.

**Play:** Any noble may begin, and play continues clockwise, alternating between sides. Each noble places or moves 2 cards each turn.





Tip: Save your falconer and bird for key situations, such as interrupting opponents' paths and stopping them from blocking your paths.



*Example of a completed three-player game with the Allied Nobility variant.*

Tip: Watch for and try to interrupt long paths created by other players' cards, as these can quickly become traps for you and opportunities for other players to win.

## Contents

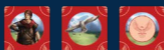
Dusky Hawk: 1 Falconer, 1 Bird, 18 Markers



Golden Eagle: 1 Falconer, 1 Bird, 18 Markers



Gyr Falcon: 1 Falconer, 1 Bird, 18 Markers



Peregrine Falcon: 1 Falconer, 1 Bird, 18 Markers

