

Birdscaping

· Tableau card game · 1–2 · 30 min · 18 cards

BEFORE YOU START

Every card is simultaneously a bird, a resource and a possible yard improvement. These rules cover Print & Play v1.9.

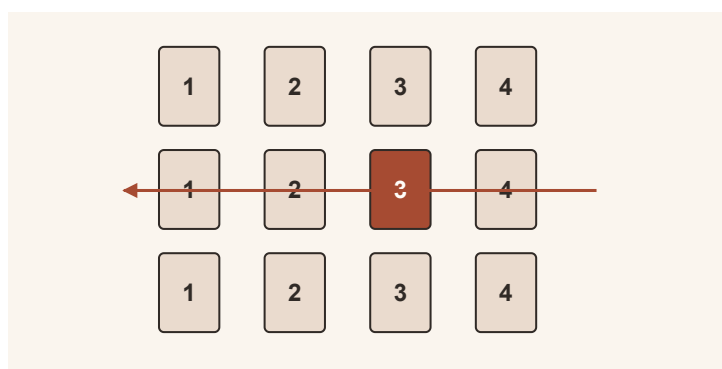
GOAL

Across four rounds, build the more valuable bird sanctuary by scoring birds and their end-game abilities.

YOUR TURN

- Activate a row: from right to left, tilt every card in one row and resolve each activation ability.
- Play a bird: pay its food and nesting costs, then add it to a compatible row. Nesting cost equals its column: 1, 2, 3 or 4.
- Draft cards: pay by discarding one hand card or spending any tilted Pond cards; then take as many cards as the curious-bird symbols generated, from the offer, discard top and/or deck.
- Untilt one card without gaining its resource, or simply draw the deck's top card. You may choose the same action twice.

To pay a resource, discard a hand card or spend a matching tilted card in your tableau. One discarded card supplies only one of its three resource areas. End your turn with at most 3 cards in hand.



The yard has three rows of four cards; the tilted card shows activation. The diagram is original.

Setup and your yard

Shuffle the 18 cards and deal 4 each. Keep one and pass the rest; keep one of those received and pass two; then keep one more. Each player starts with 3 cards. The two unchosen cards form the face-up offer; shuffle the remaining 10 into the round-1 deck.

Your yard has three imaginary rows, each holding at most 4 cards: Trees provide nesting space, Garden provides food, and Pond provides curious birds. Place each new bird in the leftmost empty space of a compatible row.

Rounds, abilities and scoring

When the deck empties, shuffle the discard pile and offer into the next round's deck, rotate the round marker on the card backs, then reveal two new offer cards. In round 4, the last card drawn or revealed to refill the offer triggers the end after equal turns. If fewer than 3 cards remain to set up round 4, the game ends immediately at the end of

round 3.

Activation abilities resolve when tilted, ongoing abilities remain active, and scoring abilities resolve at game end. Card text overrides general rules. Add printed points on every bird, then scoring bonuses or penalties; highest total wins.

Details that matter

Tilting is a card state, not removal. Untilt a spent card; one card cannot supply multiple resource areas at once. Activate a row from right to left. Solo play uses the separate procedure in rulebook 1.9.

Further sources: [Birdscaping v1.9](#)

Sources: [Birdscaping rulebook v1.9](#) · [BoardGameGeek](#)
