Grackles™

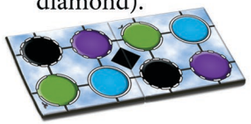
Quick Start Guide

10+ | 3–6 | 30 min.

Setup

Choose a color, and take the birds of that color.

Place the 2 starting tiles in the center of the table (joining the black triangles to form a diamond).



Shuffle the remaining tiles to create a facedown stack near the playing area.

Select the first player by taking 1 bird from each player, mixing them up in your hands and randomly drawing 1 out. The color drawn indicates the starting player.

Order of Play

On each turn, players may choose to do one of the following:

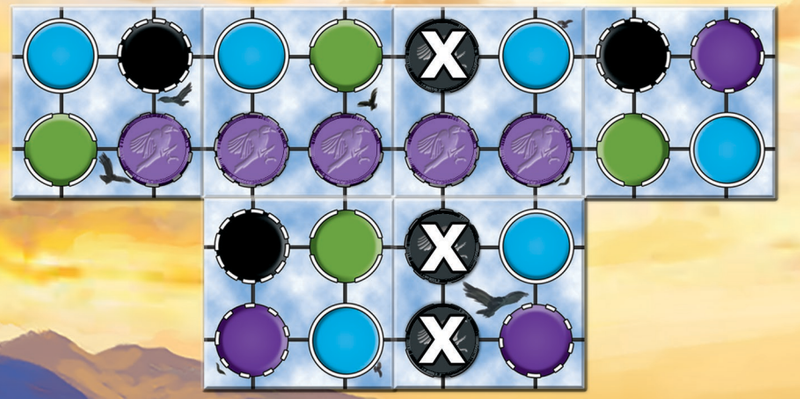
1. **Draw** and place a tile.
2. **Place** birds to connect 2 unoccupied spots on the telephone wire that match their bird's color (creating a line of birds).
3. **Extend** one of their existing lines.
4. **Rotate** an empty tile. (limited to 5 times per game)

Drawing and Placing Tiles

A newly drawn tile must be placed adjacent (not diagonal) to a tile already on the board. All 25 tiles must end up forming a square of 5 tiles by 5 tiles. If the board already has 5 tiles across or down, the player may not place a tile in that direction.

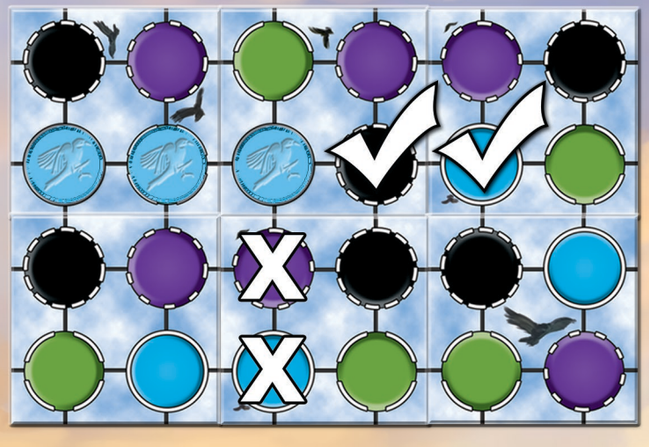
Placing Birds

Birds are placed on the tiles by connecting the spots of your own color to form a straight line. The lines may be only up and down or across, not diagonal. Place birds starting on one empty spot of your color and ending on any other empty spot of your color, as well as every empty spot in between. You may not cross another line along the way, including one of your own color.



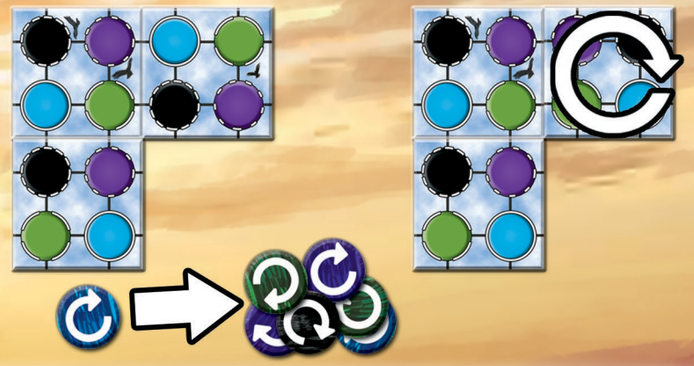
Extending a Line

On a subsequent turn, you may extend a line to another empty spot of your color, but only in the direction the line is already going and only from one end of the line at a time.



Rotating a Tile

Up to 5 times per game, you may choose to rotate an empty tile, keeping it in the same space. After you rotate a tile, discard one of your Rotate Tokens.(Note that the starting tiles may not be rotated.)



End of the Game

After all 25 tiles have been placed in a 5-by-5 grid, players continue in turn order placing birds, extending lines, or rotating tiles until no valid plays remain.

Then, all players remove their birds from the board and count them. The player with the highest number of birds placed on telephone wires wins. Ties are shared wins.

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