

GROWS

A GAME FOR 2-4 PLAYERS, AGES 10 & UP

Crows are smart, but they have a weakness for shiny objects. You have a shiny object, but so do your friends. There are too many shiny objects demanding the crows' attention!

GAME OVERVIEW

Players take turns placing tiles and then positioning their shiny objects to attract the most crows. Crows flock to the shiny objects based on simple rules. It is going to take some wits to attract the most crows!

When the deck of tiles has been exhausted, the player who has scored the most points wins.

COMPONENTS

- 38x Crows
- 53x Board Tiles (14x Empty Trees, 14x 1-Crow Trees, 9x 2-Crow Trees, 2x 3-Crow Trees, 4x Trash, 5x Trinkets, 5x Cemetery)
- 8x Shiny Objects (2 of each color)
- 20x Special Tokens (4 of each type)
- 1x First Player Marker
- 4x +100 Score Markers
- 1x Scoreboard

Crows



Crows (identified with this graphic from now on: **CROWS**) are wooden tokens placed on the board when Board Tiles showing *crow icons* appear.

Board Tiles

- **Empty Tree:** A tile with no *crow icons* on it.
- **Crow Trees:** A tile with 1, 2, or 3 *crow icons* on it. When placed, a number of **CROWS** matching the number of *crow icons* are immediately placed on the tile from the **CROW** pile. *Crow icons* only matter for the initial tile placement and are then ignored for the rest of the game.
- **Trash:** Acts as an **obstacle** to flocking **CROWS**. Any flocking **CROW** will stop on a *Trash* tile on its way to a Shiny Object.
- **Trinkets:** Gives priority to a Shiny Object when two or more tiles with **CROWS** are the same distance away.
- **Cemetery:** **CROWS** on a *Cemetery* score double points.

Empty Tree 1-Crow Tree 2-Crow Tree 3-Crow Tree



Trash



Trinkets



Cemetery



Shiny Objects

Shiny Objects are placed during the game to entice **CROWS** to flock towards them and thereby score points.



Crows adore Shiny Objects!

Special Tokens

Every time a Shiny Object is placed on an *Empty Tree* tile, the player collects one Special Token. They may be played for a special power. Alternatively, Special Tokens can be held until the end of the game for bonus points.



No Cemeteries: For this round only, *Cemeteries* do not double points -OR- worth 2 points at game end.



Tombstone: Place on any tile; for this round only, it acts as a *Cemetery* -OR- worth 2 points at game end.



No Flocking: Place on any tile with **CROWS**; for this round only, these **CROWS** will not flock towards Shiny Objects -OR- worth 2 points at game end.



2 Crows: Choose two **CROWS** from any tile(s) and move them to any other single tile (these **CROWS** cannot be placed on a tile with a Shiny Object) -OR- worth 2 points at game end.



3 Points: Worth 3 points at game end.

Other Components

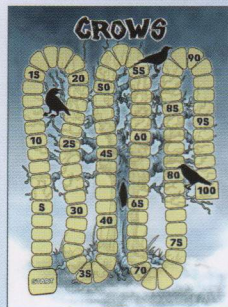


First Player Marker



+100 Score Marker

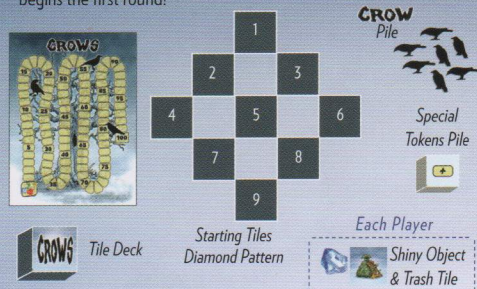
If a score climbs above 100, continue from the beginning and take a +100 Score Marker



Scoreboard

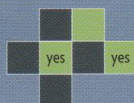
SETUP

- Each player takes the two Shiny Objects of one color. One Shiny Object is placed on the start space of the Scoreboard; the other is played during the game.
- Separate out the four *Trash* tiles and give one to each player. Return any extra *Trash* tiles to the box.
- Shuffle all Board Tiles face-down and form a deck. *For 3-player games, randomly return four tiles to the box; for 2-player games, randomly return eight tiles.*
- Draw nine tiles face-up and arrange in a diamond pattern as shown below.
- Place a **CROW** on each tile for each *crow icon* on that tile. The remaining **CROWS** form a pile.
- Shuffle all Special Tokens face-down and form a pile.
- Whoever most recently saw a crow takes the First Player Marker and begins the first round!

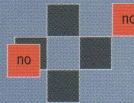


Trash Tile

- If the Trash tile is selected, it may only **replace** a tile in play that does **not** have **CROWS** or Shiny Objects upon it.
- The replaced tile is then played anywhere on the table following the placement rules as if it were just drawn.
- Any *crow icons* are **ignored** as those **CROWS** were already brought into play.



Placing a Tile:
Valid Locations



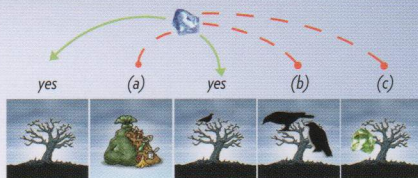
Placing a Tile:
Invalid Locations

2. Place the Shiny Object on one empty tile

The player must now place his Shiny Object on any one tile with the follow exceptions:

- It cannot be placed on a *Trash* tile;
- It cannot be placed on a tile with **CROWS**; and
- It cannot be placed on a tile with another Shiny Object.

If the Shiny Object is placed on an *Empty Tree* tile (no *crow icons*), one Special Token is collected. Special Tokens are kept hidden from the other players until used. Once the Special Token pile is exhausted, no more Special Tokens can be collected.



Blue has just played the tile on the far left. The only valid locations for the placement of the Shiny Object are on the just played tile or on the middle tile. The other tiles are invalid because of (a) a *Trash* tile, (b) **CROWS**, and (c) another player's Shiny Object.

If Blue places his Shiny Object on the tile on the far left, he would collect a Special Token since it is an *Empty Tree* tile.

GAME ROUND

The game is played over multiple rounds as follows:

- Each Player Takes One Turn
- Crows Flock & Players Score Points
- Murder Scatters & End of Round

A) Each Player Takes One Turn

Starting with the First Player, each player completes the following turn sequence. Play proceeds clockwise until every player has taken a single turn.

- Choose one tile and add it to the board
- Place the Shiny Object on one empty tile
- Optional:** Play one Special Token

1. Choose one tile and add it to the board

A player may **either** draw the top tile in the deck -OR- select his *Trash* tile (if not already placed). He then places the tile on the board.

Draw top tile

- If a tile is drawn from the deck, it is played face-up on the table so that it touches another tile along **at least one edge** (not diagonally).
- It cannot be placed on top of another tile.
- If the new tile has *crow icons*, immediately place one **CROW** (from the pile) on it for each *crow icon* shown.



3. Optional: Play one Special Token

If the player has any Special Tokens, **one** may be played now.

- No *Cemeteries*, *Tombstone*, and *No Flocking* take effect during scoring.
- 2 *Crows* is resolved immediately.
- Each Special Token may only be resolved once; they are returned to the box at the end of the round.
- Once played, Special Tokens are no longer worth bonus points at game end.

B) Crows Flock & Players Score Points

After all players have taken their turn, the **CROWS** flock towards Shiny Objects and players score points.

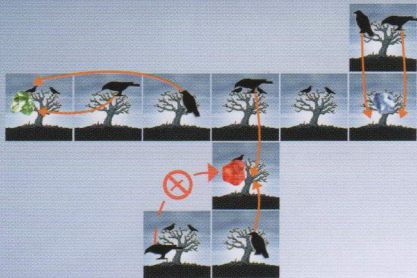
1. Crows Flock

CROWS flock (move) to Shiny Objects according to these rules:

- CROWS** flock to the nearest Shiny Object in the same row or column (not diagonally);
- CROWS** can move any number of tiles;

- c. If there is a gap between tiles, a **CROW** will ignore any Shiny Object in that direction, even if it is closer than another Shiny Object in another direction (this means a **CROW** might not move this round);
- d. If a **CROW** flocks over a *Trash* tile, it will stop for the round; if the **CROW** begins on a *Trash* tile, however, it will flock to the nearest Shiny Object; and
- e. If two or more Shiny Objects are the same distance from a tile with **CROWS**, then flocking is resolved as follows:
- Priority is given to a Shiny Object placed on top of a *Trinkets* tile and the **CROWS** will flock there;
 - If still tied, the **CROWS** will divide evenly between the Shiny Objects; if there are more **CROWS** than can be evenly divided, the leftover **CROWS** will not flock this round.
- f. *Trash*, *Trinkets*, and *Cemetery* tiles do not attract **CROWS** on their own.

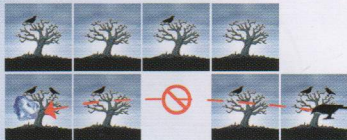
(a) **CROWS** flock in rows and columns only, each to the nearest Shiny Object.



(b) A **CROW** can fly any distance.



(c) **CROWS** cannot fly with a gap in their path.

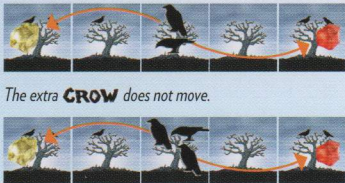


(d) The first **CROW** flies into the *Trash* tile on the way to the Shiny Object and must stop for the round.



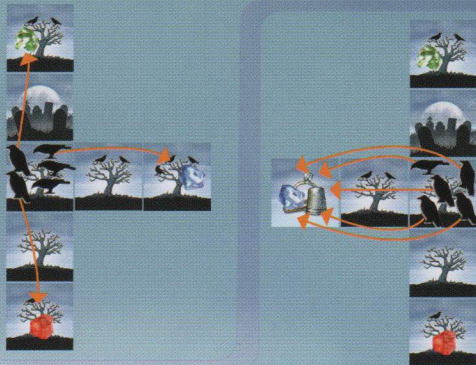
The second **CROW** started the round on the *Trash* tile and so flies off to the Shiny Object.

(e) Each Shiny Object attracts one **CROW** because there is an evenly divisible amount.



The extra **CROW** does not move.

All three Shiny Objects are equally distant from the five **CROWS**. Each Shiny Object attracts one while two **CROWS** do not move.

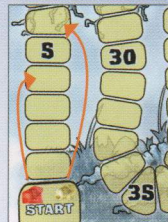
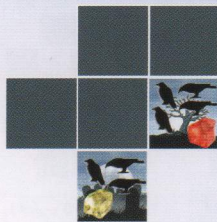


All three Shiny Objects are equally distant from the five **CROWS**. Blue, however, is on a *Trinkets* tile and attracts all the **CROWS**!

2. Players Score Points

After all flocking **CROWS** have moved, players score points:

- Each **CROW** on the same tile as the player's Shiny Object scores 1 Point.
- Each **CROW** on the same tile as the player's Shiny Object if the tile is a *Cemetery* scores 2 Points.
- **CROWS** remain on the board after scoring. They are only removed if the *Murder* is too large (see below).
- Points are recorded on the Scoreboard with players' other Shiny Object.



Red scores 4 points, while Yellow scores 6. Yellow's three **CROWS** score double because of the *Cemetery* tile.



C) Murder Scatters & End of Round

The poetic term for a flock of crows is known as a "murder."

1. Murder Scatters

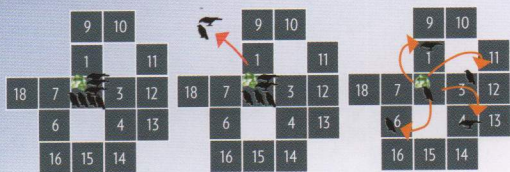
After *Crows Flock & Players Score Points*, if six or more **CROWS** flock to the same tile it is considered a **Murder** and the following special rules apply:

- Two **CROWS** become a mated pair and fly off; return the two **CROWS** to the pile.
- The remaining **CROWS** must be scattered as follows:
 - The player whose Shiny Object attracted the Murder scatters the **CROWS** per the spiral pattern below;
 - This player chooses from which tile the spiral will start (top, right, bottom, or left);
 - One **CROW** is moved to each successive tile in the pattern; if a tile does not exist on the board, it is skipped and the **CROW** scatters to the next tile in the pattern; and
 - Continue scattering until only one **CROW** is left in the Murder; that **CROW** remains on the original tile.
- If any tile becomes a Murder of **CROWS** as the result of a scattering, it will not be scattered itself until the next round.



Murder Scattering - Spiral Pattern

The Player who placed the Shiny Object attracting the Murder moves the **CROWS**. He decides which tile - Top, Right, Bottom, or Left - acts as the first tile in the pattern.



a. Seven **CROWS** flock to a tile

b. Two fly off as a mated pair

c. The **CROWS** scatter in a pattern until there is only one left on the original tile.

2. End of Round

- Each player takes back his Shiny Object.
- All Special Tokens played this round are returned to the box.
- The First Player Marker is passed to the left and that player begins a new round.
- If the tile deck is empty, the game ends.

GAME END

When the tile deck is empty, the game is over. Players reveal all their unused Special Tokens and the bonus points are added to that player's score.

The winner is the player with the most points!

Ties

In case of a tie, the tied player who did not play a *Trash* tile wins. If the tie remains unbroken, all tied players share the win.

VARIANT RULES

Tile Choices

At the beginning of each round, draw one Board Tile for each player and place them face-up on the table. When players take their turns, they **must** choose one of the face-up tiles (or their *Trash* tile if still available) instead of drawing from the deck.



All unselected tiles at the end of a round (in the event one or more players selected their *Trash* tile) will remain available for the next round. Draw only enough new tiles so one is available for each player.

Random Trash

At the beginning of the game, mix all four *Trash* tiles with the other Board Tiles. Players will not start with a *Trash* tile but can draw them during the game. Do not remove tiles as per the setup for the basic game. Instead, for 3-player games, randomly return five tiles to the box; for 2-player games, randomly return ten tiles.

The Birds (Lots of Crows!)

When a Murder gathers, do not remove any **CROWS** from the board. Scatter the **CROWS** as normal.

Scoring Cap

(good for games with Children and Adults together)

If you want a friendlier game or want to accommodate a wider age-range of players, each player can only score a maximum of 12 points during each round.



CREDITS

Designer: Tyler Sigman
 Artist: Patrick LaMontagne
 Graphic Design: Kelsey Santucci
 Editor: Brian Mola
 Executive Producer: Phil Sauer

Translations:
 German: Ferdinand Köther
 French: Olivier Bourgeois
 Dutch: Peter Kruijt
 Spanish: Alex Ramos
 Italian: Fabrizio Autino

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