

FLY HOME!



6-99



1-4



20-30'

Game design
Chloé Girodon

Illustrations
Lisa Voisard

Graphic Design
Vanessa Larson

Content

42 cards

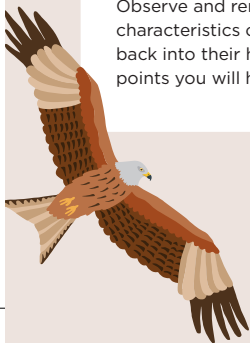
- 32 birds
- 6 owls
- 4 binoculars

4 Habitats

- 16 characteristics tables
- 4 per language

Goal

Observe and remember the common characteristics of the birds. The more birds you get back into their habitat before nightfall, the more points you will have at the end of the game.



Setup

Of the 4 characteristics tables, choose 3 and put the last one away, it will not be used during this game. Look at the characteristics and decide which side you want to play with: those are now the characteristics which you will be using during the whole game.

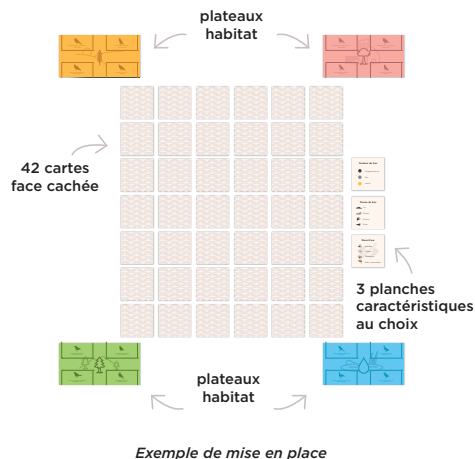
There are 2 kinds of characteristics: the visible characteristics, which can directly be observed on the birds and the invisible characteristics, which will be shown using pictograms.



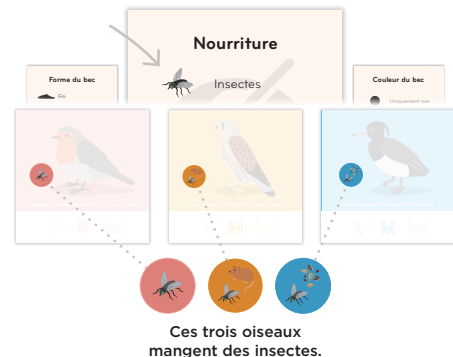
Shuffle the remaining cards and put them face down on the table, so that you have a rectangle of 6x7 cards. Put the 4 habitats together with the 3 characteristics cards on the table, so that everyone can see them.

How to play

You play clockwise one after another. You are always allowed to communicate with each other.



When it is your turn, reveal 3 cards. Observe them carefully: if all three birds have one of the three chosen characteristics in common, then you can put one of them in their habitat.



Note: There are 16 different birds, of which there are always two. However, you can only bring one bird per kind back into their habitat.

Choose the bird together as a team and put it on the designated field in its habitat. Memorize the other cards and flip them back again. If you can't find any common characteristics, bad luck! It is now the turn of the person to your left.






Vous décidez de ramener le fuligule morillon dans son habitat au bord de l'eau.

Si vous ne trouvez pas de caractéristiques en commun, tant pis ! C'est ensuite au tour de la personne à votre gauche.


Bonus: If you fill up a habitat with its fourth bird, you can immediately put another bird in its habitat, if it isn't already there.

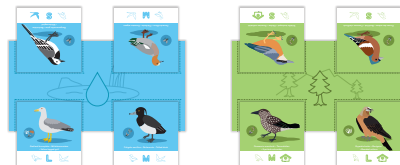
Special cases: A special action is performed if you reveal one of these cards:

- 
The same bird twice: Bad luck! Your turn ends immediately.
 - 
The owl: The owl announces the night. Put the card aside and flip a different bird (go to End of game for more infos).
 - 
Binoculars: You may look at a face down card. You are not allowed to show it to the others, but you may describe the bird to them or even call it by its name. Put the bird back face down at the same place where you found it and turn around a different card, in order to have three birds visible. The binoculars card is taken out of the game.
- Note:** You can turn around more than one special card during your turn. If that is the case, complete the actions in order until there are three bird cards face up on the table.

End of the game

The game ends when...

- 
... the sixth owl has been revealed: It is night! Count the birds which have returned home to their habitat and look at the table below to find out your score.
- ... all birds have made it home to the habitat safely before nightfall:** Bravo, you are true ornithologists!



Les quatres habitats sont complets comme ci-dessus.

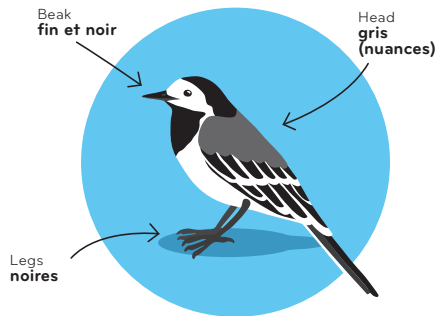
Saved birds

0-4 Birds:	Future bird watchers
5-8 birds:	Real pros!
9-12 birds:	Ornithologists in training
13-16 birds:	The world of birds keeps no secrets from you!

Variants for high-flyers

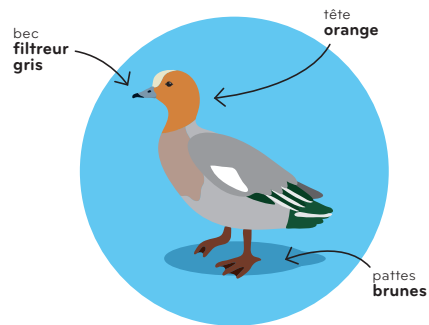
Every time you bring a bird back to their habitat, turn the used characteristics table around. You will have to change between 6 characteristics throughout the game. Your memory and your observation skills are tested with this variation! We recommend this variation once you are already familiar with the game.





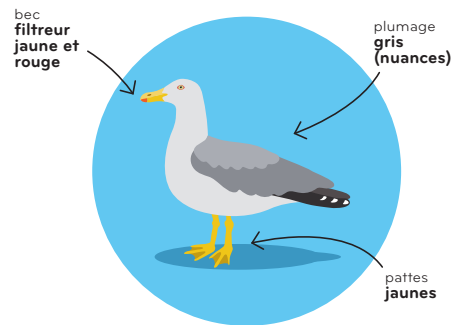
Bergeronnette grise

- Habitat **bord de l'eau**
- Envergure **30 cm**
- Famille **passereau**
- Comportement **migrateur**
- Nourriture **insectes**



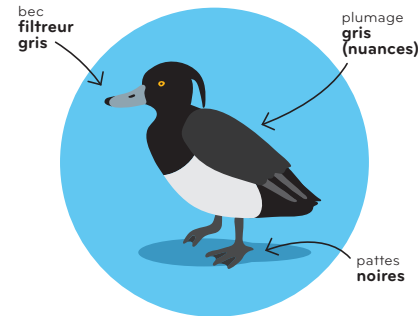
Canard siffleur

- Habitat **bord de l'eau**
- Envergure **80 cm**
- Famille **canard**
- Comportement **migrateur partiel**
- Nourriture **insectes**



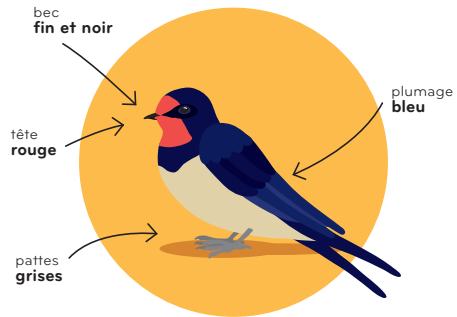
Goéland leucophée

- Habitat **bord de l'eau**
- Envergure **130 cm**
- Famille **aquatique**
- Comportement **migrateur partiel**
- Nourriture **insectes, petits mammifères, charognes**



Fuligule morillon

- Habitat **bord de l'eau**
- Envergure **70 cm**
- Famille **canard**
- Comportement **migrateur partiel**
- Nourriture **insectes, graines**



Hirondelle rustique



Habitat
campagne



Envergure
32 cm



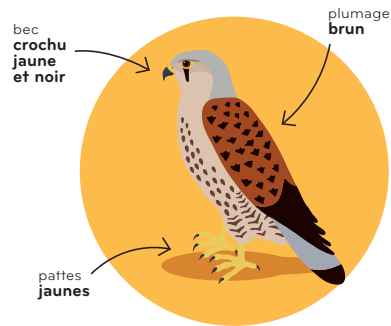
Famille
passereau



Comportement
migrateur



Nourriture
insectes



Faucon crécerelle



Habitat
campagne



Envergure
75 cm



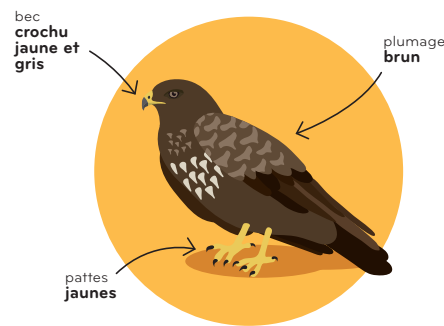
Famille
rapace



Comportement
migrateur partiel



Nourriture
insectes, petits mammifères



Buse variable



Habitat
campagne



Envergure
130 cm



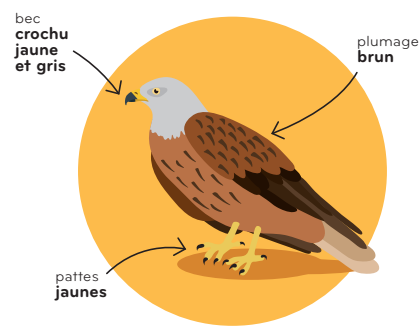
Famille
rapace



Comportement
migrateur partiel



Nourriture
petits mammifères



Milan royal



Habitat
campagne



Envergure
150 cm



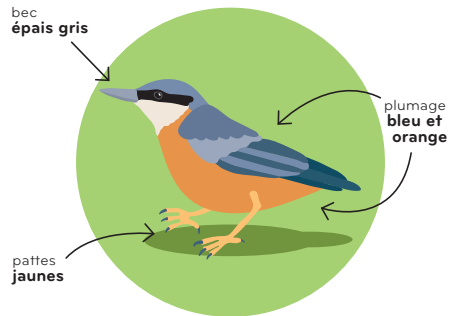
Famille
rapace








Comportement
migrateur partiel

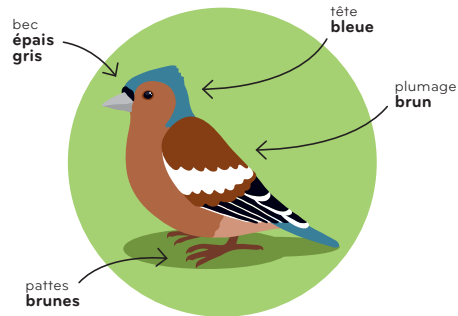


Nourriture
petits mammifères, charognes



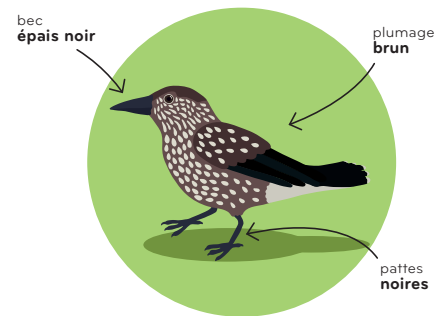
Sittelle torchepot

-  Habitat **forêt, montagne**
-  Envergure **25 cm**
-  Famille **passereau**
-  Comportement **sédentaire**
-  Nourriture **insectes, graines**








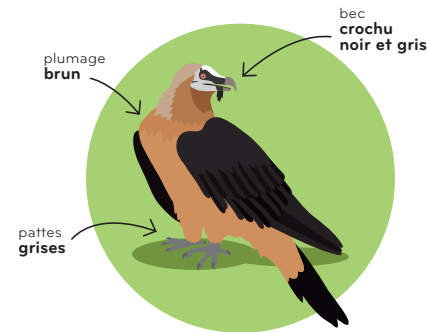
Pinson des arbres

-  Habitat **forêt, montagne**
-  Envergure **26 cm**
-  Famille **passereau**
-  Comportement **migrateur partiel**
-  Nourriture **insectes, graines**







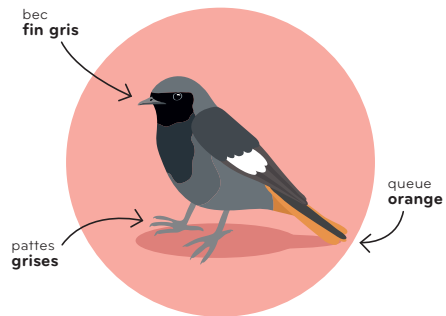
Cassenoix moucheté

-  Habitat **forêt, montagne**
-  Envergure **50 cm**
-  Famille **passereau**
-  Comportement **sédentaire**
-  Nourriture **insectes, graines**



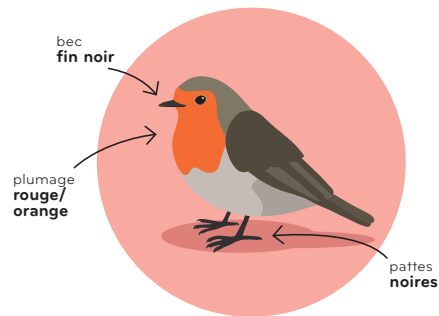
Gypaète barbu

-  Habitat **forêt, montagne**
-  Envergure **270 cm**
-  Famille **rapace**
-  Comportement **sédentaire**
-  Nourriture **charognes**



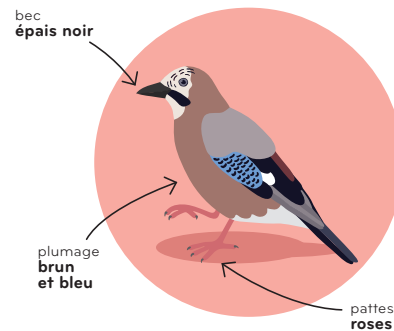
Rougequeue noir

-  Habitat **ville, parcs, jardins**
-  Envergure **25 cm**
-  Famille **passereau**
-  Comportement **migrateur**
-  Nourriture **insectes**








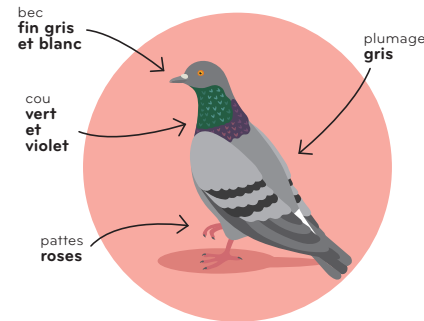
Rougegorge familier

-  Habitat **ville, parcs, jardins**
-  Envergure **20 cm**
-  Famille **passereau**
-  Comportement **migrateur**
-  Nourriture **insectes**







Geai des chênes

-  Habitat **ville, parcs, jardins**
-  Envergure **55 cm**
-  Famille **passereau**
-  Comportement **sédentaire**
-  Nourriture **insectes, graines**



Pigeon biset

-  Habitat **ville, parcs, jardins**
-  Envergure **65 cm**
-  Famille **pigeon**
-  Comportement **sédentaire**
-  Nourriture **graines**



The birds that surround us

You will be able to observe all the birds from the game around you. However, they are getting fewer and fewer, and maybe you have also noticed, that there are already less than there were in the past.

According to the NGO Birdlife International, the vanishing of the birds is between 100 to 10'000 times faster than normal.

What are the reasons for this decline? Human activity, including pollution, deforestation, hunting and urbanisation. But the human activity that has been harming the birds the most is the intensification of agriculture, of which not less than 74% of the endangered species are affected.

À votre échelle, vous pouvez agir :



- **Help the birds around you find a new home:** install special nesting boxes and food places around your house or on your balcony, to make food hunting easier for them during winter.



- **Buy pesticide free food:** The Bio label guarantees a pesticide free production, look out for it when buying food. Pesticides are chemicals which kill insects and therefore also reduce the food for birds.



- **Caution with windows and transparent surfaces:** Birds can fly into it! In order to prevent that, put stickers on the windows so they can spot them easily.



- If you want to do even more, you can join an association which cares about bird protection. A few of them, BirdLife (in Switzerland) and the Ligue de Protection des Oiseaux (in France), regularly organise activities such as bird counts in gardens. Get informed!





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Maison d'édition suisse, Helvetiq s'est créée en 2008 avec le lancement du jeu éponyme. Depuis, elle publie des jeux de société mais aussi des livres au design soigné pour toute la famille. Chaque titre, réalisé avec passion, propose une nouvelle façon de voir le monde — et de le partager avec ceux qu'on aime.

Née en 1983 de la passion d'un enfant, la Salamandre est aujourd'hui une maison d'édition franco-suisse indépendante et sans but lucratif. Elle fait découvrir la beauté d'une nature authentique avec des revues, des livres et des films, dans une approche environnementale exemplaire et avec une grande exigence de qualité.