

# HippoBird Rules

A game by Chase Bryan

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3-6 Players

Age 10+

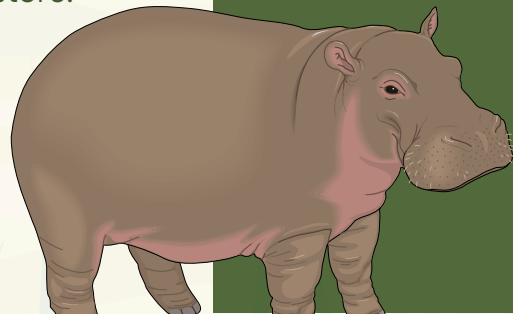
20-30 Minutes

## Components

- 15 Biome Tiles
  - 1 Starting Grassland Tile
  - 3 Grassland Tiles
  - 4 River Tiles
  - 3 Mud Tiles
  - 3 Dune Tiles
  - 2 Oasis Tiles
- 32 Cards
- 6 Dice
- 1 Hippo
- 6 Oxpeckers
- 50 Bug Tokens (cubes)

## Set Up

Set the Hippo on the starting board space. Place other tiles upside down in a pile and shuffle hand cards into draw pile with three facing up in front to make the store. Every player puts their bird token on the hippo. Give each player five bug tokens.



## Objective:

You are an Oxpecker bird pecking bugs from a large hippo who threatens to submerge. Stay on as long as you dare.

## Start Play:

Choose one player to start and play in clockwise order. Players may take the following actions:

- Get on hippo to roll for bugs (according to next tile)
- Get off hippo to cache bug tokens
- Buy item cards from farmers market
- Sell item cards for 1/2 price

## Phase One: Prepare

Buy and/or play as many cards as you want.

Max of 3 items in play (in front of you), can discard a card in play to replace with a new card.

## Phase Two: Move

After every player has prepped and decided whether to get on or off the hippo, flip a biome tile and move the Hippo and all birds into the new region.

## Phase Three: Store

Follow the rules of the new tile. Every player that gets to eat bugs will roll dice equal to the part of the biome they are on. If not on the hippo then store as many bugs in your cache. 1 stored bug = 2 unstored bugs.