

Setup

1. Give 2 Shiny Objects of each color to each player. Put one on score track.
2. Give each player one Trash Tile.
3. Shuffle board tiles. 3 Player: Return 4 tiles to box. 2 Player: Return 8 tiles to box.
4. Draw 9 tiles and make the diamond shaped board.
5. Place a Crow for each Crow on a tile.
6. Shuffle Special Tokens into face down tile.
7. Pick first player.

Goal of the Game

Get the most points by drawing the most Crows to your shiny objects. The player with the most points when the deck of tiles runs out wins.

Game Round

1. Each Player takes one turn.
2. Crows flock and players score points.
3. Murder scatters and End of Round.

Each Player Takes One Turn

1. Either draw one tile or select their Trash tile (if not played)
 - Play drawn tile so one edge touches existing tile's edge. Place any Crows on tile.
 - Replace non-Trash tile with Trash tile if it doesn't have Crow(s) or Shiny Object(s) on it. Place the replaced tile on board following previous rules. *Don't* place any Crows.
2. Place Shiny object on a tile.
 - Can't be placed on Trash tile or tile with Crows/Shiny Objects on it.

- If played on empty tree tile, take a Special Token.

3. Optionally play a Special Tile.

Crows Flock and Players Score Points

1. Crows flock to nearest shiny object.
 - Only flock to Shiny Objects in same row or column.
 - Move any number of tiles.
 - Ignore Shiny Objects on other side of gap in tiles.
 - If goes over Trash tile it stops there for a round.
 - If equal distance, Crow(s) go to Shiny Object on Trinket tile. If still tied, Crows split evenly between tied Shiny Objects. Remaining Crows don't flock.
2. Score crows. Each Crow on player's Shiny Object tile gives them 1 point. 2 points if Shiny Object on Cemetery Tile.

Murder Scatters and End of Round

1. If 6 or more Crows flock to same tile it is a Murder and scatters.
 - 2 return to pile.
 - Scatter Crows in spiral pattern. Starting tile (top, right, etc.) chosen by Shiny Object's player.
 - Skip tiles that are present. Place one Crow per tile in spiral.
 - Last Crow is placed on original tile.
2. Each player takes back their Shiny Object.
3. Return used Special Token(s) to box.
4. Pass First Player Token to the left.

End Game

When the draw pile is empty the game is over. Any unused Special Tokens are worth 2 points except the one worth 3. The player with the most points wins.