

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.

Player Turn

End Game