

**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.

**End Game**