

Rulebook

# EAGLE DANCE

*The majestic flight of Javan hawk eagle*



A simple programming game that flies you back to nature

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## Eagle Dance

Soar above the highest sky  
Glide and follow the edge of the horizon  
Deep dive to the mountain valley,  
and fight as a true combatant  
All rely on their beautiful dance form,  
the majestic flights of the Java hawk-eagle

### I. Game Objective

Eagle Dance is a competitive, simple programming game with a Javan hawk-eagle theme. Each player will play as an eagle performing great dances in the sky which relied on the eagle's flight pattern. The eagle dance is a combination of actions, including soar, glide, dive, and battle. Players will share the resources and challenges in the arena. Players get the victory points by performing dance actions. Whoever gets the highest victory point, shall be the true raptor.

### II. Game Components



4x Eagle tokens & standees



4x Survival markers



4x Victory Point markers



1x Round markers



36x Thermal tokens



54x Food tokens



12x Threat markers



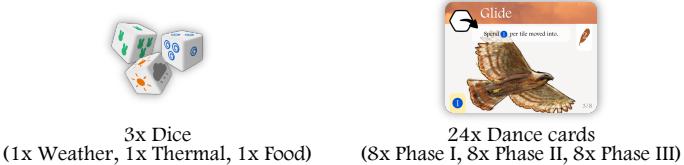
12x Area tiles  
(5x Forest, 4x Field, 3x River)



1x Game board



4x Eagle cards



### III. Important terms

The following are the important terms you may want to know. Don't worry, you don't need to remember these things in the beginning of your early play. But, when you have some difficulty in the later rules, come back here and you may find the answer you are looking for. Cheers!

1. Card symbols
  - i. **Card's title and icon:** as described.
  - ii. **Action texts or instructions:** the action the player need to perform.
  - iii. **Rewards:** rewards after performing the action.
  - iv. **Bonus Rewards:** the bonus only active if the dance card is the last card on the pattern. Pattern is a sequence of owned cards, more detail in section V.
  - v. **Quest:** the requirement to clear the action. For example, the quest on the Figure 1 below means the player need to move to 2 different tiles.
  - vi. **Card distribution:** The number of similar cards in a phase deck.

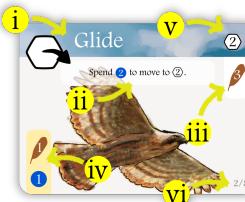


Figure 1. The symbols on the eagle card: (1) title & icon, (2) action text, (3) rewards, (4) bonus rewards, (5) quest, and (6) card distribution on a deck.

2. Game board symbols
  - i. **Round tracker:** to track the game rounds.
  - ii. **Survival level tracker:** to track the players' survivability.
  - iii. **Victory Point (VP) tracker:** to track the players' VP.
  - iv. **Deck labels:** the area to place dance cards according to the phases.
  - v. **The summary of gameplay:** as described.
  - vi. **Scoring aid:** the aid to do scoring in the end of game. See Figure 2.

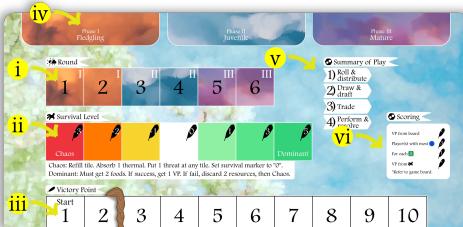


Figure 2. The symbols on the card: (1) title & icon, (2) action text, (3) rewards, (4) bonus rewards, (5) quest, and (6) card distribution on a deck.

3. The term “**occupies**” in this rulebook means that the player will take some resources from resource piles and then move the token on the tile’s indicator to the lower label. For example, player Blue occupies 2 thermals from a tile, meaning he has to take 2 thermal tokens from thermal pile and lower the thermal token on the occupied tile’s indicator twice. See Figure 11.
4. The term “**release**” or “**releasing**” refer to an activity where the player reduces 1 resource token (of thermal or food) from the eagle card.
5. The term “**pattern**” or “**dance pattern**” refer to a sequence list of dance cards owned by a player that is arranged vertically. See Figure 6.

#### IV. Game Setup

Please follow the step-by-step setup instruction on Figure 3 for clarity.



Figure 3. Game setup.

1. Each player chooses an eagle card, and gets a set of associated tokens: an eagle token & standee, a survival marker, and a victory point (VP) marker

with the matching color. Put them in front of each player. Put 3 threat tokens on the threat slot on the eagle card.

2. Prepare the game board in the arena. Put all the players' survival and VP markers on their starting position as shown by Figure 3. Survival markers on the white square with "0"-VP label, while VP markers on the first square with label "1". Put the round marker on the first box with the label "1".
3. Separate the piles of resources of thermal discs and food bits nearby the game board. Place the dice nearby.
4. Set up the modular board of 7 tiles (1 River, 2 Fields, 4 Forests) as shown by the highlighted tiles in Figure 3. Shuffle and make the rest of the tiles as a tiles-deck, face down.
5. Then, each player puts a new tile on the arena 1 by 1 until the number of tiles on the arena matches the number of tiles on the Table 1 below.

Players	Tiles
2	10
3	11
4	12

Table 1. The number of players and tiles used.

6. Put 1 thermal and 1 food token to each tile on the "Sunny" symbol (on each tile) as tile's resource markers (see Figure 3).
7. Begin with the first (or youngest) player, each player puts his/her eagle token to a Forest tile near the center (River) tile, 1 eagle per tile. Each eagle immediately occupies 2 thermal tokens and 1 food token from the occupied tile. Take the thermals and food tokens from resource piles to the eagle card regarding the matching symbols, in front of the player. Then, adjust (move it to the lower value) the thermal and food tokens on the tile, accordingly.
8. Separate the dance cards based on their phase into 3 decks, then shuffle and place them according to the phase on the dance card phase labels in front of the game board (see Figure 3).

## V. Gameplay

1. The game will be played for 6 rounds. In each round, each player has their turn to play. At the beginning of each round, **determine the first player** with a clockwise order. The following step 2 to step 4 are performed once in a round for all players, usually by the first player but not mandatory.
2. **Roll the weather die** (**skip this step on the 1<sup>st</sup> round, use "Sunny" side instead as default**) then place the round marker forward on the game board

according to the current round played. Set the round marker to match the current rolled weather. Weather defines the maximum resources available in each tile for the current round (not affects the owned resources on the eagle card). Adjust all of the unoccupied resources in tiles as indicated by the indicators on the tile (move the thermal and food tokens to the symbol matches the weather symbol). For example, in the 2<sup>nd</sup> round, rolled a “Rainy” side. As a result, there will be 2 thermals and 1 food at maximum allowed on any of the Field tiles. So, player need to move the thermal token from label “3” to label “2”. See Figure 4.

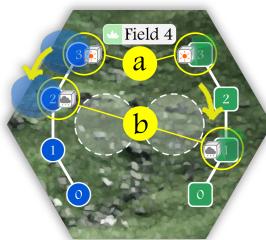


Figure 4. The maximum resource allowed indicators on the Field tile: there will be 3 thermals and 3 foods allowed in sunny weather (a), but there will be only 2 thermals and 1 food in rainy weather (b). In case condition (a) change to (b), player need to move the token from (a) to (b). This indicator does not affect the owned food on Eagle card.

3. First, **roll the thermal and food dice** (skip this step on the 1<sup>st</sup> round) to determine the produced (additional) resources on this round for all types of tiles. Then, adjust the resources markers on the River, Field, and Forest, consecutively. If the resources are reaching the maximum allowed as indicated in a tile, just discard or ignore the remaining.

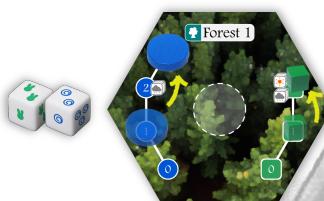


Figure 5. The roll shows 2 foods and 2 thermals, meaning this roll produces 2 thermals and 2 foods, move up twice the thermal token and food token on the associated tiles as it possibly can.

4. **Draw numbers of the dance cards** from a dance card deck and put them face-up on the arena according to the number of players and the active round (see the Table 2 below). Basically, the number of opened cards is

equal to the number of players. For example: 3 players playing in round 3, they open 3 cards from phase III deck.

Round	Card From Phase		
	I	II	III
1	✓		
2	✓		
3		✓	
4		✓	
5			✓
6			✓

Table 2. The round and the dance card decks need to open.

5. Begin with the first player, each player **chooses one opened card** on the arena and claims it as an active dance pattern (a sequence of dance cards). Put it near by the player's eagle card. If there is already any card on the dance pattern, player may choose to put the newly drafted card either before or after the existing card (let the card title, description, and reward uncovered). See the Figure 6 below for clarity. The dance pattern can only contain 2 dance cards at maximum. If there are already 2 cards on the pattern, player may swap any card and discard the unused card. Player may discard all cards on the pattern. Example: a player has already 1 active dance card on the pattern taken from round 2. At round 3, the player takes 1 card from open-drafted card that is opened from phase II deck. Then, the player arranges it after the card he has and lets the card title, description, and bonus label uncovered.

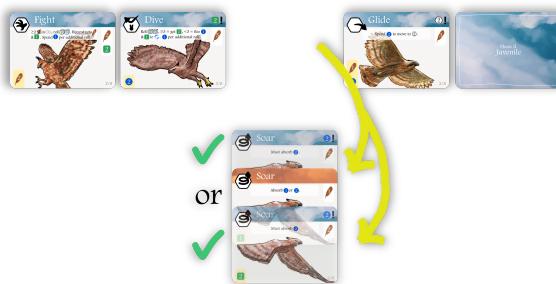


Figure 6. A player chooses a card from the drafts, then arrange it on the dance pattern.

6. After all **players arrange their dance pattern**, start with the first player, they must **do all actions** from all the cards on the dance pattern in a sequence order from the first (upper) to the last card (lower), and resolve it

immediately as stated on point 7 below. Once in a turn before or after doing the actions of dance cards, player may optionally rearrange the cards in the pattern.

7. In the player's turn, player can **trade** some resources to do additional actions:
  - i. Release 2 thermals : move without glide.
  - ii. Release 2 foods : gain 1 thermal from pile.
  - iii. Release 1 thermal : re-roll a dice.
  - iv. Place 1 threat to a tile : gain 1 VP, then remove 1 resource from a tile and 1 resource from occupying eagle immediately. The effect here does not stack with the threat's effect on Glide.

The information of trade can also be seen at eagle card.

8. **Resolve** each dance card on the pattern after the player have tried to perform each action. Refer to section VII for the detail of actions.
  - i. For each successful action, the dance card is cleared: player gets rewards of resources and/or VPs from the cleared dance cards (top right corner of card, if any), and 1 survival point. Get the resources as rewards stated on the card and put them on the owned eagle card. Then, move the VP marker on the game board equal to VP gained as stated on the eagle card. Move the survival marker towards Dominant by 1 square on the survival tracker (see Figure 7). Finally, player may also get bonus from the last card if that card is performed successfully.



Figure 7. Move the survival marker by 1 towards Dominant an action is successfully performed and move the VP marker according to the VP gained.

As rewards from the action card, there are different resource sources the players will take from. Please, refer to Figure 8.

1. From the **occupied tile**: player takes (occupies) resources from the occupied tile. Usually stated on the card description.
2. From owned **Eagle card**: players releases resource as payment into the resource pile. Usually stated on the card description as payment.

3. From the **resource pile**: player gets additional resource as bonus from the resource pile. Usually stated on the corner on the card.



Figure 8. Different sources to get resources: (1) from occupied tile, (2) from owned eagle card, and (3) from the resource pile.

- ii. For each unsuccessful dance action, reduce 1 survival point by moving the survival marker by 1 square towards the Chaos. It implies even if the first action from the first dance card is fail to perform, the player can still continue to do action from the next cards.
  - iii. When the player reaches Dominant (occupy the Dominant-labeled square on the survival tracker), the player has to get at least 2 foods in a round (including the current round; mandatory). If successful, the player gets **1 bonus VP**. If failed, discard 2 resources, then immediately going chaos (perform it immediately).
  - iv. When a player reaches chaos, refill the tile's resources on the occupied tile to the maximum allowed. Then, occupy 1 thermal from the occupied tile immediately, and place 1 threat token on any circle slot at any tiles immediately (1 threat per circle slot allowed). Refresh the position of the survival marker to the starting position (white square with "0" label). Finally, the player may rearrange the dance pattern. Chaos ends the player's turn immediately.
9. After all players have played and resolved their actions, start the new round (repeat step 1 and so on). Alternatively, see the player aids at Figure 9 as an overview of the gameplay and game end scoring stated on the game board.



Figure 9. An overview of the gameplay and game end scoring stated on the game board.

## VI. Game End

The game ends after all rounds have passed. Sum the VP on the game board with these following rules for bonus VP (alternatively, see the scoring aid on the game board):

1. Player with most thermals → 3 bonus VP.
2. For every 2 foods → 1 bonus VP.
3. Bonus VP or penalty according to their survival marker's position.



Figure 10. Green player's VP is reduced by 1, while 1 bonus VP will be given to red player.

Finally, any player with the most VP on the VP track wins the game. If there are more than one player with highest score, those players are the winners.

## VII. Cards Detail

1. **Soar:** occupy 1 to 2 thermal tokens from the occupied tile. Put them on the thermal slot on the owned eagle card. Player must aware the maximum allowed thermals (5 thermals) can be owned as indicated in the card. See Figure 11.



Figure 11. An eagle absorbs 2 thermals from the occupied Forest tile. The eagle's player occupies 2 thermal (takes 2 thermal tokens from thermal pile) and put them on the eagle card as long as it does not reach 5 thermals. Then adjust the thermal indicator on the occupied tile (lower it twice).

2. **Glide:** move the eagle token to a circular slot in an adjacent tile. Release 1 thermal per tile moved into (discard to thermal pile). If an eagle moves or stays in a tile with a threat, reduce 1 (any) resource. A threat token is **permanently placed**. A tile with a threat can still be passed by the eagles. Example: a player has 3 thermals. He pays (releases) 1 thermal to move (Glide) to another tile. Because there is a threat at the newly occupied tile,

he must release 1 more thermal which make him have only 1 thermal remain at the end. See Figure 12.



Figure 12. A player moves to the adjacent tile with a threat, causing him to release 2 thermals.

3. **Dive:** roll the thermal and food dice simultaneously, get a total number of “2” or “3” or more according to the card’s description. If succeeded, occupy the food token(s) and adjust the food token marker on the occupied tile as many as stated on the card. The player is allowed to re-roll a dice by releasing 1 thermal per re-roll. See Figure 13.



Figure 13. A player gets combination of thermal and food with the total value “4”, it lets the player to occupies food from the occupied tiles.

4. **Fight:** A fight may emerge when there are 2 or more eagles on the same tile or on a tile adjacent to each other. The attacker must choose whose to attack and defeat. The attacking player rolls both the thermal and food dice simultaneously, followed by defending player. Whoever gets the biggest total value, wins the fight. By releasing 1 thermal, players may re-roll a dice again as many thermals they have, but only the biggest number rolled is used. In case of attacker and defender got the same dice value (tie), the defender is considered as the winner. The winner gets resources either from the attacker’s, defender’s tile, or both (if possible; this does not fail the player if the resources is not enough), and also VPs according to the dance card. The defeated eagle has a chance to flee (move out from current tile to the

nearest tile) by discarding 1 resource or 1 VP (it will not be counted as Glide). See Figure 14.

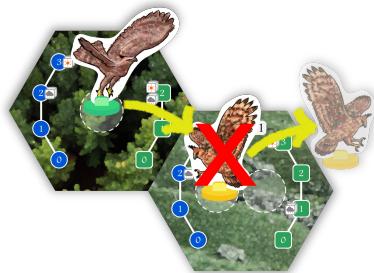


Figure 14. Green eagle attacks yellow and win. Yellow eagle flees after defeat by releasing 1 food.

5. **Exclamation mark “!”:** Some cards have an **exclamation mark “!”** on the title panel (see Figure 1), meaning the players must fulfil the indicated mission to successfully perform or clear the dance action. If the player can only perform half of the actions, the dance action is not cleared nor successfully performed. In that case, the player is free to or not to perform the action. For instance, a player needs to spend 2 thermals to move to 2 tiles away, but he only has 1 thermal. That action is guaranteed fail, but he is free to do it anyway if he wanted to.

## VIII. Credits

Game design	Ardiawan Bagus Harisa
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Illustration	Ardiawan Bagus Harisa
Thanks to	Gunawan, Filmada, Adi Tjan, Xeni, Dimas, Radiva, Yochan, Pandonga Creatives, Dhadhu Board Game Cafe, Dhadhu Rollers Community, Yayasan Konservasi Elang Indonesia, BKSDA Jawa Timur, Universitas Dian Nuswantoro, and all of the awesome playtesters

## IX. Contact

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## X. Eagle Facts

### #Physiology

1. How long does a Javan hawk-eagle live?

20-25 years old, in a captivity it can be longer.

2. The categories of the Javan hawk-eagle stages & physical appearance:

i. Chick: soft-white feather.

ii. Juvenile: brown feather that has not yet grown.

iii. Immature: the feathers are growth perfectly, but the color is not.

iv. Mature: found some of black lines on the chests.

3. What is the physical difference between male and female Javan hawk-eagle?

i. Both have no dimorphisms; the only difference is that the female is usually bigger than the male.

ii. The wingspan is around 1-1.5 meters.

4. What is the difference in the activity between male and female Javan hawk-eagle?

Generally, the difference can be seen during the mating season. The female tends to stay in the nest to incubate the eggs or nursing the chicks. While the male is more often hunting and bringing the food back to the nest, and letting the female feed their babies.

5. What is the use of the Javan hawk-eagle's crest?

Up until now, there is no confirmation.

6. What is the color of the egg?

Just a typical oval shaped with not much difference from the other birds.

### # Habitat

7. In what kind of tree that the Javan hawk-eagle nests?

i. Towering tree with not many branches at the bottom part.

ii. The highest tree (emergent tree) in the area.

iii. Close to the water source (averaging in 40m from the water source).

iv. The nests are often found, but not always, in an unreachable area (sloppy area with more than 50-degree angle) depending on the terrain.

v. Sometimes the nests are found on the ferns instead of branches.

8. What are the factors that make the eagle choose the area to nest?

Safety: they choose the highest tree and as far as possible from human residence.

### # Life cycle

9. How many eggs are in each breeding?

1-2 eggs in each mating season, but usually only 1 will hatch or grow.

10. What are the threats of the Javan hawk-eagle?

- i. While as an egg, the threat to the nest may cause the parents to not come back, hence minimizing the probability to hatch the eggs. The threat such as human intervention, monkeys, or also snakes may also be the causes.
- ii. As a chick, the threat of being poached by humans is high.
- iii. As a juvenile, besides the poaching by humans, the failure of initial flight is causing them to accidentally fall down from the nest. This can be caused by other animals that pushes them to leave the nest.
- iv. While mature, the challenge comes from human activity to hunt them. Moreover, the usage of pesticides may be one of the reasons to limit their development and breed.
- v. Finally, the natural disaster and human activity (logging, noise) can also provide disturbing noise, hence disrupting the life cycle of Javan hawk-eagle.

11. What is the criteria or indicator that states the status of Javan hawk-eagle?

Formally, there is a criteria for each of endangered status for animals and plants, that is IUCN red list, based on the amount of animals or plants that are available or found in the wild. An animal or plant is said to be elevated to the highest status when the population in nature is decreased.

12. Do Javan hawk-eagles migrate?

No, it is a resident bird type and highly depends on the natural forest. In the past, they were widespread throughout the island of Java, but due to forest degradation, they now mostly occupy the highlands where natural forests still remain.

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