

PERILOUS PIGEON POST

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Background

Two desert cities, Sol'fa and Averti, separated by a region known as the Logica Valley use homing pigeons as a means to send over post to the other side. However, it's a perilous trip for the brave birds, as a particularly peckish eagle roams the skies and takes aim for the avian postal workers as their next meal of choice. Will Sol'fa and Averti manage to get their post (somewhat) intact, or will the eagle enjoy a plentiful picnic made from the poor pigeons?

Components

1 Game Board
1 4-sided die
8 Pigeon Tokens (4 Red, 4 Blue)
1 Eagle Token
1 Eagle Nest Token
1 Localised Lightning Storm Token
1 Valley Breeze Token
4 Red Pigeon Movement Cards (3 Fly, 1 Roost)
3 two-player Red Pigeon Movement Cards (3 Fly)
4 Blue Pigeon Movement Cards (3 Fly, 1 Roost)
9 Eagle Movement Cards (8 Fly, 1 Dive)
7 Eagle Power-up Cards (Ambush, Confusion, Eagle Nest, Mirage, Reposition, Stray Prey, Swooping Strike)
4 Eagle Equaliser Cards (Eagle Eye, Intimidation, Localised Lightning Storm, Valley Breeze)
3 Player Mats

Objective

The pigeon team is attempting to send across post to their partner's city. The other player will play as the eagle attempting to feed on the pigeons that are passing by the valley.

The pigeon team wins if they at least one city can successfully send three of their pigeons to the opposite city, or if they starve the eagle.

The eagle wins if they can stop two pigeons from each city from reaching their destination.

Setup

Optional: Randomly draw an eagle equaliser card and apply its effect.

Place 3 of a city's pigeons in each respective dovecote. Then, each city has a pigeon start in their respective city row (the end rows).

The eagle then selects and starts at any space in the valley (the middle two rows).

Each pigeon gets their respective movement cards, and the eagle takes their movement cards and shuffles the power-up cards into a face-down pile and puts it near them.

Gameplay

Each turn is broken into three parts:

1. Movement Selection
 2. Movement Reveal and Resolution
 3. Cleanup
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1. Movement Selection

Every player selects a card from their hand to play, and places it face down on their mat until everyone else has chosen a card. Remember that once a card has been played, it can't be played again until it's picked up!

Note: If a pigeon would fly off the map, it will become lost and be considered eaten.

Note: The eagle cannot choose a card that would fly them beyond the cities, but if they fly off the long side of the map, they will appear on the other side of the map.

Once everyone is ready, move on to the next step.

2. Movement Reveal and Resolution

Everyone then reveals the card they played. All the pieces simultaneously move to their new spaces at the same time. Depending on where the pieces are after movement, the following may happen:

If a pigeon is in the same space as the eagle, the pigeon is eaten and placed on the eagle player's corpse area.

If a pigeon moves off the map, the pigeon is considered eaten and is placed on the eagle's corpse area.

If a pigeon is in the same space as the other pigeon, the pigeons collide and return to where they started before they moved. However, if the eagle also moves into that space, it will manage to eat both pigeons!

If a pigeon successfully delivers the post by reaching the opposite city row, add that pigeon to the receiving city's dovecote.

If the eagle moves off the long side of the map, they will appear on the other side of the map.

3. Cleanup

If a pigeon only has one movement card left or just made a successful delivery, they return all played movement cards back to their hand.

If the eagle eats a pigeon, they return all played cards back to their hand. In addition, they draw the top card from the power-up deck and add it to their hand.

Regardless of whether there was a successful delivery or if a pigeon got eaten, if there are more pigeons in the dovecote, the next pigeon is sent out from any space in the city.

Game End

The game ends when one of the winning conditions have been met:

1. If one of the cities successfully send three pigeons each to the other city, the pigeon team wins.
 2. If both cities lose at least two pigeons each, the eagle wins.
 3. If the eagle no longer has any movement cards before winning, they starve to death and the pigeon team wins.
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Power-up Cards

The eagle has access to power-up cards which are one time use cards which swing the game back in their favour. These cards are shuffled and placed face down in a deck at the start of the game.

When a successful delivery has been made, the eagle draws one of the power-up cards from the deck and adds it to their hand.

Only one power-up card may be played per turn but can only be played at the specified timing on the bottom of the card.

Once a power-up card has been played, it is discarded.

Two-Player Variant

In the two-player variant, one player controls both pigeons. There are two-player cards so that the pigeons can be moved without having to rotate the cards when figuring out directions. The normal Roost card is used in addition to the three replaced cards. No other changes are made to the game.

Eagle Equalisers

This optional module adds a random benefit to the eagle player at the start of the game. The effect is applied immediately until the card specifies. The eagle equaliser should be drawn and applied before players place their initial pieces.

FAQ

Can I use "Mirage" if there is only one pigeon left on the board?

No, there is nothing to swap it with.

Can I use "Glide" after eating a pigeon?

No, since Glide copies the last played card on the mat, there is nothing to copy.

Can I use "Glide" after using "Stray Prey" on the last card played?

Yes, as long as there is at least one card remaining in play. In that case, it copies the last played card that is still on the mat.

Can I use "Swooping Strike" with only one movement card left?

Yes, but it will have no additional effect.

Quick Setup and Gameplay Reference

Setup:

- **(Optional)** Randomly draw and apply the effect of an Eagle Equaliser card
- Place 3 pigeons in each dovecote, and choose where to the last pigeon in their city's row.
- Choose where to place the eagle in Logica Valley.

Gameplay:

- Everyone selects a card and places it face-down on their mat.
- Once ready, everyone reveals and moves in the direction chosen.
- If the pigeon is in the same space as the eagle, it is eaten and a new pigeon is placed at the start. The eagle picks up all their cards and draws a power-up card.
- If the pigeon reaches the other city, it is successful and a new pigeon is placed at the start.
- If a pigeon has one movement left or is a new pigeon starting, pick up all their played cards.

Game End:

- If three pigeons from one city successfully deliver mail, the pigeon team wins.
 - If two pigeons from each city are eaten, the eagle wins.
 - If the eagle no longer has any movement cards, it starves and the pigeon team wins.
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Eagle Power-Up Reference

Ambush: Move the eagle to any empty tile. (Play before Movement Selection)

Confusion: Select a pigeon and force it to choose a different movement card this turn. (Play after Movement Reveal)

Eagle Nest: Select a non-city tile that is unoccupied by a pigeon. If a pigeon lands on that tile this turn, it is eaten. (Play before Movement Selection)

Mirage: Swap the position of both pigeons. (Play before Movement Selection)

Ride the Tailwind: Move in the selected direction twice. Eat pigeons that land on either tile. (Play after Movement Reveal)

Stray Prey: Return up to three played movement cards to your hand. (Play before Movement Selection)

Swooping Strike: When selecting movement cards, select two cards (in order). When moving, move the eagle in the same order. Eat pigeons that land on either tile. (Play before Movement Selection)

Eagle Equaliser Reference

Eagle Eye: Select a pigeon. The first time they reset their movement cards, they must reveal the next movement card they are playing.

Intimidation: Select a pigeon and look at a random card from their hand, then put it face-down in front of them. That card cannot be played until it is reset and does not count as a card played.

Localised Lightning Storm: Roll 2d4. If (x, y) is entered by a pigeon, it is considered eaten. This lasts until a successful delivery is made or a pigeon is eaten. (x is the first result, and y is the second result.)

Valley Breeze: Roll 2d4. The first time (x, y) is entered by the eagle, it can move in the same direction again. (x is the first result, and y is the second result.)