HoneyCreeping Game – Player Instructions

Each player chooses a game piece to represent their flock of birds on the island of Hawaii. The player is trying to guide their birds to good sites for finding food and nesting. Shuffle the wild cards into the resource card deck for a challenge!

Players roll a die to determine who goes first. The high roller goes first and play proceeds clockwise. Players can pass other players and multiple players can occupy the same circle.

To start, each player takes three bird cards and one token. Each player places their game piece on any circle on the board. Keep in mind the grey circles represent low altitude areas, the green circles represent medium altitude, and the yellow circles represent high altitude. Be sure to read the bird cards as you go to gather useful facts for the wild card challenges!

A player will take the following actions in order:

1) Roll a die and move the number of spaces indicated on the die. Players must move in the same direction as the arrows on the map. When a player comes to a circle with a choice, the player may choose on which path to continue.

2) Next, take an action based on the landing space. If the space has a white or black circle around it, it is a resource circle, and the player must draw the number of resource cards indicated by the color of the circle’s outline and follow the instructions on the cards. The player can choose which card to play first. If the space has no circle, it is a nesting site, and the player can purchase bird cards for the cost of three tokens each. Discard resource cards at end of turn.

3) When there are no resource cards remaining, shuffle the discard pile and replace it on the resource card spot.

4) Wild Resource Cards: Players can use a moderator (teacher) to judge answers to challenge cards or the players can mutually agree whether an answer is correct, with appeals going to the teacher.

Players are extinct (out of the game) when they run out of bird cards. The player with the most bird cards within the allotted game time (set by the teacher) wins.

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