

FANCY FEATHERS

It is getting colorful!

The 1st Expansion

New pheasants are spotted on the path. Thus, you immediately hit the trail to offer your baroness some variety of game.

GAME COMPONENTS

- 36 animal cards (6 animal types, each with 2 sets of 3 cards)

This expansion is for 2*players as well! With the animal cards of this expansion you can play with 2. For up to 4 players you need 2 copies of this expansion. For up to 6 players you need 3 copies.

You also need the base game *Fancy Feathers* to play *It is getting colorful!*.

GAME PREPARATION

Always play with 6 animal types. For the first two games of *It is getting colorful!* we suggest to play with the following 6 animal types from the expansion and base game.

1st game: Crested Fireback, Sumatran Pheasant, Long Hand Net, Golden Pheasant, Reeves's Pheasant, and Mirror.



2nd game: Koklass Pheasant, Eared Pheasant, Barking Dog, Pheasant Fart, Green Pheasant, and Nest.



In all following games choose 6 of the 18 animal types in all.

Yes, Ronald, just like Pheasant Fart, Nest, Mirror, and Trap from the base game, the Long Hand Net is regarded as an animal, too.

Prepare everything else as usual, before collecting animals again!

THE 6 ANIMAL TYPES

Each animal type has its own effects how you score or lose points. For some animal types, your amount of collected cards is important, for other types you count every single card. If a collected card offers an action, you must take that action. Only if the action is non-executable, you can collect the card and ignore the action.



Crested Fireback: For exactly 3 Crested Firebacks score 10 points. If you have a different amount of Crested Firebacks, score 0 points.



Koklass Pheasant: For 1 Koklass Pheasant score 7 points, for 2 score 5 points, and for 3 or more 3 points.



Sumatran Pheasant: For each Sumatran Pheasant score 0 points. Only if you collected the fewest total number of Sumatran Pheasants (this can be both of you), score 5 points for each Sumatran Pheasant. If you collected instead the most Sumatran Pheasants, lose 1 point for each Sumatran Pheasant, even if you are the only one who collected them.



Eared Pheasant: The set of Eared Pheasants consists of 3 different cards: blue, white, and brown Eared Pheasant. Score 3 points for each different-colored Eared Pheasant. If you collect at least 2 Eared Pheasants of the same color, score 0 points for all of your Eared Pheasants, regardless of their colors.

Example: Angelika collected 1 white and 1 blue Eared Pheasant. She scores 6 points (2x 3 points). If she would have collected 2 brown Eared Pheasants as well, she would score 0 points for all of her Eared Pheasants.



Long Hand Net: If you collect a Long Hand Net, immediately collect an empty card (a card without any disc) from the Path as well. You can choose any empty card on the Path and take its action, if the card offers one. If you are the last to leave the Path and you collect all remaining animal cards including a Long Hand Net, of course you cannot collect another card anymore.

For each Long Hand Net lose 2 points.



Barking Dog: If you collect a Barking Dog, immediately lose another of your collected cards of your choice and place it face up at the end of the Path. This can be a card you collected this turn on the Path before the Barking Dog, or a card below your servant card.

Exception: You cannot choose a Barking Dog!

If you collect a Barking Dog at the start of the game and you have not collected another card already, ignore this rule. If you are the last to leave the Path and you collect all remaining animal cards including a Barking Dog, you still must lose a card for them and place that card facedown back into the game box.

For each Barking Dog score 1 point.

Autor: Friedemann Frieze

Graphik & Layout: Harald Lieske

Lektorat: Linus Wolf, Ronald Hrkać, Christian Frank

Redaktion und Realisation: Henning Kröpke

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2F-Spiele

Fedelhören 64

D-28203 Bremen

www.2f-spiele.de