



GO CUCKOO!

Rules • Reglas • Regles • Regras • Regole



DEVIR

GO CUCKOO!



*Kiki's feathers are ruffled. Where is she supposed to lay her eggs?
All the nests in the neighborhood are already taken. What should she do?
How is it possible a cuckoo never learned to build her own? Plus, this year she
wants to lay more eggs than ever. Patience is not her strong point: As soon as
she has a few twigs in place, she lays her first eggs in the half-finished nest.
Who will be the first to make a safe nest for the eggs and put Kiki on top of
them to keep them warm and hatch the chicks?*

Contents

- 1 nest base
(the bottom part of the can)
- 1 cuckoo figure (Kiki)
- 70 wooden sticks
- 20 eggs
- 1 rulebook



Setup

Place the nest base in the middle of the table so everyone can reach it without any difficulty. Then, one player grabs all the sticks and lines them up vertically in their hand as if they were in a bundle and puts the lower ends in the base before letting go so the sticks rest on the inside of the can. Hand out all of the eggs, in equal numbers to all the players. These eggs are kept in each player's personal area. If there are eggs left over after distributing them equally, put the extras away. Put the cuckoo figure next to the nest base.



How Do You Play?

Decide who will be first however you like. For example, it could be the last person to have eaten an egg, or choose randomly. Once the order is clear, the game is played by taking turns.

On your turn, you get three tries to pull a stick with the same color at both ends. First, pull any stick that is standing up out of the base without looking inside to see the bottom end. If both ends of the stick are **not the same color**, put the stick down in front of you. Then, you must pull another stick that has the same color at the **top** as the color at the **bottom** end of the stick you just pulled out (If there are no more sticks with the color you need to pull out, you can take any color you like). If the second stick also has different colors on both ends, try one more time.

Remember: You can only pull the sticks that are standing up—never the horizontal sticks that have been added to the nest earlier. If each of the three sticks has different colors at both ends, lay them across the top of the nest following the Rules for Building the Nest, but you don't get to try to lay an egg.

Be careful not to push any of the eggs off!

If at any time during your turn you pull a stick with the same color on **both** ends, **you stop pulling sticks**. Add all the sticks you have pulled to the nest following the Rules for Building the Nest. Then, you may **try to lay an egg**.

Either way, after you have placed the sticks and maybe also an egg on the nest, your turn is over and the next player starts their turn.

Rules for Building the Nest

- To build the nest, you will place sticks horizontally across the nest base, crossing them between those that are still standing upright. If there are already enough sticks in place, you can choose to place them outside the edge of the base, on the parts of those sticks that are already sticking out.
- If there are no more sticks left of the color you're looking for, you can choose the color you prefer.
- During your turn, if one or more of the sticks fall from the nest, you must put them back horizontally on the nest and your turn is immediately over. If you cause an egg to fall, then you are out of luck and you have to keep the egg for yourself! (see Laying eggs below)
- You are responsible for the nest until the next player touches a stick. If one or more sticks or an egg (or eggs) fall from the nest before the next player touches a stick, it is played as if it was still your turn.
- If a player hits the table or the nest when it is not their turn and makes one or more eggs or sticks fall, the fall is counted as though it was the turn of the player who did so.



ENG

Nil takes out a stick with red on the top and green on the bottom. He places it in front of him on the table, then draws one with a green end, but the other end is purple. Nil can still pull out one last stick so he picks one with a purple end sticking out. He pulls it out and... what luck! It is purple on both ends. Now he must place all three horizontally across the nest and then he can lay one of his eggs.



Lola pulls out a stick with red at the top and green at the bottom. She leaves it in front of her on the table, then draws another stick with green at the top and purple at the bottom. Lola can still draw one more stick: It is yellow on the bottom. Now she must place all three horizontally on the nest, but she cannot place any eggs.





Laying Eggs

To lay an egg, you must place it so that it is supported by the structure of sticks that are in place on the nest at that moment without any of them falling off. With such complicated construction methods, it is possible that an egg will fall out of the nest or slide down into the base.

What if one or more eggs fall out of the nest?

If one or more eggs fall out of the nest (onto the table or onto the ground) during your turn, you must add them to the rest of your eggs in your own playing area.

What if one or more eggs slide into the base of the nest?

If one or more eggs fall into the can (**so that they are completely below the level of the can rim**) during your turn, you have to take one egg from the player who has the most eggs and add it to your playing area. If two or more players have the same number of eggs, you can choose who to take it from.

If one or more sticks fall, you must put them back in the nest as explained earlier. In any case, your turn ends immediately.

After laying her eggs, Kiki has to sit on them.

Great, now the only thing you have to do is to help Kiki up on top of the eggs!

If you don't have any eggs in your playing area at the **start** of your turn, you do not pull out any sticks. Instead, take the cuckoo figure and try to carefully place it on the nest in the same way that you have been placing eggs up until that point. But be careful!

Then, let's see if Kiki can be the cuckoo of the roost! Is everything stable or has something fallen?

Did one or more sticks fall?

Oh no! Your nest is not properly constructed. Take Kiki out of the nest and put her to the side. Put the fallen sticks (horizontally) back in the nest. Your turn is over.

Did one or more eggs fall?

The same rules as during the rest of the game apply (see: *Laying Eggs*). Take Kiki out of the nest and put her to the side. Your turn is over.

Did Kiki fall out of the nest?

Place Kiki to the side and try again next round. Your turn is over.

Did Kiki fall into the nest?

Oh no! Poor Kiki! You have lost the game. The player who has the most eggs left over wins. If two or more players have the same number of eggs, it is a tie.

If you are unable to place Kiki properly, you must put her back in the middle of the table near the nest. If there is another player who has also placed all their eggs and has none left, they can attempt to place Kiki in the nest on their turn. Meanwhile, you will have to wait for your next turn (if the game does not end first) to try again.



End of the Game



The game comes to an end when any player places Kiki on the nest without any eggs or sticks falling. Whoever achieves this wins the game and holds the title of **Cuckoo nest builder!**

If the can runs out of sticks before someone places Kiki, then each player, in turn, will place their eggs as if they had drawn a stick with two ends of the same color. The rest of the rules are applied as normal, and whoever successfully places Kiki after all their eggs have been placed wins the game.

Variant for Fledgling Cuckoos

If you are playing with a chick whose flight feathers have yet to come in, and they are having a hard time accepting turns where they can't place eggs, we suggest you try this variant:

- When three sticks have been drawn and none of them have the same color on both ends, the sticks are added to the nest as normal and then an egg is placed as well, as if the third stick actually had both ends of the same color.

Credits

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