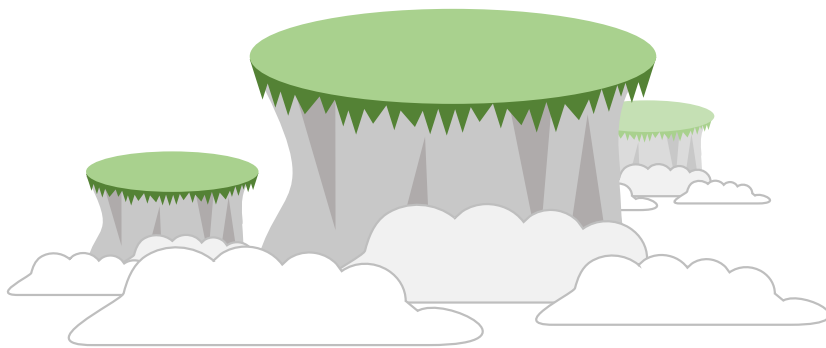


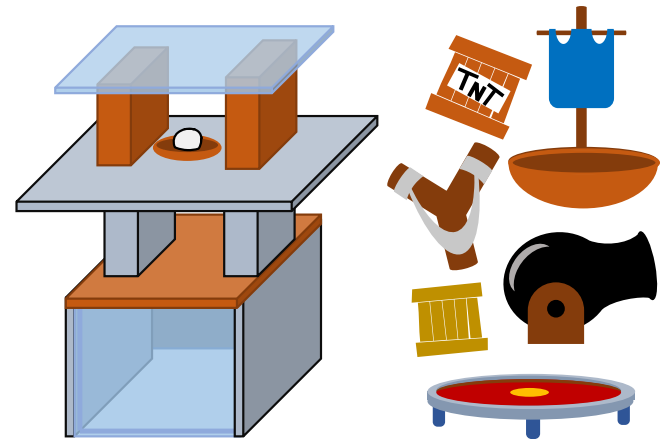


**HOW TO PLAY**

## GAME ARENA

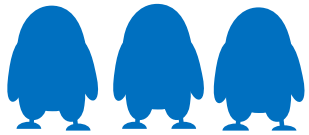
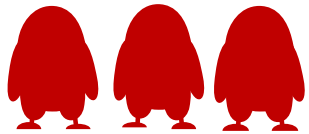


The game is played in an arena that consists of mountain tops surrounded by thick clouds.

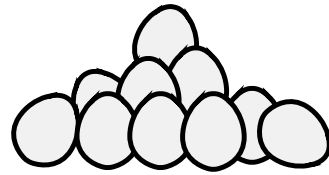


Within the arena are various Pig fortresses and game props.

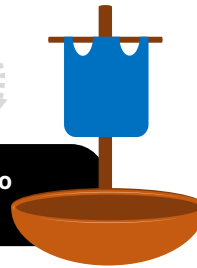
# RULES



Up to 3 teams of Birds.



Seek out 10 Eggs.



To bring them back to their nest.



For a few minutes.



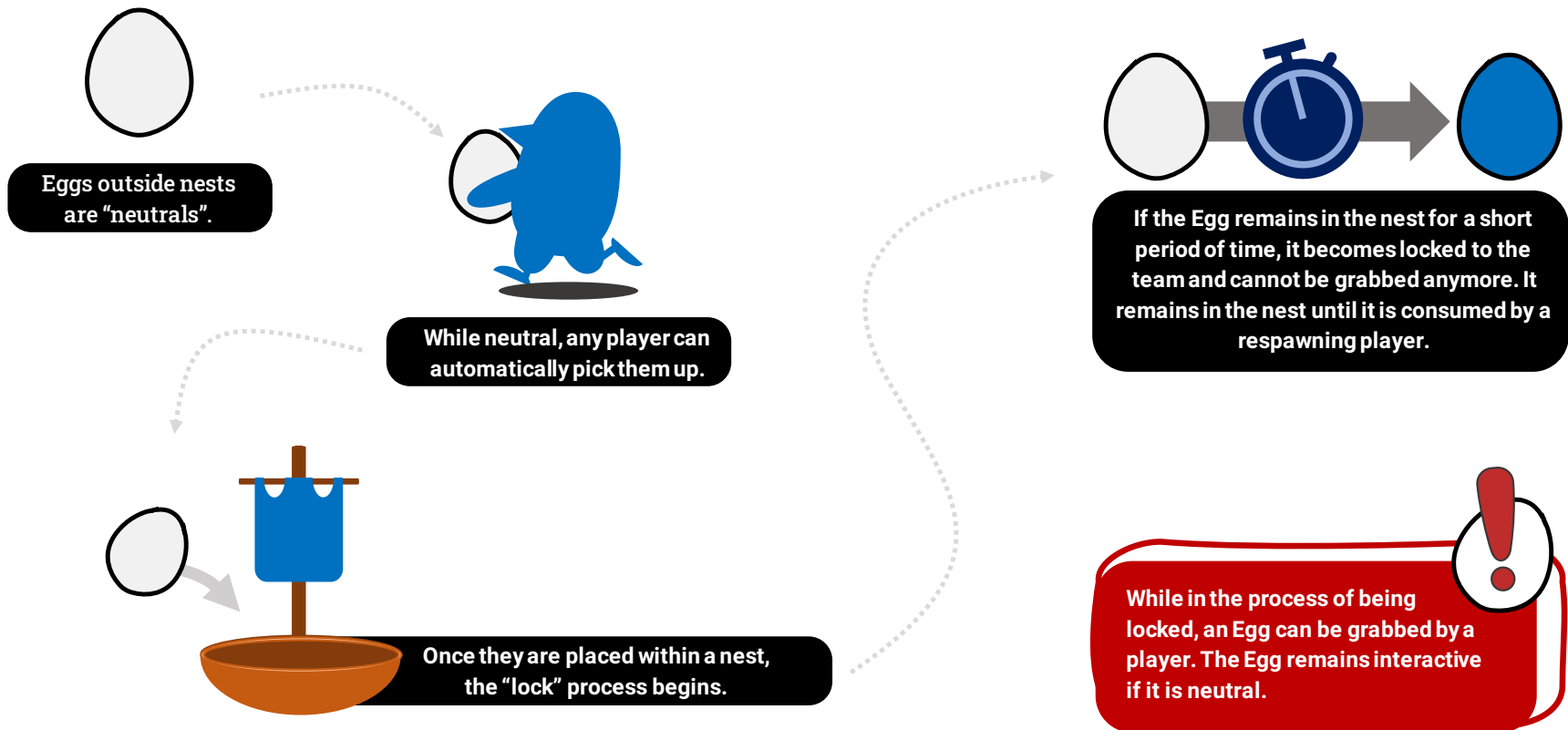
*When time's up...*

The team with the most Eggs

**WINS**

The prototype also supports any team ratios as desired but is optimally played as a 3v3v3.

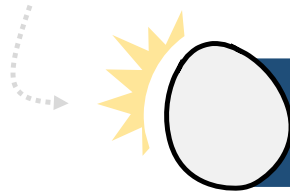
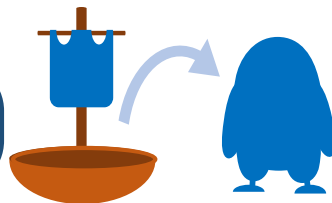
## RULES, CONT.



## RULES, CONT.

**IF** a player falls into the clouds...

One Egg is removed from the nest and the player returns to play



The consumed Egg respawns randomly in the arena

**BUT** If the nest has no Eggs...

The player is eliminated.



## RULES, CONT.

*IF* a player is eliminated



The player comes back as a **Pig**

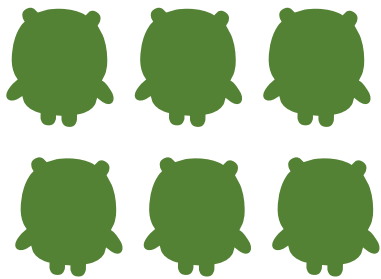
*IF* a Pig player falls into the clouds...



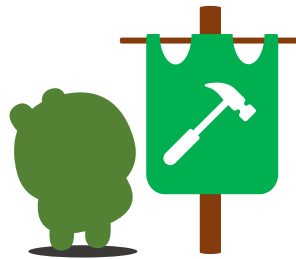
The Pig player spawns back after a cooldown.



# RULES, CONT.



Pigs work as a growing team.



Build new fortresses, crates or TNTs.



Steal and carry Eggs.

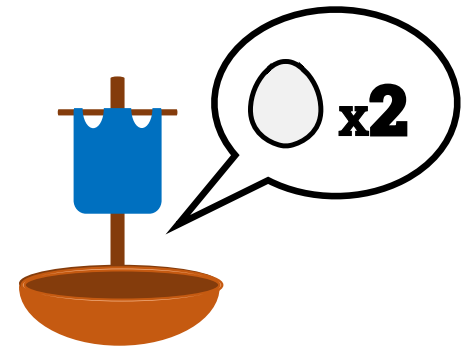
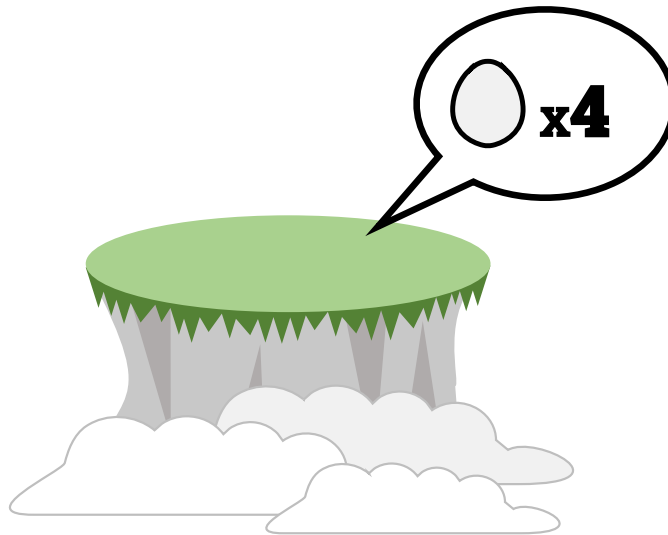


To stymie, help, or annoy the Birds.

## STARTING STATE



7:00



These values are considered the “vanilla” setting.

Alternate settings could be used for tournament play or alternate game modes