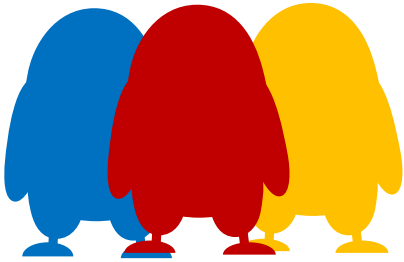




**PLAY ROLES**

# BIRDS VS PIGS



## THE BIRDS

The birds' goal is to win the match. This can be achieved in 2 ways:

- Owning the most Eggs when the timer runs out
- Being the sole bird team left

This dual win condition pushes the bird players to focus on team play, strong communication, and strategy, to score and avoid elimination.



## THE PIGS

Pigs can't win matches. Once a pig, players gain anonymity and cannot return to their team. In other words, without any allegiances or names, they are free to help or hinder any team they desire. They also cannot be removed from a match – if they fall in the clouds, they come back.

Because they are solely focused on causing chaos, a pig player's goal is chosen by the player.

# BIRD ROLES

To win a match, Birds must perform a wide array of strategies. From solo-driven plays to teamwork techniques, the bird players find themselves taking various roles during the game. Roles are not enforced, rather, players can freely shift as they play.



## SCORER

All about retrieving Eggs.



## ELIMINATOR

All about eliminating opponents.



## DENIER

Cancelling an opponent's move.

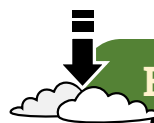


## GUARD

Protecting Eggs or teammates.

## PIG ROLES

Annoying the birds can be done in numerous ways. You can build props to eliminate any player, or you can focus on hiding Eggs. This leads to various roles as a pig. Like the birds, roles are not enforced, and players can freely shift as they play.



### ELIMINATOR

All about eliminating opponents.



### HOARDER

All about hiding Eggs.



### DENIER

Cancelling an opponent's move.



### BUILDER

Adding new structures and props.



## TECHNIQUE EXAMPLES



### SCORER

#### EGG RUN

Act of running straight for an Egg, grabbing, and running back to the nest as quickly as possible, alone.

*The simplest technique to learn. While very solo-centric, the Egg run is the best way to get points, especially during the early game.*

#### HIT & RUN

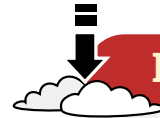
Act of two players following each other: one reveals an Egg through destruction, the other grabs and runs with it

*An early teamwork technique for new players. A team-based variant of the Egg Run.*

#### NEST PASS

Act of throwing an Egg into the nest from afar.

*A slower yet safer way to bank Eggs. Since opponents tend to run towards an Egg carrier, throwing it in the nest gives it plenty of time to become banked.*



### ELIMINATOR

#### CHUCKING

Act of throwing an object (crate, Egg, TNT, etc) at an opponent to stun them.

*This is a versatile technique that can be used for both offense and defense purposes. Aiming is key.*

#### PLAYER HUNTING

Act of solely focusing on seeking and eliminating a specific player, or players from a specific team, through stuns and throws.

*The most aggressive way of playing, player hunting is all about using all possible verbs to eliminate players.*

#### DIVING TOWER

Act of grabbing a teammate so it can get enough height to perform a dive and stun opponents

*A team-based technique helpful when 2 or more birds decide to go on the offense.*

## TECHNIQUE EXAMPLES

### DENIER

#### **INTERCEPTING**

Act of grabbing an object, or tackle an opponent, that is in mid-air.  
*A tough but satisfying move that requires good timing. Intercepting can halt an opponent's momentum, especially when denying a launch, or lead to a score if catching a pass.*

#### **EGG YEETING**

Act of intentionally throwing Eggs out of play so the opponent teams cannot get them.  
*Egg yeeting can be summed up as "if I can't get it, neither will you". It can be very efficient when attacking nests.*

#### **BAITING**

Act of running around with an Egg to attract other players towards you so your teammates are free to bank other Eggs.  
*A daring and tough move to pull. With reduced movement and jump, carrying an Egg puts you in a diminished position. But diverting the attention of other players can pay-off if the teammates are scoring. Best paired with Egg yeeting.*

### GUARD

#### **NEST GUARDING**

Act of solely focusing on defending your nest from opponents.  
*Nest guarding is all about preventing opponents from knocking out a neutral Egg from your nest. This is a tricky task, as you must avoid knocking your Eggs out in the process.*

#### **ESCORTING**

Act of remaining near teammates to protect them on their activities.  
*This technique requires good coordination between two or more players.*

#### **TRAMPOLINE UMBRELLA**

Act of carrying a trampoline within your team's nest and deflecting diving opponents.  
*Useful technique when your nest is targeted by multiple teams. Gives enough time for Eggs to be banked while being under attack.*

## TECHNIQUE EXAMPLES



### ELIMINATOR

#### HOG HUG

Act of grabbing a stunned bird or pig and jumping off a ledge with it.  
*Can be used to save time and make sure the bird falls stunned in the cloud. You can always respawn when you are a pig.*

#### TNT FROM ABOVE

Act of moving into a wind pillar near a bird nest and throw TNTs at them.  
*Creates lots of chaos since wind pillars allow for high positioning.*

#### TACTICAL EXPLOSION

Act of waiting for players to be near a ledge to throw a TNT and knock them out.  
*Timing is key with this technique but can be very efficient when groups of birds are running to their nest. Can also be performed using the "building" gauge -rebuilding a fortress with birds within will send them flying.*



### HOARDER

#### HOARD & HIDE

Act of grabbing as many Eggs as possible, in crate and in one's bag, then hiding in the map.  
*A simple technique that can lead to birds fighting each other to respawn Eggs rather than look for them in the map.*

#### SPREAD THE EGGS

Act of placing Eggs in multiple crates as to have multiple crates with low amounts of Eggs.  
*It can be very time consuming for the birds to break a lot of crates to only find one Egg in them. Can be combined with **FAKES CRATES** to amplify the effect.*

#### PILING

Act of piling up TNTs and Crates to lure birds into crashing into the pile and getting knocked-out.  
*Best achieved when pigs work in teams. Can also be used on a team's nest to create a denier variant.*

## TECHNIQUE EXAMPLES

### BUILDER

#### ALL-IN CONSTRUCTION

Act of focusing only on rebuilding fortresses to force birds to destroy them to get Eggs.

*This simple technique is accessible for players of all skills. Very good strategy for beginners or players who do not want to have direct conflict.*

#### FAKE CRATES

Creating many empty crates to scramble the birds' Egg hunt.

*Can be very confusing for the birds if they know that the remaining Eggs are in a crate and there is a lot of them all around the map.*

#### TNT SURPRISE

Act of creating a TNT just before a bird lands from a dive or tackles so that the TNT is triggered.

*While it requires fast thinking, it can be an efficient way to use building as an offense move.*

### DENIER

#### CRATE YEETING

Act of placing all owned Eggs into 1 crate and throwing it out of play so any teams cannot get them.

*Very time consuming for the birds if they are chasing you. It make the Eggs respawn around the map and they need to go back and find them.*

#### SLINGSHOT BOMBER

Act of targeting a team slingshot with TNT to stun anyone trying to use it.

*Powerful if you can block slingshot access and force the birds to take another path. The more time they have an Egg in hand, bigger are the odds of them getting targeted.*

#### NEST STEALING

Act of staying close to a nest and run in to steal an Egg that is about to be banked then walking off the ledge.

*A very annoying technique to pull that can cost a team a lot of precious time. Especially efficient if multiple Eggs are stolen before walking off.*