

HONK!



2-5 PLAYERS



20 MINS



AGES 5+

Aim of the Game

A flock of unruly geese are on the loose and it is your job to stop them before they cause too much havoc! Draw food cards, feed geese and gather their eggs to win as many points as possible. Honk!

Setup

For **2** or **3** players, randomly select 8 geese and 3 golden eggs per player. With **4** players, use all the geese and 12 golden eggs. With **5** players, use all the geese and 15 golden eggs. Left-over geese & golden eggs are not used & can be returned to the box.

Box Contents

32 GEESE
(4 each of 8 types)



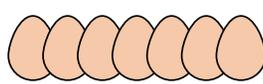
75 FOOD CARDS
(15 each of 5 types)



18 GOLDEN EGGS



84 REGULAR EGGS



Scatter the selected golden eggs face-down on a playing surface. Then, lay the selected geese out randomly in several layers on top of the golden eggs. This is called the **gaggle**. Each golden egg should be at least partially covered by at least one goose. Take the food cards and the regular eggs and arrange them in **supply piles**. Your game setup should broadly resemble the image below. The player who can do the loudest goose impression is the **starting player** and will take the first turn.



Game Turns

Beginning with the **starting player**, players take turns, moving clockwise. On their turn, a player must do one of two things: **either** feed a goose **or** take food cards.

Feeding a Goose

A goose can only be fed if it is on top of the gaggle, with no other goose covering any part of it. To feed a goose, a player must discard food cards matching the food symbols on that goose. For example, a Barnacle goose requires one **blue** food card and two **red** cards. The different types of geese are shown on the sides of the box bottom.

When a player feeds a goose, they take it from the gaggle (without moving any other geese or golden eggs) and then place it in front of themselves to form a **collection**. Then, they take a regular egg from the supply for each goose of that type in their collection.

For example, a player feeds their first Canada goose and adds it to their collection. They now have **one** Canada goose, so they take **one** regular egg. On their next turn, the same player feeds another Canada goose, and because they now have a total of **two** Canada geese, they take another **two** regular eggs, for a total of three.

If any golden eggs are completely uncovered when feeding a goose, the player takes them **as well as** any regular eggs they take.

Eggs

Regular eggs are worth 1 point each. Golden eggs are worth 1, 2, or 3 points each.

Taking Food Cards

A player can spend their turn to take any 2 food cards, but they **must** be different colours. Players can hold a maximum of 7 food cards. If, after spending a turn taking food cards, a player has more than 7 cards in their hand, they must discard cards until they have only 7 left.



Yellow



Red



Purple



Green



Blue

End of the Game

The game ends when all of the geese in the gaggle have been taken. Whoever receives the most points from their eggs is the winner! In case of a tie, the player with the most geese in their collection wins. If the game is still tied, the victory is shared.

Credits

Game Design, Artwork, & Graphic Design: Matthew West

Development: David Clarke, Nick Welford, Brett J. Gilbert

Publishing: David Clarke

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