



# Isle of Feathers

## Presskit

### Factsheet

#### Developers

Daniel Galbraith & Juno  
Schaaffhausen Te'o

#### Location

Brisbane, QLD., Australia

#### Official Website

<https://isleoffeathers.com>

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### Description

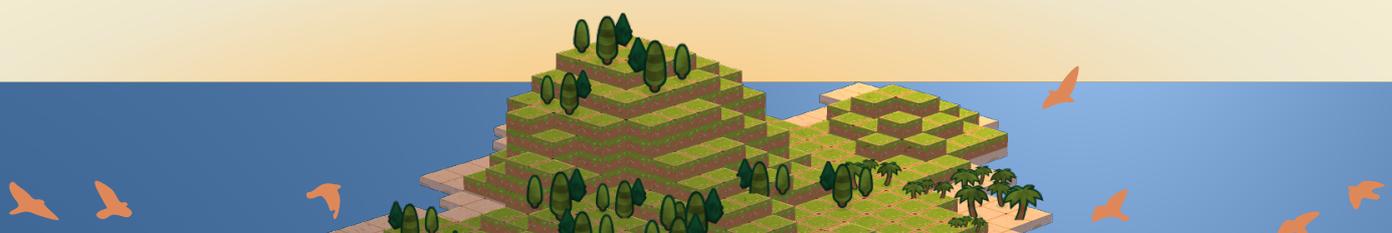
Bring out your inner zoologist with *Isle of Feathers*, a competitive tile-laying board game for 2-4 players where you will learn nothing about actual birds. Stack tiles and place tokens to build a beautiful island, then populate it with weird and wonderful birds. However, real estate is limited; predict what the other players are building and stymie their efforts so your birds make it to the table before the tiles run out.

### History

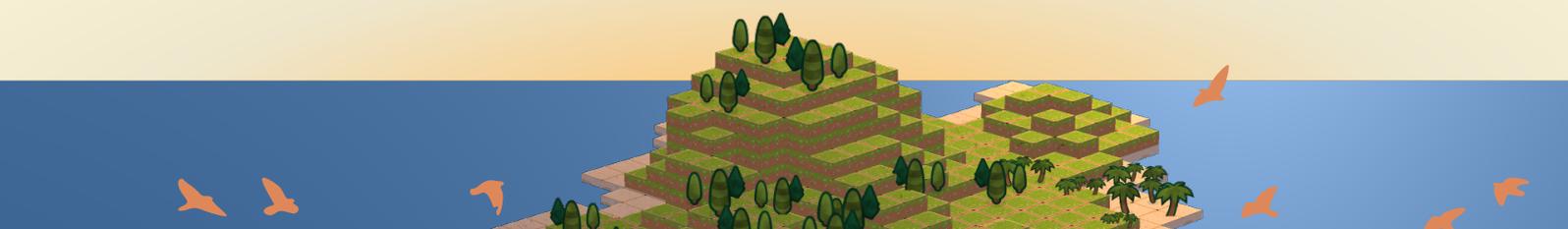
In April 2021, Brisbane-based indie game developer Daniel Galbraith began working on a board game based on one of his favourite things; birds with silly names. Initially conceptualised as a personal project the *Isle of Feathers* developed into something more, when his fiancée Juno added her graphic design skills into the mix. Today, the small team are continuing to prototype and develop the game further, with hopes to set up crowdfunding and production lines in the near future.

### Features

- *Isle of Feathers* tile-building mechanic lets players build and shape an 'island', using 'sand', 'earth', and 'rock' tiles, and *vegetation* tokens. End the game with your own unique miniature landform.
- High-quality wooden and plastic components, for a satisfying tactile play experience.
- The game also features a vast array of weird and wacky *birds*, all of which are presented on a stack of 32 cards that players place one by one on the island once their spatial requirements are fulfilled.
- Enact your inner David Attenborough and present a 'Fun Bird Fact' about your species! Make the other players laugh with your absurd take on where the 'Gronklin' lives, or how the 'Reticulated Beach Screamer' got its name.
- Gain an insight into the personalities of each bird and check out the 'Field Guide Manual'. This brochure contains a page of genuine scientific\* information about each bird, a perfect springboard for your fun bird facts.
- Picking up *Isle of Feathers* is a breeze. Peruse through the short, comprehensive *rule book* before playing your first round; all of which takes under 20 minutes!



# Images



# Logo & Official Art



## About Us

Based in Brisbane, we're two recently-engaged people who want to combine our love of animals with our love of party games. **Dan** is a programmer and technical artist who likes wearing as many different hats as possible. He's very tall, and really loves cats. Previously, he worked at Mountains, Sponge, and on a co-op party game about parenting called Think of the Children. **Juno** is a recent architectural graduate with a keen interest in visual design. Unlike Daniel, she is of average height, but is equally a fan of cats. This is Juno's first foray into the world of game design.

## Credits

### Daniel Galbraith

Game Design, Writer, Code, Pipeline

### Juno Schaaffhausen Te'o

Graphic Design, Writer, Additional Game Design

