



Isle of Feathers

Build a perfect island habitat with your fellow bird enthusiasts.

Birds of a feather, flock together... right?



What's the game about?

'Isle of Feathers' is a competitive tile-laying game about building a beautiful island, and populating it with weird and wonderful birds. Stack tiles and place tokens to build beaches, cliffs, and forests, and carefully mould the perfect island habitat for your birds.

Real estate is limited and every bird is unique, so players must jostle for position and stymie each others' plans to get their birds on the table before the tiles run out. Planning ahead is essential, and conflict is unavoidable (and perhaps, encouraged).

The game is quick to play, easy to learn, and its novel, vertical building mechanic gives it a strategic depth that will have players coming back again and again.

Key Info

Boardgame Components:

- 64 Bird Cards,
- 32 Double Sided Land Tiles,
- 32 Vegetation Tokens,
- 16 Ability Tokens,
- 40 Bird Meeples,
- and 1 Rulebook

Players: 2-4

Playtime: 15-25 minutes,

Ages 8+

MSRP: \$29.99 USD

Estimated Release: 2024

Target Market

'Isle of Feathers' is perfectly suited to players:

- Looking for a fast, reliable gateway game they can feel confident taking with them to a party
- Interested in a lightweight strategy game with room for mastery and high-level play
- Looking for a game with a great table presence and novel mechanics, that fits neatly into a small box

Selling Points

- Novel 3D building mechanic that creates a unique island every time
- Quick to learn and accessible to a wide audience
- Functions as a gateway party game and a lightweight strategy game
- Compelling, tactile components and table presence
- Extensible design, potential for added strategic depth