

BUCKET LIST

AUSTRALIAN BIRDS

“From rainforest to reef, collect them all.”

A card-drafting & grid-building game · 2–5 Players · Ages 8+ · 20–30 Minutes

Part of the **Bucket List** series — one ruleset, many subjects.



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Play Online: <https://www.wombatgamefactory.com/bucket-list-game>

Overview

Draft bird cards from a shared market and place them into your personal 6×5 grid. Build runs of four adjacent cards that share a symbol to score. Each card shows a real Australian bird with one Habitat symbol and one Diet symbol. Most points wins.

Components

100 unique bird cards (90 standard + 10 wild). Each card has a Habitat symbol, a Diet symbol, an interesting fact, and a tick box (Field Notes).

Habitats (5): Rainforest · Bushland & Scrub · Wetlands & Waterways · Coastal & Ocean · Outback & Grassland

Diets (5): Seeds & Grain · Nectar & Fruit · Insects & Invertebrates · Fish & Aquatic Prey · Meat & Carrion

Wilds (10): a wild Habitat matches any habitat; a wild Diet matches any diet. Wild-Diet — Cassowary, Superb Lyrebird, Purple Swamphen, Little Penguin, Emu. Wild-Habitat — Galah, Figbird, Satin Bowerbird, Darter, Peregrine Falcon.

Setup

Shuffle all 100 cards. Build a play deck of **20 cards per player** (40 / 60 / 80 / 100); set the rest aside unseen. Deal 5 cards face-up as the market. Give each player room for a 6×5 grid.

On Your Turn

Play proceeds clockwise. Take three steps in order:

- 1. Draft** — take 1 card from the market.
- 2. Place** — add it to your 6×5 grid orthogonally adjacent to a card already there. Your first card may go anywhere.
- 3. Refill** — top the market back up to 5 cards from the deck.

Market refresh: if 3+ market cards share a symbol, you may clear and refill the entire market before drafting (optional).

Game End

The game ends when the deck and market are empty. Everyone ends with exactly 20 cards, filling 20 of 30 grid cells — the 10 empty cells are yours to place strategically.

Scoring

- +1 point per run of 4 adjacent cards sharing a symbol, in any row or column.
- Habitat runs and Diet runs score independently — one line can score both.
- Overlaps count: 5 in a row = 2 points, 6 in a row = 3.
- Wild symbols match anything; empty cells break runs.

Realistic good scores cluster around 10–20 points.

Field Notes (Optional)

The thematic heart of Bucket List. Over the life of your copy, tick the box on any bird you have seen in real life — ticks are permanent and accumulate. At game end, score +1 bonus point for each row or column in which every card is ticked.

A new copy plays as a pure symbol-matching game; as your sightings grow it becomes a second scoring axis. The game grows with its owner over a lifetime of birdwatching.

The Bucket List Series

Same rules, new subjects. Australian Birds is one edition; every set swaps in fresh content across two trait categories, ten wilds, and its own Field Notes checklist — so your collection keeps growing.

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