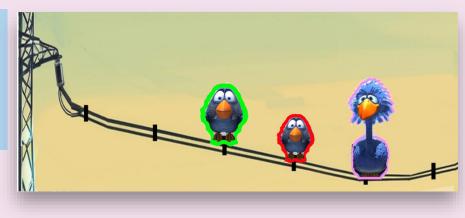
Wings & Wires: A balancing Act





Wings & Wires is a fast-paced balancing game where strategy meets suspense! Inspired by the playful birds of the Oscar Award Winning short from Pixar <u>"For the birds"</u> or generically on catand-bird chase. Players must carefully place their birds on cables or branches to score more points. But beware—too much weight, and everything comes crashing down. Each player knows the capacity of one cable or branch but remains unaware of the others. Are your opponents' moves clues or bluffs?? Will your birds soar safely, or will they fall?



Capacity Card

Components

Blu & Gree: Two famous and loved large birds. (2) **Wingers**: Each player controls 5 birds (wingers) of different weights. They feel attracted by Blu and Gree's beauty.

Cable/Branch Boards: 1 per player. Cable side (addition) or the branch side (involving multiplication and addition)

Capacity Cards: 3 per player: Low, Medium and High. Represent the Capacity of cables or branches. Each player selects secretly the Capacity of one Cable/Branch.

Game Overview:

On your turn, choose one action:

- 1. **Place** one Winger on a cable or branch.
- 2. **Move** one of your Wingers to a different cable or branch or return it to your hand (fly it).
- 3. **Skip** your turn without taking any action.

If, at the end of the game, the total **Capacity of a cable or branch** is exceeded, it breaks and all birds on it fall. Also, if the **Capacity of the pole** or tree is exceeded all birds fall and only those on hand will earn points.

Core Mechanic:

An **abstract game** where players must **keep their Wingers safely perched** on cables or branches to earn points. Main Mechanics Involved: **Hand management, deduction, bluffing**

Information is key: each player knows the capacity of one branch, **choosing between low, medium, or high** capacity. This creates a **strategic guessing game**, as players may try to **mislead** others with false **cues**.

Why is different?

- ** Attractive Gameplay: Minimal rules with quick turns and strategic decisions ensure that every moment is filled with excitement.
- **Surprising Depth:** With only **3 actions**, the game unveils a **depth that captivates** players from the very first move.
- **Theme** adapted from the **Oscar-winning** Pixar short "For the Birds" or, more **generically**, cats chasing a bird.
- **(iii)** Low cost and language-independent.

