



Intro

A “Crow Court” is a real life, natural phenomenon where a murder of crows gathers around a crow that they believe has wronged the group, and exact their dark justice.

The sentence is swift and merciless, where the accused is pecked to death, attacked by the rest of the murder.

This restores order to the group, and maintains a cruel, calculated heirarchy.

Here in this game you must do just that. Pick your prey, convince the rest of the murder, and exact your sentence.

Will you survive the Crow Court?

Game Setup

Set aside the “Death” card, the “Low” cards, the “Stone” cards, and the “King of Crows” card.

Shuffle the rest of the cards, and then shuffle in one “Stone” card for each player.

Place the “King of Crows” card on the table first, then a number of “Low” cards equal to total number of players minus 2, and place the “Death” card on top.

Deal 8 cards to each player, then place the rest on top of the “Death” card so that there is just one central pile to Draw from.

As cards are played, they may be placed into a communal Discard pile next to the Draw pile.

How to Play

Players will each take turns where they may choose to play a card from their hand (or not) and end their turn by either drawing a card from the Draw pile, or discarding a “Feather” card from their hand.

If a player chooses to play a card from their hand, they play that card and follow the instructions on the card.

Players will take turns clock-wise, drawing cards and forcing each other to draw through the deck until a player is forced to draw the “Death” card.

Once the “Death” card has been drawn, that player has lost the game and the Pecking Order now needs to be established. Players keep playing out cards from their hand and drawing through the deck.

If a player draws a “Low” card, they are now out of the game and placed lower on the Pecking Order. The last player left standing draws the “King of Crows” card and the game is now over.

Card Anatomy

Card Name

Claw



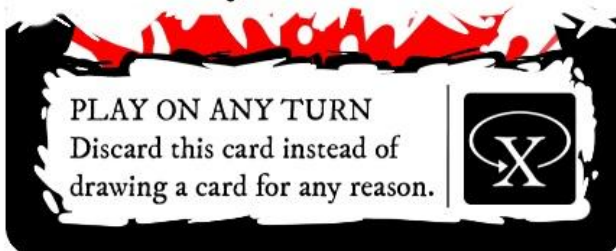
Illustration

PLAY ONLY YOUR TURN
Target player draws two cards.



Play only ONE
per round

Rules Text



PLAY ON ANY TURN
Discard this card instead of
drawing a card for any reason.



Play ANY
NUMBER
per round

Sample Turn

Player 1: plays an “Claw” card targeting Player 2, forcing them to draw two cards unless they play “Feather” cards to reduce the number of cards they are being forced to draw

Player 3: plays a “Murder” card to force Player 2 to draw an additional card

Player 2: plays a “Shift” card changing the target of the “Claw” and “Murder” cards to Player 4

Player 4: plays two feather cards to reduce the number of cards they have to draw, and draws one card

Player 1: ends their turn by playing a “Feather” card instead of drawing a card as one normally would at the end of their turn

Play continues like this, it's now Player 2's turn...

FAQs

Q: How many cards can I have in my hand?

A: Players must discard down to 8 cards at the end of their turn.

Q: What if I run out of cards in my hand?

A: Players must end their turn by either drawing a card or playing a “Feather” card, so you will have at least one card in your hand at the end of your turn.

Q: Can I target myself with a “Claw” card?

A: Yes! It may seem counter intuitive, but you can absolutely target yourself with a “Claw” card to force yourself to draw cards.

Q: Why does the Pecking Order matter?

A: That’s kind of up to you! This game was built with integration into RPGs and other games in mind, so the Pecking Order could be used in any way players see fit outside of the game of Crow Court. Within the game here though, it is just used to establish victory placement (1st place, 2nd place, etc.)

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Credits

Designed by:
Eric Streed and Myriah
Freitas

Art and Graphic Design by:
Eric Streed

Produced and Developed by:
Witchway Games

Thank you for playing.

