



# The Legend of the Hummingbird



A cooperative, family-friendly game of skill to save the Amazon rainforest

With **The Legend of the Hummingbird\***, find many animals of the Amazon rainforest and in turn play the part of a Hummingbird, Capybara, Sloth, Cayman, Black Panther, Tapir or Snake and take part in this chain of solidarity to extinguish the forest fires, the most essential factor for the ecological balance of the planet.

## Material

- 45 clear glass **Water droplets**
- 1 **Magic drop** in gold tinted glass, worth 5 water droplets
- 10 brown glass **Seeds**
- 1 **Lake** tray
- 12 tiles: - 10 **Burning trees** (numbered 4 to 10)  
- 1 **Sloth** and 1 **Seedling**
- 6 **Animal Paws** (Sloth, Cayman, Capybara, Snake, Black Panther and Tapir)
- 44 cards (their backs represent the Hummingbird in the burning forest):
  - 20 **Animal Cards**:
    - 5 **Hummingbird** cards: they circulate 1 droplet of water
    - 3 **Spider** cards - *Tchik - Tchik*: they move 1 droplet of water
    - 3 **Frog** cards - *Croâ - Croâ*: they move 2 droplets of water
    - 3 **Chameleon** cards - *Zoum - Zoom*: they move 3 droplets of water
    - 3 **Toucan** cards - *Kwak - Kwak*: they move 4 droplets of water
    - 3 **Tapir** cards - *Gronch - Gronch*: they move 5 droplets of water
  - 20 **Virgin Forest** cards: no animals, no droplets of water
- 2 x 2 cards reminding you of the different actions to be carried out depending on the sounds from the soundtracks
- 1 Jungle Sounds Audio App Free Download



Droplets and seeds



Lake



Burning trees



Sloth



Seedlings



Sloth



Cayman



Capybara



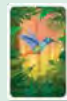
Snake



Black Panther



Tapir



Back



Animal



Virgin Forest

## Principle

The game is played in 2 rounds, during which you have to take part in a double chain of solidarity in order to extinguish forest fires:

- The **Droplets** of water and **Seeds** from the **Lake** Plateau, transmitted by the **Hummingbird**, have been passed from **Paw** to **Paw** up to the **Sloth** which tries to extinguish the fires.
- At the same time, the **Sloth** passes the **Animal** cards, which are passed in the opposite direction of the **Droplets** of water to the **Hummingbird**. These cards allow the **Hummingbird** to pass more **Droplets**.
- When a **Burning tree** has been extinguished, having deposited the indicated number of **Droplets** on it, it must be brought back to life by planting a **Seed** recovered from the shores of the **Lake**. At the end of each round, the **Seeds** distributed on the **Burning trees** are accumulated on the **Seedlings** tile. Their number will indicate the score at the end of the game.
- Players should pay attention to the jungle soundtrack and all its noises to react immediately to certain dangers or situations.

\*Story of the Legend of the Hummingbird / Multilingual set of rules available online:



## Application & Soundtracks

- Open the app to immerse yourself in the Amazon rainforest for 3 minutes.
- Select **Discovery Mode** or **Random Mode**, then round (1 or 2).
- In **Discovery Mode**, noises are always heard at the same time in the soundtrack.
- In **Random Mode**, noises indicating player actions arrive out of order for each game: 4 out of 6 in the 1st round, 6 out of 6 in the 2<sup>nd</sup>.
- The end of the soundtrack indicates the end of the round.

Android  
Version

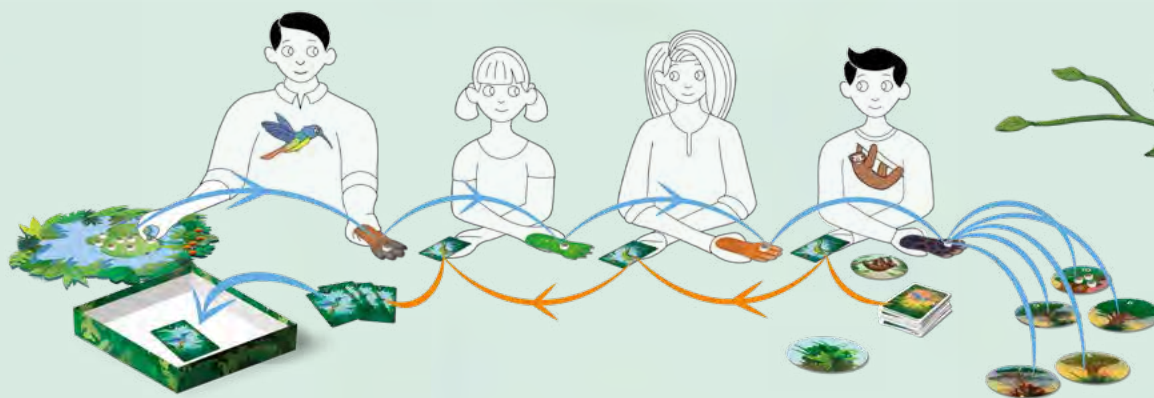


iOS  
Version



## Setting up a round

- Taking the pack, remove those that summarise the actions to be performed depending on the sounds of the forest.
- For the 1<sup>st</sup> round, choose the oldest player to play the **Hummingbird**. He draws face up, in front of him on his left, with 5 **Hummingbird** cards taken from the deck of cards. The **Hummingbird** player counts as two animals: with his left hand, he is the **Hummingbird**, who will take the **Droplets** in the **Lake** and with his right hand, he is the first animal in the chain, with a **Paw** of his choice. The **Hummingbird** also places the **Lake** in front of him, on which he deposits, in the centre, the droplets of water, and on the sides, in the grass, the seeds.
- The player to the right of the **Hummingbird** (if playing in a circle) is the last player in the chain. This is the **Sloth**.
  - He takes the remaining 35 cards and shuffles them to form a face-down deck in front of him.
  - He places 5 **Burning trees** tiles in front of him, taken at random from the box. These have to be put out during the 1<sup>st</sup> round.
- Other players choose the animal they want to play by taking one of the remaining **Paws**. Some are wider, so they're easier to use.



## How a round works

- Everyone takes their **Paw** in their hand.
- Players start the first round of **Discovery Mode** or **Random Mode**.
- As soon as the soundtrack starts, the **Hummingbird** draws the first **Animal** from its pile of cards (one of the 5 **Hummingbird** cards given at the beginning of the game): its number indicates that he can take 1 **Droplet** of water. To do this, he takes 1 **Droplet** from the **Lake** between his thumb and forefinger and places it on his **Paw** before sliding it over his neighbour's. He discards this card.
- He can then draw the next card. He is still a **Hummingbird** and this will be the case until more cards have reached it.
- Each player slides the **Droplet** onto the **Paw** of the player to the left of the **Sloth**, who in turn drops it onto the **Burning tree** of his choice. The **Sloth** must make sure that the water droplets remain on the tiles, otherwise they are eliminated.
- Similarly, any **Droplets** of water that fall from the **Paws** are lost for the round.
- At the same time, the **Sloth** turns over the first card in his deck. If it is the **Virgin Forest**, he discards it; if it is an **Animal**, he passes it to his neighbour on the right (anti-clockwise). He turns over the cards one by one.



- Each player who receives an **Animal** card passes it to their neighbour on the right up to the **Hummingbird**.
- Thanks to the **Animal** cards, the **Hummingbird** can now take more **Droplets** of water to put out the fires. The latter are then transmitted from **Paw** to **Paw** until they reach the blaze.
- There is a back-and-forth of **Droplets** and cards.
- As soon as the **Sloth** has managed to extinguish a blaze by depositing at least as many **Droplets** as the number indicated on the **Burning tree**, it can ask for a **Seed** (see the "**Seeds**" section).

⚠ You must not touch the **Droplets** with your hands, with the exception of the **Hummingbird**.



## The sounds of the jungle

In each round, you'll hear different complementary noises to the jungle background sound. Follow the instructions carefully, or you may be attacked!



From the peaks, the **Monkey** doesn't help much and instead thinks of sending you a shower of bananas. So, without interrupting your chain, make fun of him by imitating him, by scratching the top of your head with your free hand.



As the vibrations scare the **Snakes** away, players must tap their feet on the ground to scare the coral snake away. It should not be confused with the Anaconda, which is part of the chain of solidarity.



Be careful, don't get eaten! When you hear the **Jaguar**, each player must stop moving and talking. You can resume the game normally when he leaves.

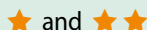


Watch out for bites! The moment you hear the **Hornets**, to avoid getting stung, each player must stand up and then sit down again immediately.



If you listen closely, you will be able to hear the sound of the **Parrot**. Thanks to his keen eyesight, he warns you when he has spotted the **Magic droplet**.

At this point, the **Hummingbird** can take the **Magic droplet** from the **Lake** and pass it off as a normal droplet: it is worth 5 **Droplets**.



The **Storm** scares everyone! For the duration of the storm, every player, including the **Hummingbird**, is frightened and cowers holding his paw with both hands glued to his chest, but continues, however, to pass **Droplets** to extinguish the fires, and to take cards with the fingers he has free!



In **Discovery** Mode, the soundtrack of the 1st round features the sounds of 3 animals (★), that of the 2nd round, 4 animals (★★). In **Random** Mode, the 1st round soundtrack features 4 jungle noises from the list above (4/ ★ + ★★) and the soundtrack 2, all jungle noises listed (6/ ★ + ★★).

## The Seeds

The **Seeds** are fragile, you need to take care of them.

- **Seed Transport**: players can only pass one **Seed** at a time. But they can pass it along with **Droplets** of water. The **Seed** counts as a **droplet** within the limits of what the **Animal** card indicates.
- **Destination of the Seeds**: a **Seed** can only be placed on an extinguished fire (which has at least the number of droplets indicated). If a **Seed** is inadvertently dropped before the fire is extinguished, the **Sloth** pushes it out of the tile using its **Paw** and the **Seed** is lost.
- At the end of the round, each **Seed** placed on an extinguished fire is moved to the **Seedlings** tile for the final countdown.

## End of the first round

Stop:

- When the soundtrack is complete, or
- When all **Animal** cards are in the box, or
- When all the **Burning trees** are extinguished and a **seed** has been planted.

A **Burning** tree is extinguished if it has at least as many **droplets** as the number shown on its tile.

1 - For each fire extinguished with a **Seed**, place the seed on the **Seedlings** tile.

This will allow you to have your score at the end of the 2<sup>nd</sup> round.

2 - Trees without **Seeds** do not yield anything.

## Preparing for the second round

- 1 - Remove all extinguished trees from the game.
- 2 - Add 5 new **Burning trees** tiles.
- 3 - All unplanted **Droplets** and **Seeds** return to the **Lake**, except for those placed on the **Seedlings** tile.
- 4 - Don't hesitate to rotate the roles!
- 5 - Place the 5 **Hummingbird** cards next to the **Hummingbird**.
- 6 - Shuffle all the remaining 35 cards and place them next to the **Sloth** to replenish his deck.
- 7 - Start with the soundtrack of the 2<sup>nd</sup> round.
- 8 - The 2<sup>nd</sup> round ends like the 1<sup>st</sup>, and marks the end of the game.

## Score

After the 2 rounds, calculate your score based on the number of **Seeds** present on the **Seedlings** tile.

Seeds planted	Condition of your forest
0 - 4	You weren't quick enough to extinguish the fire that spread throughout the forest. The animals have fled, the forest is largely destroyed. You are very sad.
5 - 7	The fires were extinguished but the damage to the forest was significant. You have a lot of things to rebuild and will have to wait many years before you see your forest back in its normal state.
8 - 9	Victory! You saved your forest by quickly extinguishing most of the fires. Your forest is well preserved. Continue to take care of it.
10	Your victory is complete. You have managed to create a formidable chain of solidarity by being reactive to immediately extinguish the fire without it destroying your forest. The Hummingbird is congratulated: thanks to his encouragement, the animals of the forest have all made their contribution. "I'm doing my part" becomes the slogan of the jungle!

## "Random" Game Mode

For the more experienced: switch to **Random** Mode with two more soundtracks! Jungle noises will arrive in greater numbers and in random order. You will then have to be extra careful!

## Variants

**With the call of the animals:** each **Animal** has its own call that is indicated on the map. When you receive an **Animal** card, you must shout out its cry before passing it to the player to your right.

**Game for younger children:** leave the **Seedlings** tile and all the **Seeds** in the box. The score is then equal to the number of fires extinguished at the end of the 2 rounds. Games can be played with two or more players.