

tweeet Game instructions / game rules

Brettspielnetz.de Team
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tweeet

Spielregeln

Introduction and aim of the game

In spring, you fly to your nesting sites as robins or bluethroats. On the way, you must eat enough berries and insects to gather new energy, as flying from bush to bush costs energy. The aim of the game is to survive with your pair of birds and reach the breeding area with the most energy.



Start of the game

All 4 birds start on the same starting square, with the 3 squares to the right and left being grass. Above them are 4 rows of 9 landscape squares each, each randomly distributed with 2 water squares, 4 grass squares and 3 bush squares with different types of food (currant, blackberry, caterpillar, beetle). *Below you can see a possible starting position.*



The starting player controls the **robins**. He starts the male robin with 6 energy points. Then the other player starts with the male bluethroat (7 energy points), followed by the starting player again with the female robin (8 energy points) and finally the other player with the female bluethroat (9 energy points). After that, the birds move one after the other in the same order. *Below you can see the playing field after the first four moves. The male robin now has 4 energy points, the female 8, the male bluethroat has 7 energy points, as does the female.*



Spel: 889834837 zet. 2... e20-c17 ♂ 4 ♀ 8 ♂ 7 ♀ 7

From bush to bush

Your bird eats the food in the bush field it lands on, and its value is added to its energy reserves. However, the number of fields it flies on costs it one energy unit per field, which is deducted from its energy reserves. *Example: Your bird flies 4 fields to a bush with a beetle. This causes it to lose 4 energy units and gain the 5 energy units of the beetle. Its energy reserve thus increases by 1.* The bush it leaves behind remains empty (dark green, without food).

Here is a list of food types with their energy values (also indicated by the white dots).



Currennt, energy value: 2



Caterpillar, energy value: 4



Blackberry, energy value: 3



Beetle, energy value: 5

Flight rules:

- A bird can only fly over fields with grass or empty bushes, i.e. not fields with water, another bird, a bush with food or a nest.
- On each turn, the bird must land on a bush with prey or on a nest (last row).
- Once a bird has landed in a nest, it cannot fly any further â it is then skipped in the turn order.
- The male and female of a pair must fly to the same nest. The other pair must choose a different nest.
- A bird cannot fall below 0 energy points. Example: If the energy supply is 6, the bird can fly a maximum of 6 spaces. If it cannot reach new food with this energy supply, its journey is over and its player has lost. (see End of the game)
- Exception: If all paths to food (or ultimately to the nests) are blocked by other birds, the bird skips a turn â you must pass.

New landscape

If, at the end of a turn, the foremost landscape is **3 or fewer rows** in front of the bird, then enough new rows are laid out so that the bird can see 4 rows ahead again. All other birds can also see these new rows. Both players **always see the same landscape**. Each new row with 9 fields is also structured in the same way as the initial ones: randomly distributed 2 water, 4 grass and 3 bushes, each with one food item. (Exception: if the water would form a barrier from left to right, a different row is drawn.)

Once 18 landscape rows have been revealed (4 rows at the start and then 14 more), the row with the nesting sites is revealed, which consists of 5 nests.

The visibility rule also applies backwards: rows that are more than 4 spaces away from the last bird are automatically removed at the bottom. It is no longer possible to fly back there.

End of the game

If a bird does not have enough energy to reach a bush with food or a nest (or the nest of its partner bird, if it is already sitting in the nest), or if it is completely surrounded by a water barrier, the bird dies and its player loses the game. Otherwise, the game continues until all 4 birds have reached a nest. This means that at the end, one player may be moving their birds alone because the other player already has both of their birds in the nest. The pair of birds with the higher total energy reserve then **wins**. If both pairs of birds have the same amount of energy, the game ends in a **draw**. In the game below, Bram won against Mathomo with 42 points to 31.

● **Mathomo** ●●●●
● **bram** ●●●●

[Tweeeet: Spielregel](#)
[Forum, Beitrag](#)


 Verlag: [Cwali](#)
 Autor: Corné van Moorsel

Abstand zum Nistplatz: 0.
♂ 13 ♀ **18** Gesamt: ● 31
♂ 23 ♀ 19 Gesamt: ● 42

Spiel: 515811 Zug: 34. h2-e1 ♂ 13 ♀ **18** ♂ 23 ♀ 19

Zugliste << < > >>

	♂	♂	♀	♀
33. pass	--		34. h2-e1	
31. e7-e1	--		32. i2-h2	--
29. i7-e7	--		30. i3-i2	--
27. i9-i7	--		28. g4-i3	--
25. h10-i9	--		26. c6-g4	--
23. e9-h10	--		24. a5-c6	--
21. a10-e9	c2-c1		22. a4-a5	--
19. b12-a10	f5-c2		20. c3-a4	b3-c1
17. b13-b12	e5-f5		18. a6-c3	c4-b3

Tweeeet is a game by Corné van Moorsel: Cwali. The graphics are by Ron van Dalen. In our version on Brettspielnetz, unlike in the original board game, the new landscapes do not occasionally move to the left or right. The visibility range is 4 squares instead of 3, and there are no food stones with a value of 1. These changes have, of course, been agreed with the author.