

Start Game

Easy - 2 Eggs

Medium - 4 Eggs

Hard - 6 Eggs

Lay your eggs amongst the different species

Egg Stage

Tutorial

Exists in "Mother's Dream"

Only played the first time the game is started

All chicks continue to next stage regardless of win or lose

Allows the player to fail without punishment

Each game is played one at a time, instead of simultaneously

Swan

"Cross the Road"

The player must assist the swans crossing a road. The player leads a group of signets through very slow traffic.

You can start and stop the line of signets at any time throughout the game.

If three of the four signets are killed this game is over.

If the Cuckoo is killed this game is over.

Raven

"Learn to Fly"

The player teaches the flock of babies to fly.

The player draws a curve on the screen from the branch to the ground. The chicks follow the cuckoo.

Drawing too steep of a curve causes the chicks to get hurt on landing.

Drawing a curve too long causes the chicks to tire and fall.

(There is a little randomness to the chicks falling).

If four of the five chicks die, this game is over

Kookaburra

"Laughing"

The player mimics the mother in learning to laugh.

A sequence of four call sounds are available to use.

The mother will make a call every 5 seconds, increasing in length each time.

The player must copy the mother identically, using the four call sounds.

If you fail to mimic the mother's laugh three times, you are abandoned and this game is over.

Maggie

Unlocked on Easy Completion

"Swoop the Teenagers"

The player guides flight path above teenagers heads by drawing a line.

The aim is to swoop very close, but not make contact or else the birds will get hurt.

Each time the Cuckoo swoops, the other baby magpies will take a turn every 2 seconds.

If the Cuckoo makes direct contact, the magpies will all attempt to hit the teenagers also with a 50% chance.

If a magpie hits a teenager 3 times, it will be injured and can no longer swoop.

The more magpies that are injured, the more often the Cuckoo will have to swoop, as often as every 2 seconds if they are all injured.

If all the magpies and the Cuckoo is injured, the nest will be abandoned and this game is over.

Butcherbird

Unlocked on Medium Completion

"Scare the Predators"

The player must defend the nest and the other chicks from predators.

Every 4-7 seconds a predator (cat or fox) will attempt to approach the nest. Cats attack if the nest is in a tree, foxes attack if the nest is on the ground.

The player must position the Cuckoo so it is in between the attacker and the nest.

Once the attacker is close, the Cuckoo will automatically scare the predator away, only if the Cuckoo is in the correct position however.

Each time the Cuckoo fails to be in correct position when an attacker comes, a Butcherbird chick is guaranteed to be killed.

If three chicks are killed the nest is abandoned and this game is over.

Bowerbird

Unlocked on Hard Completion

"Impress the Female"

Unlike the other games, the bowerbird nest is not played with a Chick but instead an adult male Cuckoo.

If this nest is selected, instead of an egg being laid, the a male Cuckoo will arrive.

The player must collect blue objects (found throughout the whole landscape) and return them to his nest.

If enough blue objects are returned, a female bowerbird will nest here.

The male Cuckoo will lure the female bowerbird away in order for a Cuckoo to lay an egg in this nest.

If not enough blue objects are retrieved, this game is over.

If enough are found, the bonus game will be unlocked in the next stage.

All eggs progress to Chick Stage

Chick Stage

Stage 1

Where the game starts if the player opts not to play the tutorial (egg stage).

Chicks can die, and will not progress to the next stage if this happens.

Points are tallied depending on how the player performs.

Swan

"Cross the Road"

Raven

"Learn to Fly"

Kookaburra

"Laughing"

Magpie

Unlocked on Easy Completion

"Swoop the Teenagers"

Butcherbird

Unlocked on Medium Completion

"Scare the Predators"

Bowerbird

Unlocked on Hard Completion

"Impress the Female"

All surviving chicks progress to the Fledgeling Stage

Fledgeling Stage

Stage 2

Two Weeks

Surviving Cuckoo's and chicks will progress to this stage.

The same games as before, but harder.

At the end of this stage, the game is over and the score is tallied.

Swan

"Cross the Road"

Motorbikes are added that are faster than the cars, the player will need to check their waddling swans more often to keep them safe

Raven

"Learn to Fly"

The player must teach the birds to also find worms and bugs instead of landing. The player must guide the birds to different trees and specific locations.

Kookaburra

"Laughing"

The Kookaburra chicks are also making laughing noises, the player must distinguish the mother call in order to mimic the laugh.

Magpie

Unlocked on Easy Completion

"Swoop the Teenagers"

Adults are added to the game. Making the player deal with more challenging 'swoops' at different heights.

The magpies will be injured faster if they make contact with a human adult

Butcherbird

Unlocked on Medium Completion

"Scare the Predators"

Both foxes and cats will now attack, regardless of where the nest is. One of the butcherbird chicks will assist in scaring off the predators.

Each chick has one chance of escaping if they get caught, leaving a small room for error

Bowerbird

Unlocked on Hard Completion

"Impress the Female"

The female bowerbird has a nest of a large amount of chicks. The male must Cuckoo must feed them. (similar to collecting the blue objects)

This is an opportunity for the player to amass a large amount of bonus points

All surviving fledgelings are tallied and the game is over

High Score:

Surviving Cuckoo Chicks	=	+100 Points
Host Chicks	=	+20 Points
Deceased Chicks	=	-15 Points
Perfect Laughs	=	+3 Points
No Predator Attacks	=	+10 Points
Worms and Insects	=	+2 Points
Bowerbird Chicks	=	+30 Points