

BIRDY CALL

TALK BIRDY TO ME

GAME RULES

CONTENTS

- 40 normal bird cards (20 males & 20 females)
- 11 eggstra bird cards
- 25 eggs

PREPARATIONS

1. For your first game, take all normal bird cards.*
Shuffle the cards, then deal each player the following number of cards face down:
 - 3 players: 7 cards
 - 4 players: 5 cards
 - 5-6 players: 4 cardsPlace the rest of the cards in a closed stack in the middle of the table.
2. Place the 25 eggs in the middle of the table to form the egg supply.

GOAL

Try to gather the most eggs!

GAMEPLAY

Your objective is to find mates for the birds on the cards in your hand. Each bird has only one possible mate. During the game you are not allowed to talk. Instead, you try to convey to the other players which birds you have in your hand by mimicking the bird calls that are stated on the bottom of your cards. All players play and make bird noises at the same time!

To start the game, count down from 3. On zero, all players pick up and check their cards. The game starts!

**In later games, you may add any number of eggstra bird cards of choice to the mix to make things up.*



Species

Gender



Bird Calls

MATCHING

1. When you hear someone make a bird call that matches the call of one of the birds in your hand, respond to that player by repeating the bird call.

2. Both you and that other player place the corresponding bird card face down on the table and shove the cards towards each other until the cards touch.

3. Turn over both bird cards and check to see whether the birds on both cards are a match.

Correct match

If the 2 birds are of the same species (same name at the top of the card), it's a match! Both players may take one egg from the egg supply and put it in front of them. Leave the played bird cards open on the table.

Incorrect match

If the 2 birds are of different species, there is no match. Both players take their card back in their hand, and they receive no egg.

Matching yourself

If you have both a male and a female of one bird species in your hand, you may place both cards open on the table in front of you and take one egg from the egg supply.

After making a successful match, draw a card from the deck until you have a full hand once again (for example: with 4 players you should have 5 cards). If there are no more cards in the deck, you obviously can't draw new cards, but the game still continues.

END

The game ends immediately when there are no more eggs in the egg supply.

The player with the most eggs wins the game! In case of a draw, the player with the fewest cards in hand wins. If this also results in a draw, then this is how the game ends: in a tie.



WAVENS

Since wavens are mute birds, they interact a bit differently from the other normal birds. Instead of a mating call, it just waves awkwardly, in order to attract a mate. Keep your eyes peeled for clumsily waving players!



EGGSTRA BIRDS

The eggstra birds aren't used to make matches, but can be used to perform special actions. You can play an eggstra bird card from your hand at any time. After having performed the required action, draw one card from the deck.

Pairrot (3x)

If you have a pairrot card in hand, you may mimic the bird call of another player, tricking him into thinking you are a match. After both having revealed your cards, the tricked player must take his own card back in hand and must pay 1 egg to the player who played the pairrot. The pairrot card stays open on the table.



Hawkward (3x)

A hawkward isn't interested in a mate, it's just hungry! You can (inconspicuously) play a hawkward by placing the card open in front of you, in full sight of all players. Start counting down in silence from 10 to 0. As soon as the card is on the table, all players should fall quiet and place their cards face down on the table as quickly as possible. The last player to do this must pay 2 eggs to the general egg supply. If more than one player can still be heard and/or haven't put their cards on the table after 10 seconds, these players all lose 2 eggs. After this, turn the hawkward card face down, to indicate that it has already been used.

Peacecock (3x)

When you play a peacecock, you hold your cards splayed over your head, like a peacock showing off its tail feathers (with the backs of the cards facing the other players) and shout the peacecock's bird call ("Huweeeeh!"). You and the first player to respond with the same gesture and sound both receive an egg (even if the other player doesn't have a peacecock card).



Robbin' (2x)

If you (inconspicuously) play the robbin' card, you can try and steal an egg from another player without them noticing. If you succeed, you may keep the egg. If the victim catches you in the act before the egg is safely placed on the table in front of you, lying still, you must return it. You can only try once! To indicate that the victim has spotted the theft attempt, this player must make an angry bird noise (for instance: "CAW!"). When playing with robbins, make sure every player keeps their eggs in a reachable spot on the table.

