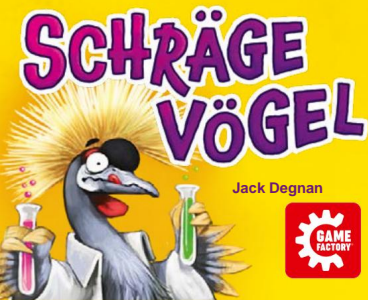


## DIRECTIONS



Jack Degnan



## • GAME CONTENT •

72 playing cards  
with different backs:

8x Collared Bird of Paradise 8x Scarlet  
Hoopoe 8x Scarlet  
Ibis 8x Shoebill 8x Northern  
Rhinoceros 8x Crowned  
Crane 8x Secretary Bird 8x  
King Vulture 8x Helmeted  
Cassowary

1

8

9



## • GAME OBJECTIVE •

Get the most points by collecting as many weird birds as possible. The scoring is just as weird as the birds themselves: Each bird only gives you points if you have an odd number of them in front of you at the end of the game!

It's up to you whether you prefer to take a card yourself or give it to an opponent - but always be aware of the risk, because the back of the card shows two birds, only one of which is real!

## • GAME SETUP •

1. Shuffle the cards well and place them in two draw piles of approximately equal height, easily accessible to everyone.

2. Deal **three** random cards to each player. Each player turns over **two** of them and places them from left to right in the position indicated on the card in their display. There should be room for all nine different birds. Each player places the **third card** face down in front of them, a little away from their display. You can look at your face down card at any time - it will be added to your display at the end of the game.

3. The weirdest bird in the round starts.

Display  
Player 1



2 draw piles



Display  
Player 2



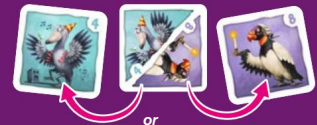
## • GAMEPLAY •

The game is played in a clockwise direction. When it is your turn, you choose one of the two piles and decide whether you want to take the top card for yourself (A) or choose an opponent to give it to (B).

You are not allowed to look at the front yet.

**Note:** If one of the two draw piles is used up, divide the other into two piles of approximately equal size before you make your turn.

**A** If you take the card for yourself, you reveal it and place it in your display. If you already have the bird on the front in your display, place the new card slightly offset on top so that all players can always see how many cards of a bird you already have. If you don't have the bird yet, place it in the position shown in your display.



**Note:** Always pay attention to the back of the cards - it indicates which of two birds it could be. Only if you have an odd number of a bird in your display at the end of the game does it score points!

**B** If you give the card to one of your opponents, he reveals it and proceeds as if he had taken the card himself.

**Note:** It can be useful to give your opponents birds that they currently have in an odd number in their display in order to cancel out their points.



Then it is the next player's turn in a clockwise direction.



# • END OF THE GAME •

The game ends **immediately** when a player has all nine different birds in his display. This can happen in three ways:

**1. By revealing your own face-down card:** If a player has exactly eight different birds in his display after his turn and his face-down card is the ninth, still missing bird ,

he can reveal them and thus end the game immediately.

**2. By taking a card:** If a player takes a card for himself and it is the ninth missing bird, the game ends immediately.

**3. By receiving a card:** If a player receives a card from an opponent and it is the ninth missing bird, the game ends immediately.

In rare cases, the game can also end when both draw piles are used up.

*Variation: If you want a longer and more tactical game, you can play three games and write down your points after each one. Whoever has the most points after three games wins!*



## Rating:

Each player adds his face-down card to his display (if he has not already done so) and then checks which bird he has an odd number of cards of in his display. Each of these cards is worth one point. Birds with an even number of cards do **not** give any points .

points.

**The player with the most points wins!**

In the event of a tie, the player with the most different birds in their display decides. If there is still a tie, the player with the most points for a bird wins. If there is another tie, the players involved share the victory.

## evaluation example



No Points



1 point



5 points



1 point



No Points



No Points

$$5 + 1 + 1 = 7 \text{ points}$$

## • CRAZY BIRD FACTS! •

The **Collared Bird of Paradise** has one of the most complex courtship rituals in the bird world! Once the male has attracted a female by chirping, he 'hypnotizes' her with his dance choreography.



**Scarlet Ibises** are very sociable animals that live in colonies of up to 2,000 individuals. Their bright red color comes from their diet, which consists primarily of crustaceans, mollusks and fish.



**Shoebills** often remain completely motionless for long periods of time. Their movements are slow and deliberate, but appearances can be deceptive: if necessary, they can be very fast.



Once a **rhinoceros bird** has chosen a partner, it remains monogamous for life. During breeding and rearing, the female is enclosed in her nest and is provided with food by the male.



When a young **hoopoe** feels threatened, it hisses like a snake and can secrete an extremely foul-smelling preen gland secretion.



**Crowned cranes** ' diet includes very experimental. Whether invertebrates, fish, small reptiles, amphibians or even berries and fruits - whatever fits in the beak, they eat.



The **cassowary** has a reputation for being very aggressive and dangerous. Although its claws are long and sharp, this reputation is undeserved: only two deaths from cassowary attacks have been documented.



**Vulture kings** , with their impressive wingspan of around 2m, often soar for hours without moving their wings once. In Mayan legends they were considered messengers of the gods.



The **secretary** 's name probably comes from the long neck feathers, which are reminiscent of quills tucked behind the ear, and from its resemblance to an early 19th-century official.



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For reasons of better readability, the generic masculine form is used, which is intended to be gender-neutral.

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