

BirdDay PARTY™



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Instructions
in English

Reinhard Staube's

BirdDay PARTY™

For 1-4 players, Ages 5 to Adult
Playing Time: Approx. 10 minutes

Contents:

1 Birdhouse Card



16 Bird Cards

Back



Front



The back shows one of four different birds (hummingbird, turkey, parrot, or flamingo). The front shows a present in one of four possible colors (red, yellow, green, or blue).

16 Peephole Cards

Back



Front



The front shows one of the four birds, a present (sock, snail cake, nut necklace, or can of worms) and a color.

Object of the Game:

There is a cool BirdDay Party going on in the woods! Many birds are there already, but four birds (hummingbird, parrot, turkey, and flamingo) still want to join the fun. To get in the party, they need to bring at least one present. But their host is picky and doesn't like just any present – he has very specific tastes! Unlike other games, players work together as a team to help the four guests find the right present. If there is **at least one present left over at the end of the game**, all players have won together and the hummingbird, parrot, turkey, and flamingo can all join the party!

Tip for Parents: *During the game, the child taking a turn must turn over one Bird Card. That player gets to choose which card to turn over. But, since everybody plays as a team, hints and suggestions from the other players are allowed and encouraged. It might help if you point this out to the players.*

Set Up:

Put the large Birdhouse Card in the middle of the table. Shuffle the 16 Bird Cards and spread them around the birdhouse with the bird side facing up, so that everyone can see all of them. Then, shuffle the Peephole Cards and put them face down in a stack near the Bird Cards, like the picture below:

16 Peephole Cards



Game Play:

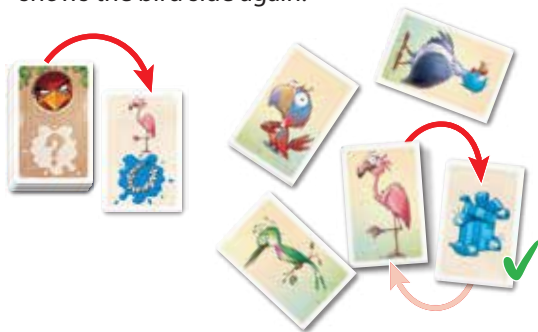
The youngest player goes first, and play continues clockwise. When a player takes a turn, they must do these three things in the order below:

1) First, the player turns over the top Peephole Card and puts it face up next to the stack (this will create a discard pile during the game).

2) Next, the player must flip over one Bird Card that shows the same bird as the Peephole Card. If there is more than one Bird Card showing that bird, the player can choose any one of them. If none of the Bird Cards show the same bird as the Peephole Card, the player turns over any Bird Card.

3) Then the player checks to see if either the type of present or the color of the present on the Bird Card matches the Peephole Card:

- If the present or the color (or even both) on the Bird Card is the same as the one on the Peephole Card, the Bird Card stays in place. Turn it back face down so that it shows the bird side again.



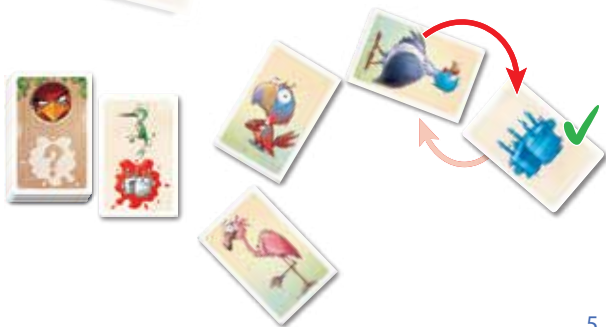
Example: It's Linus's turn. He turns over the top card of the Peephole stack. It shows a flamingo, and the present requested is either something blue or a nut necklace. Linus turns over a Bird Card that shows a flamingo and gets lucky - the back shows a blue present. The Bird Card is turned face down again and stays in place.

- If the Bird Card does not show a color or present that matches the one on the Peephole card, that Bird Card must be taken out of the game and put back in the box. Then, the same player has to turn over another Bird Card (of his or her choice) immediately. If this card also does not show the right present or the right color, it is put in the box as well. The player must keep on turning over new Bird Cards one by one, until they turn over a card which shows the same present or color as the Peephole Card. The matching card then stays in place and is turned back face down. Now it's the next player's turn.



Example: It's Sarah's turn. She turns over the top card of the Peephole stack, which shows a hummingbird. The requested present is something red or a snail cake. Sarah turns over a card that shows a hummingbird but is unlucky: the card she turns over has yellow socks - it's not red or a snail cake. So, Sarah must remove the hummingbird card from the game and put it back in the box.

It's still Sarah's turn, and she needs to turn over another Bird Card—she could turn over another hummingbird card, or she could pick a different bird instead. Sarah decides to turn over a turkey, and this time she's in luck: the card shows a snail cake! The turkey card remains in place, and Sarah turns it back face down. Now it's the next player's turn.



Tip for Parents: The children should try to remember the presents and colors on the Bird Cards that have been turned over: this will help them win the game. To encourage this, you could ask one player to remember the details of each card. For example: "Linus, you need to remember that this card shows a green sock."

Once the player has completed all three steps, it is the next player's turn. That player now turns over the top Peephole Card and puts it face up on the discard pile, then turns over a matching Bird Card and tries to find the right color or present. Players continue to take turns until all of the Peephole Cards have been turned over.

The End of the Game:

Once all 16 Peephole Cards have been turned over, the game ends. If there is at least one Bird Card left next to the Birdhouse Card, all the players win the game together. Now that everybody is finally here, the BirdDay Party can really get started!

However, if there are no Bird Cards left, our feathered friends can't get into the party. Sadly, that means that the players have lost. The best thing to do is start a new game and try again!

