

A Bird in the Hand

Designed by Ellie Dix and Mandela Fernández-Grandon

2-4 players | 45 minutes | Age 12+

A bird in the hand is worth two in the bush...

In this game of competitive deduction, you must manipulate your unseen cards and make the most of your clues to put together the best flock you can before your opponents.

Objective

Try to complete the longest run of birds before your opponents using your unseen cards. For a run to be valid, all birds must be different, consecutive numbers and all be different colours.

Components:

- 50 bird cards
- First player token
- 5 tracking sheets
- 5 pens
- 5 screening card holders

How to play:

The game takes place over a number of rounds. Before you play, give the first player token to a player at random.

Round set up:

- Shuffle all the bird cards then deal 3 cards to each player card. These are placed on each player's screen holder facing outwards so that player cannot see them, but the other players can. The player to your left orders your outward-facing cards for you highest to lowest - from the player's left to right. Cards with identical values will go next to each other.
- Now give three more cards to each player which they hold in their hand - facing themselves, so other players can't see them.
- Reveal three cards from the deck and put them in the centre of the table, grouping birds of the same colour together. Put the remaining cards in a face down draw deck.

[##should have round image here with round set-up##]

On your turn:

On your turn you may either 'Draw then play a card' **or** 'Take a card and declare a run'.

Draw then play a card

Decide whether you want to add a new card to your hand or holder. You can have a maximum of 5 cards in your holder.

If you have 5, you must draw into your hand.

1. **Draw** a new card from the deck and add it to either your:

- **Hand** in which case you can look at the card and add it to your hand, or
- **Holder** in which case you can face it outward and ask “What number is this card?” and another player will tell you before adding it, facing outward, into your holder in any position you choose.

2. **Play** a card. You may choose to play a card from either your hand or your holder. When you play a card, request information from other players. You say:

- a) “How many cards on my holder have the same number as the card I played?”
- b) “Please point to cards on my holder that are the same colour.”

Players must always be honest in the information they give. You may use your pen to write information discovered on the back of the cards in your holder.

3. **Give** information to the player on your left. Using the same card that you played, give the player on your left information about the cards on their holder. They ask the same two questions and log information they receive on the backs of their cards.

4. **Place** the card on the table with other bird cards of the same colour or create a new column if it is the first of that colour.

Take a card and declare a run

You *may* take any face up card from the centre OR a card from your hand and place it on the table in front of you. (Note, you do not have to take a card from the table or from your hand). Choose cards on your holder that you think make a complete run and place them face up on the table with the card initially placed.

For the run to be valid:

- Each card must have a different number and all numbers must be consecutive.
- All birds must be different colours.

If the run you played was not valid, all the cards used in the attempt are placed face up on the table. You may keep any unused cards on your holder. If you took a card to complete your run, return it to the table.

If your run was valid, in clockwise order from the active player, all other players now have a chance to ‘take a card and declare a run’.

Players who successfully completed a run now takes a point token equal to their score:

Number of cards in run	3	4	5
Score	1	2	3

Move the first player marker clockwise to the next player. A new round now begins.

Game End

The game ends when each player has been first player once. The player with the highest score wins. In the case of a tie, the player with the highest single point token wins. If it is still a tie, the tied players share the victory.