



# A Bird in the Hand

A deduction game in which you can't see your own cards

## Overview

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

In this game of competitive deduction, manipulate your unseen cards and make the most of clues to present the best flock before your opponents.

## Components

- 50 bird cards
- 5 tracking sheets
- 5 pens
- 5 card holders

## Features

DEDUCTION

SET COLLECTION

PERFECT TIMING

## How to Play

You have no 3s and this bird is blue

You have one 3 and no blue birds



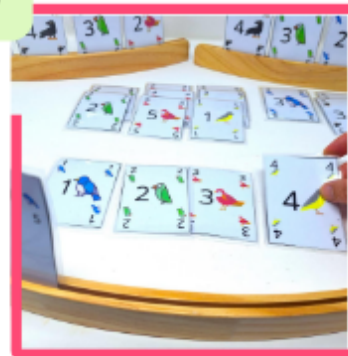
Start with three cards in your holder facing away, and three in hand.



Draw, then play a card to get information about cards in your holder. Track information on the back of the cards.



Using the same card, give information to the player on your left about their cards.



Instead of taking a turn, you may reveal cards from your holder to attempt to create a run. Runs give you points and after 3 rounds, the most points wins.

Designers: Ellie Dix & Mandela F-G

Contact: [ellie@thedarkimp.com](mailto:ellie@thedarkimp.com) & [mandelagrandon@gmail.com](mailto:mandelagrandon@gmail.com)