

CARL CHUDYK

THE BIRD

TOLD ME TO DO IT



2-3 Players
30-45 minutes
Ages 12+

Contents

48 Bird Cards

- 8 Blue Seabirds
- 8 Red Firebirds
- 8 Yellow Sunbirds
- 8 Black Nightbirds
- 8 White Snowbirds
- 8 Gray Silverbirds

6 Plumage Cards

1 Trunk Card

1 Pass Card



Example: Bird Card



Objective

Make sure your color birds show up the most on the branch to score big. Do what the birds say and score even bigger!

Setup

1. Place the **Trunk Card** face-up in the center of the playing area.
2. Shuffle the **Bird Cards** and deal a card face up to each player.
 - a. The player dealt the largest-value card goes first.
 - b. If there is a tie, deal each tied player another face-up card until the tie is broken.
3. Deal cards face down to each player until they all have 6 cards.
4. Place the remaining cards face down to form a draw deck.
5. Place the **Plumage Cards** face up next to the draw deck.
6. Place the **Pass Card** next to the draw deck.

Playing The Game

End of Game is when someone has scored 30 or more points. Points are awarded at the **End of Round** which is determined by when there are no more available connections or everyone passes.

Play proceeds clockwise around the playing area. For each player's turn:

- If no **Bird Cards** are in play, all players return **Plumage Cards** and the **Pass Card**.
- Perform the **Add Phase**.
- If you did not pass, perform the **Branch Phase**.

If at anytime a player cannot draw a card, shuffle the discard pile and then continue drawing. The second time this happens, immediately stop your turn, perform **End of Round** scoring and proceed to **End of Game**.

Add Phase

You can do one of:

- Add two cards to the branch from your hand.
- Add a card from your hand then take a matching unclaimed **Plumage Card**.
- Add a card from your hand then draw a card.
- Draw two cards and pass, taking the **Pass Card** if it is unclaimed.

If you did not pass, ensure the **Pass Card** is returned to the center of the playing area.

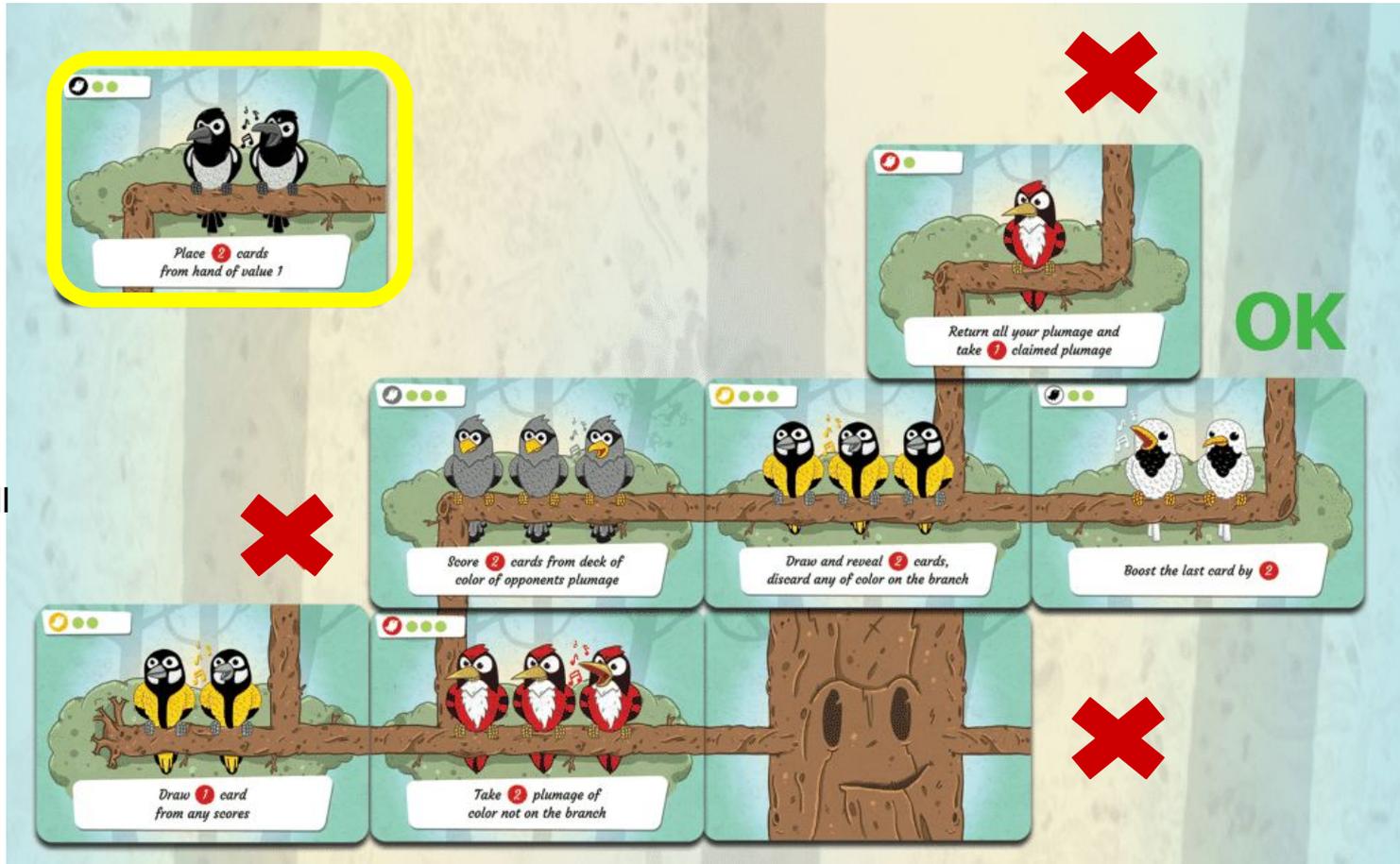
Adding to a branch

When placing a **Bird Card**,

- Must connect to an existing card. Only the sides of the **Trunk Card** are valid connections.
- Must have an equal or lower value than the card it connects to.
- Must be facing the same direction as the **Trunk Card**.
- Open connections may dead-end into other cards.
- Cannot overlap with an existing card.
- Cannot form a loop.
- Cannot connect to the **Trunk Card** if it already has a connection.

Example: Adding to a branch

The player wants to add the two nightbirds to the branch



The card has more than one bird.

The card will overlap with the Silverbirds.

The trunk already has a connection **and** the connections don't line up.

Branch Phase

Select a leaf card (i.e. only one connector used) you played and trace a route from the **Trunk Card** to that leaf card, executing the instructions for each card before moving onto the next.

- If a card becomes covered before you reach it, execute the instructions on the new card instead.
- If the branch is pruned before reaching the played leaf card, stop at the new leaf card.
- If more cards are added beyond the selected leaf card, continue on, choosing a new leaf card past the current one.

From the draw pile, discard a **Bird Card** face up. ~~As a bonus, perform the action on the discarded card. Treat the bonus card as if part of the route for actions that chain.~~

Doing What the Bird Says

A player must execute, as much as possible, all bird instructions that are based on public information.

- A player does not have to execute an instruction based on a card in their hand being of a certain type. Drawn cards are public if an action is based on their type.
- Actions that apply to all players includes the current player.

Boosting: Instructions with a number in red circle can be boosted, or increased, in two ways (1) instructions from other cards and/or (2) the number of **Bird Cards** of the same color on the route being traced, both before or after.

When color boosting, if the action changes the number of the same colored cards along the route, this does not affect the currently executing card but will affect execution of later cards along the route.

Example: Boosting



You've selected the three silverbirds card you placed during the **Add Phase** as the leaf card to execute to. The first card on the route to execute is the four nightbirds. You get to boost it by 1 because of the three nightbird card on the route, making it "Place 2 cards from hand".

End of Round

The round ends when either

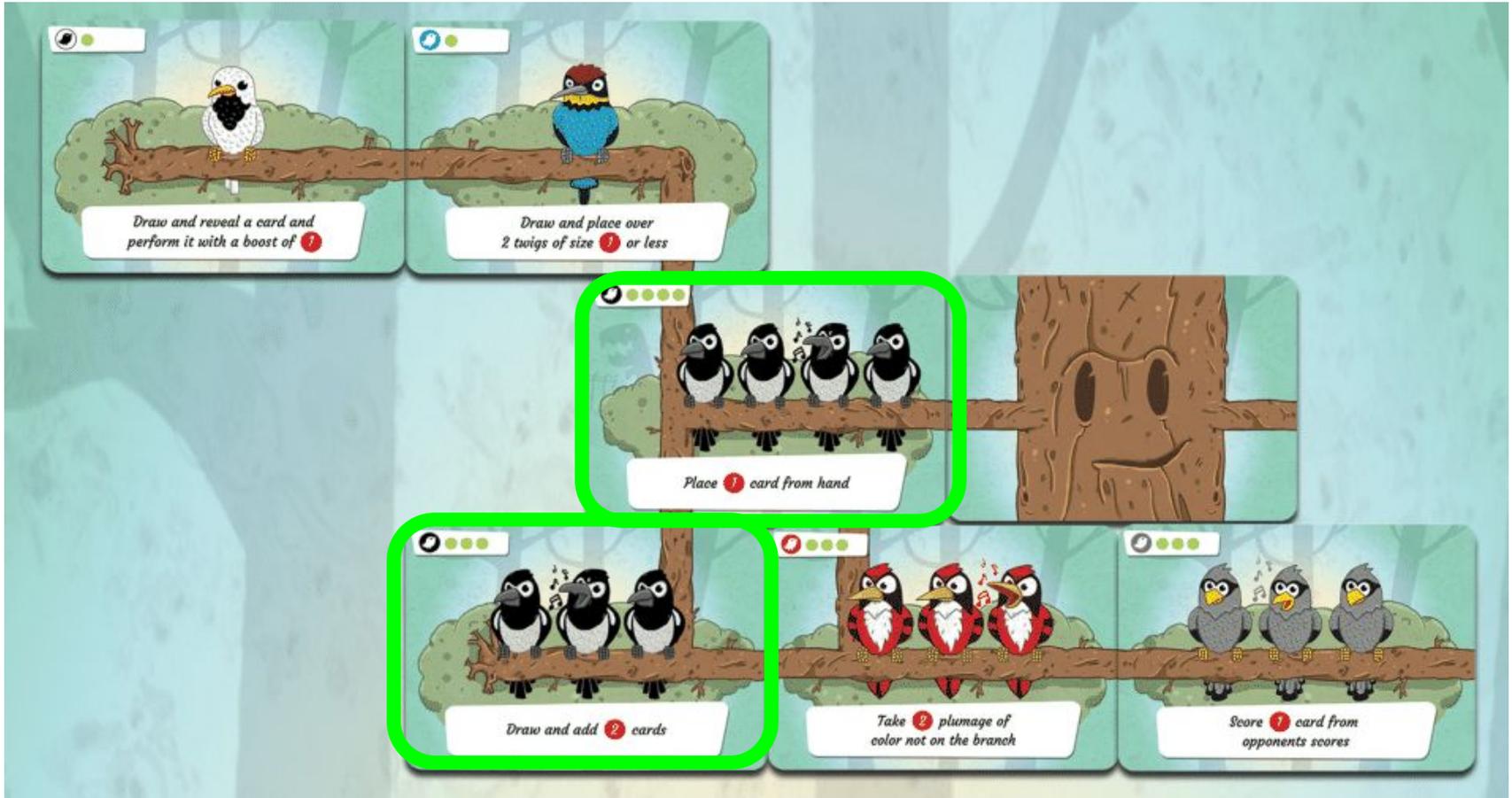
- A player's turn completes and there are no more available connections.
- When it becomes the player's turn who has the **Pass Card** (i.e. all players have passed).

Awarding the branch:

1. The colors with the most number of birds on the branch awards its cards to the players that have claimed those colors' **Plumage Cards**. In any order, place the cards face up on your score pile, splayed so the value is visible.
2. Discard all unawarded **Bird Cards**, including those that were covered or when the winning color's **Plumage Card** was unclaimed.

Remember: At next player's turn to return all **Plumage Cards** and the **Pass Card**.

Example: Scoring



All players passed, ending the round:

- With 7 birds in play, the player with the nightbird's **Plumage Card** wins the round.
- The two nightbird cards go on top of that player's score pile, in any order.
- All other **Bird Cards** are discarded.

End of Game

The game ends when a player has scored 30 or more points.

The winner is the player with the most points. If a tie occurs, the current player wins if they are part of the tie, otherwise the tie goes to the next player to start a turn among the tying players.

Appendix

Variants

4-5 Players

- Shuffle in the **Bird Cards** from a second deck and play the rest of the game as usual.

Bonus Card

- Play with the ~~striked out~~ rules

Term Glossary

Any player: This includes the active player.

Add a card: Place the card at the end of branch, extending it. See also **Place a card**.

Boost a card: Increase the red-circled value of the referred to card by the amount specified.

Branch: All **Bird Cards** that are connected to one side of the trunk (i.e. all that are in play).

Draw and ...: The card must be revealed if an action is contingent on its type. If the drawn card is unused, keep it in hand.

Last card: The last card executed this turn (~~i.e. the bonus card~~).

Leaf card: A card with only one connection used.

Next card: The following card in the route, ~~including the bonus card~~.

Place a card: Place the card on top of an existing card or add it to the end of a branch.

Place over a card: Place a card on top of an existing card in the branch. See also **Place a card**.

Route: Contiguous **Bird Cards** starting from the trunk and extending to a selected **Leaf card**.

Score a card: Put the card face up on top of your score pile, splayed so the values are visible.

Score a card from deck ...: Since this isn't a "Draw", discard the card if it cannot be scored.

Twig: A **Bird Card** attached to a branch (i.e. in play).

Card Index

46. Add [2] cards from hand:

You *may* add up to [2] cards from your hand to the end of a branch, such that they connect legally as explained in the base rules. You do not have to add any cards.

("may" because legality of placing cards from hand is not public)

3. Boost the next card by [1]:

When you execute the action on the next card along your route this turn, execute it with a number [1] higher than the number in brackets on the card. ~~If there is no next card on the branch, instead boost the number in brackets when you execute your bonus card. If this card is the bonus card, there is no effect.~~

4. Boost the next card of same color as your plumage by [2]:

The next time you execute an action on a card along your route this turn that has the same color as one of your plumage cards, execute it with a number [2] higher than the number in brackets on the card. ~~If there is no such card on the branch, if the bonus card you execute last on your turn is of the same color as one of your plumage cards, it is boosted instead. If the bonus card is not of the right color, or if this card is the bonus card, there is no effect.~~

2. Boost the next size one card by [2]:

The next time you execute an action on a card of size one along your route this turn, execute it with a number [2] higher than the number in brackets on the card. ~~If there is no such card on the branch, if the bonus card you execute last on your turn is of size one, it is boosted instead. If the bonus card is not size one, or if this card is the bonus card, there is no effect.~~

Card Index

8. Boost the next size [1] card by two:

The next time you execute an action on a card of size [1] along your branch this turn, execute it with a number two higher than the number in brackets on the card. ~~If there is no such card on the branch, if the bonus card you execute last on your turn is of size [1], it is boosted instead. If the bonus card is not size [1], or if this card is the bonus card, there is no effect.~~

5. Boost the last card by [2]:

When you execute the leaf card ~~bonus card~~, execute it with a number [2] higher than the number in brackets on the card. ~~If this is the bonus card, there is no effect.~~

1. Discard a card from hand and perform it with a boost of [2]:

You must pick any card in your hand and place it in the discard pile. Execute its action with a number [2] higher than the number in brackets on the card.

34. Discard your hand then draw [2] cards:

You must discard all cards from your hand. Then you draw [2] cards, without revealing them.

21. Discard [1] card at random from any hands:

You must choose any player and pick a card from their hand to put into the discard pile, without looking at the identity of the cards in the hand, [1] time. Each card discarded can be from a different player, and you can choose from whom to discard after seeing the result of the discard. You may discard from your own hand, but it must be random; have another player choose for you without looking at the identities of the cards. *If other players do not have enough cards, you must discard from your own hand.* If there are not enough cards to discard amongst all players, discard them all.

Card Index

11. Discard [1] card from hand and take its color plumage:

You must place [1] card from your hand into the discard pile. Then take the plumage card of its color and place it in front of you, even if it currently belongs to another player. If you have no card to discard, you do not take a plumage card.

18. Discard [1] card from any scores:

You must move the top card from any score pile to the discard pile, [1] time. These can be from different score piles, or all from the same score pile. They can even be from your own score pile, and *if there are none available in any other score piles, then they must be*. If there are not enough cards available in all score piles combined to return, return them all.

19. Discard [2] twigs of color not of any claimed plumage:

You must take [2] cards from anywhere on the branch and place them in the discard pile, one at a time, of color not matching any plumage card in front of any player. If you take a card that is not an end of a branch, there must be a card beneath it and the remaining branch must connect legally, as described in the base rules. If there are not enough cards of the right colors, or you cannot legally take them away from the branch, discard as many as you can. If there are no cards on the branch, you do not remove any.

43. Draw and add [2] cards:

You must draw and reveal [2] cards, one at a time. You must add each card as you draw it to the end of a branch, such that they connect legally as explained in the base rules, if possible. If you cannot, you take the card into your hand.

Card Index

17. Draw and place over two twigs of size [1] or less:

You must draw two cards, one at a time, revealing them. If you can place each card over an existing card of size [1] or less on the branch such that it connects legally as explained in the base rules, you must. Otherwise, you take the card into your hand.

20. Draw and place over [1] twig:

You must draw [1] card, one at a time, revealing them. If you can place each card over an existing card on the branch such that it connects legally as explained in the base rules, you must. Otherwise, you take the card into your hand.

44. Draw and place [1] card:

You must draw and reveal [1] card, one at a time. You can add each card to the end of a branch, or you can place the card over an existing card on the branch, such that it connects legally as explained in the base rules. If you cannot, you take the card into your hand.

6. Draw and reveal a card and boost the next card of its size by [1]:

You must draw a card and reveal it to all players, note its size, then keep it in your hand. The next time you execute an action on a card along your branch this turn that has the same size, execute it with a number [1] higher than the number in brackets on the card. ~~If there is no such card on the branch, if the bonus card you execute last on your turn is of the same size, it is boosted instead. If the bonus card is not of the right size, or if this card is the bonus card, there is no effect.~~

Card Index

24. Draw and reveal a card and discard [1] twig of its color:

You must draw and reveal a card for all to see. Then take [1] card of the same color from anywhere on the branch and place them in the discard pile, one at a time. If you take a card that is not an end of a branch, there must be a card beneath it and the remaining branch must connect legally, as described in the base rules. If there are not enough cards of the right color, or you cannot legally take them away from the branch, discard as many as you can. If there are no cards on the branch, you do not remove any. You then take the drawn card into your hand.

7. Draw and reveal a card and perform it with a boost a [1]:

You must draw a card and discard it for all to see. Execute the action on the card with a number [1] higher than the number in brackets on the card.

14. Draw and reveal [1] card and take that color plumage:

You must draw and reveal [1] card for all to see. You then take all plumage cards of color matching any of the drawn cards, even if they belong to other players. You keep the drawn cards in your hand.

36. Draw and reveal [2] cards, discard any not of your color plumage:

You must draw and reveal [2] cards for all to see, one at a time. Each time you then place the card into the discard pile if the color of the card does not match one your plumage cards. If it does match, you take the drawn card into your hand. If you have no plumage cards, you still draw and reveal [2] cards, then discard them.

Card Index

35. Draw and reveal [2] cards, discard any of color on the branch:

You must draw and reveal [2] cards for all to see, one at a time. Each time you then place the card into the discard pile if the color of the card does not appear anywhere in the branch. If it does appear, you take the drawn card into your hand.

40. Draw until you have [4] cards:

You must draw cards from the deck into your hand one at a time until you have [4]. You do not reveal them. If you already have [4] or more, you do not draw any cards.

38. Draw [1] card:

You must draw [1] card from the deck into your hand. You do not reveal them.

37. Draw [1] card from any scores:

You must take the top card from any score pile into your hand, [1] time. These can be from different score piles, or all from the same score pile. They can even be from your own score pile, and if there are none available in any other score piles, then they must be. If there are not enough cards available in all score piles combined to take, take them all.

39. Draw [1] twig:

You must take [1] card from *anywhere on the branch* and place them into your hand, one at a time. If you take a card that is not an end of a branch, there must be a card beneath it and the remaining branch must connect legally, as described in the base rules. If there are not enough cards, take them all. If there are no cards on the branch, you do not take any.

Card Index

33. Draw [2] twigs of a color:

You must take [2] cards of the same color from *anywhere on the branch* and place them into your hand, one at a time. If you take a card that is not an end of a branch, there must be a card beneath it and the remaining branch must connect legally, as described in the base rules. If there are not enough cards of the same color after taking the first, take as many as you can. If there are no cards on the branch, you do not take any.

47. Place over [2] twigs from hand:

You *may* place up to [2] cards from your hand, one at a time, over an existing card on the branch such that it connects legally as explained in the base.

("may" because legality of placing cards from hand is not public)

45. Place two cards from hand of value [1] or less:

You *may* choose up to two cards from your hand of value [1] or less. You can add the cards to the end of a branch, or you can place the cards over existing cards on the branch, such that they connect legally as explained in the base rules. You do not have to place any cards.

("may" because legality of placing cards from hand is not public)

48. Place [1] card from hand:

You may choose up to [1] cards from your hand. You can add the cards to the end of a branch, or you can place the cards over existing cards on the tree, such that they connect legally as explained in the base rules.

("may" because legality of placing cards from hand is not public)

Card Index

41. Place [2] cards from hand not of your color plumage:

You *may* choose up to [2] cards from your hand of different color from any plumage card you have. You can add the cards to the end of a branch, or you can place the cards over existing cards on the branch, such that they connect legally as explained in the base rules. You do not have to place any cards.

("may" because legality of placing cards from hand is not public)

42. Place [2] cards from hand of value 1:

You *may* choose up to [2] cards from your hand of value 1. You can add the cards to the end of a branch, or you can place the cards over existing cards on the branch, such that they connect legally as explained in the base rules. You do not have to place any cards.

("may" because legality of placing cards from hand is not public)

15. Return all plumage from all players and take [1] plumage:

All players must return all plumage cards they have to the supply beside the draw deck. Then you must take any [1] of the plumage cards to place in front of you.

9. Return all your plumage and take [1] claimed plumage:

You must place all your plumage cards back into the supply besides the draw deck. Then choose [1] plumage card belonging to any other players and place them in front of you. If there are not enough plumage cards belonging to other players to take, take them all.

23. Return [1] plumage from any players:

You must take [1] plumage card from in front of any player and place it in the supply beside the draw deck. You may return your own plumage cards, and if other players do not have enough to return [1], you must. If there are not enough plumage cards to return, return them all.

Card Index

31. Score two cards from hand of value [1] or less:

You *may* choose and place up to two cards from your hand onto the top of your score pile, provide they are of value [1] or less. You may choose not to score any cards.

("may" because value of cards from hand is not public)

32. Score [1] card from deck:

You must draw and place [1] card from the deck onto the top of your score pile, one at a time in the order they are drawn.

30. Score [1] card from hand:

You must choose and place up to [1] card from your hand onto the top of your score pile.

27. Score [1] card from opponents' scores:

You must move the top card from any other score pile to the top of your score pile, [1] time. These can be from different score piles, or all from the same score pile. If there are not enough cards available in all other score piles combined to take, take them all.

26. Score [1] twig:

You must take [1] card from anywhere on the branch and place them on top of your score pile, one at a time. If you take a card that is not an end of a branch, there must be a card beneath it and the remaining branch must connect legally, as described in the base rules. If there are not enough cards, score as many as you can. If there are no cards on the branch, you do not score any.

Card Index

10. Score [1] twig of a color and take that color plumage:

You must take [1] card from anywhere on the branch and place it on top of your score pile, one at a time, of same color as the first you score. If you take a card that is not an end of a branch, there must be a card beneath it and the remaining branch must connect legally, as described in the base rules. If there are not enough cards of the same color, or you cannot legally take them away from the branch, score as many as you can. After scoring the cards, take the plumage card of its color and place it in front of you, even if it is already owned by another player. If there are no cards on the branch, you do not score any, and you do not take any plumage card.

28. Score [2] cards from deck of color of opponents' plumage:

You must draw and reveal a card [2] times, one at a time. Each time, if the card is the same color as any plumage card belonging to another player, place it on top of your score pile. Otherwise, place the card *in the discard pile*.

29. Score [2] cards from hand of color of opponents' plumage:

You *may* choose and place up to [2] cards from your hand onto the top of your score pile, provided they are of color matching plumage cards belonging to opponents. You may choose not to score any cards.

("may" because color of cards from hand is not public)

25. Score [2] cards from hand of value 1:

You *may* choose to place up to [2] cards from your hand onto the top of your score pile, provided they are of value 1. You may choose not to score any cards.

("may" because value of cards from hand is not public)

Card Index

13. Swap [1] of your plumage with claimed plumage:

You must give [1] plumage card you have to another player who has a plumage card in exchange for it. You cannot trade more times than the number of plumage cards you have, or more times than the number of plumage cards other players have. If you have no plumage cards to trade, or if other players have no plumage cards, you do not give or take any.

22. Swap [1] twig with a card from hand:

You *may* place up to [1] cards from your hand, one at a time, over an existing card on the branch such that it connects legally as explained in the base. Each time you do, take the card you place over into your hand.

("may" because legality of placing cards from hand is not public)

16. Take [1] unclaimed plumage:

You must take [1] plumage card from the supply pile and place it in front of you. You cannot take plumage cards already claimed by other players. If there are not enough plumage cards available, take them all.

12. Take [2] plumage of color not on the branch:

You must take [2] plumage cards having colors not seen anywhere on the branch. You may take them even if they belong to other players. If there are not enough plumage cards not seen on the branch, take all of color not seen.

Revisions: v1

- Game play: Striked out bonus card rules.
- Game play: Changed Card Index's "**Score [1] card from hand**" to a "must" from being a "may" since it doesn't depend on non-public information.
- Clarified **Add Phase** action pairs are sequential.
- Refer to the creation and awarding of a branch as a **Round**.
- Removed **End of Round** cleanup to draw attention to beginning of turn cleanup.
- Consolidated cleanup and shuffling rules into gameplay overview.
- Visually located picture descriptions next to what they are describing.
- Clarified value and color is tied to depicted birds.
- Clarified placement rules for card orientation and dead ends.
- Consistently use terms like "place", "branch", "boost", "twig".
- Corrected boosting instructions to refer to the red circle rather than brackets.
- Add boosting example
- Turn Bird Instructions into a glossary
- Integrate, sort, and make card appendix consistent with the revised rules.
- Made Card Index's "score a twig" less redundant and consistent with "draw a twig"s wording.
- Made the Card Index's "swap" wording consistent with "place over".
- Adjusted "draw and .." definition to fix contradiction with card descriptions (about revealing).

Credits

Designer: Carl Chudyk

Artist: Dawid Wiącek

Publisher: Czacha Games

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Images are sourced from the original rule book or the kickstarter campaign.



TITMOUSE



WOODPECKER



MAGPIE



BEE EATER



SHRIKE



WAGTAIL

