



BIRD HEAD



PLAYERS: 2-4
TIME: 10-20 MIN

DESIGNER: KENICHI TANABE
GAME TYPE: DEDUCTION, TACTICS

In Japan, we say "Toriatama (Bird-Head)". It means that the bird forgets everything after 3 steps.

SETUP: Give each player 1 crate, and place any remaining back in the box. Place all drinks in the center of the table. Lay out all stock cards face up in the center of the table. They are used as reference only. The start player is the player who most recently listened to a bird call.

GAMEPLAY: During the game, drinks will follow a specific path for movement. Drinks move from the center of the table to a player's right hand, then to a player's left hand, and then to the player's crate.

Beginning with the start player and moving clockwise, players take one drink from the center into their right hand and announce its shape and color. If another player has a drink in either hand that shares a color or shape with the newly chosen drink, they may state "I have a ____" drink, revealing their hand. If the drink matches the newly chosen drink as stated, the player who just took the drink must place it back into the center. In addition, the player who spoke up gets to move the drink from their revealed hand to the next position (from their right hand to their left hand, or from their left hand to their crate). If the player who spoke up was not correct, they must return their revealed hand of drink(s) to the center instead.

After play has passed around a single time, players move all drinks in their hand to the next position on the beginning of their turn, before picking a new drink. For example, they would pass from their right hand to left, and/or from their left hand to their crate. Players may not look at the drinks in their fists at any point. If a player is caught looking at their drinks, they must return them.

GAME END: As soon as 1 player has filled all 6 slots in their crate, the game ends. Players place all drinks from their fists into their crate, starting with their left fist. If you end with more drinks than fit into your crate, any extras that do not fit must be placed back into the center.

SCORING: Players score a point for each unique color and each unique shape they have in their crate.

The winner is the player with the most points! If tied, it is the player with the most drinks. If still tied, players share victory!

Rulebook Editing: Travis D. Hill



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