

Where are the Birds

Game creator: Steven & Tara Poelzing

Ages 3 and up

2 or more players

This is a twist on the traditional memory game.

1. Take all the bird cards and scatter them face down on the table. This represents “the shrubbery.”
2. Let the youngest player pick up two cards first. If the two cards match, that player gets to keep the cards in front of her or him face up. If the two birds do not match, put them back in the shrubbery face down.
3. The next person picks up two cards following the same rules.
When there are no more birds to match the person with the most birds wins.

Adults: As a child’s game playing skills increase, you will notice that they will preferentially choose the cards with the fewest colors on the table. If you want to increase the challenge, try going for the more difficult colors like black and red. Each card has a number of feathers on it corresponding to the difficulty of getting a match. Add up your feathers and your child’s feathers to see who won a more sophisticated version of “Where are the Birds.”

Look in the Tree or Check in the Shrubby

Game creator: Steven & Tara Poelzing

Ages 4 and up

2 or more players

1. Deal out 5 cards to each player. Players should not show each other their cards, but they can look at their own.
2. Put the rest of the cards in a stack in the center of the playing area (the tree).
3. Take the top three cards off the tree and scatter them face down in the shrubbery.
4. The youngest player starts. If a player has 2 matching birds in their hand at any time, they put them face up in front of them for points at the end of the game.
5. The player whose turn it is shows all the players a card in their hand and asks, “Has anyone seen this bird?” If any player has that bird in their hand, they must give it to the player who asked for it. If no one has it, everyone says, “Look in the tree or check in the shrubbery.” The player then draws one card from “the shrubbery” or “the tree.”
6. At the end of a turn, a player discards one card from their hand into the shrubbery face down. Do not reveal the discarded card.
7. Play passes to the next player. The game is over when a player has no more cards in her or his hand.
8. Count up the number of birds in front of you. The person with the most birds wins.

Adults: When everyone in the game knows how to ask for cards based on the colors of the cards everyone is holding, it’s time to add a twist to the game.

The first twist is to let the person whose turn it is ask only one other player for a card.

Birdie

Game creator: Steven & Tara Poelzing

Ages 5 and up

2 or more players

1. Deal 7 cards to each player. Players should not show each other their cards, but they can look at their own.
2. Put the rest of the cards in a stack in the center of the playing area. This represents “the tree.”
3. Take the top card off the tree and place it face down anywhere in the shrubbery.
4. Players draw one or two cards from either the shrubbery or the tree. If a player draws two cards both must come from the shrubbery or the tree.
5. When a player has a match, at least three birds of the same color with different numbers of feathers, or at least three birds with the same number of feathers, but different colors, place the cards in front of the player. Players may play single cards in front of them if the card is part of a set in front of another player.
Each player places one card from their hand face down anywhere in the shrubbery at the end of their turn.
6. When a player has discarded their entire hand the game is over.
7. Count the number of feathers on each match. For example, the Blue Jay has 2 blue feathers on each card. That match is worth 2 points. Subtract the TOTAL number of feathers in your hand from your total.
8. Play more matches. The first person to 100 wins.

Guess My Bird

Game creator: Steven & Tara Poelzing

Ages 6 and up

2 to 10 players

Things you'll need:

Pencil or pen for the players.

[Player sheets. Download here](#) and cut in half. Each player needs their own copy.

1. Separate the birds into two decks. Each deck should have only one copy of a bird. You will only need one deck.
2. Arrange one deck, bird side down in the *Shrubbery* in rows and columns. We suggest 5 rows, and 6 columns. (One column will only have two cards in it).
3. Give every player a [player sheet](#).
4. Use the [player sheets](#) to indicate which bird is "your bird." It is possible that more than one player selects the same bird.
5. The object of the game is to be the first to discover the other players' birds.
6. The youngest player starts first by asking any other player a question that can be answered with a yes, no, or I don't know. For example, a player may ask another player, is your bird's color in this column (while pointing to the face down birds in the shrubbery)? The other player must answer truthfully to the best of his or her knowledge. If a player cannot remember which card is their bird, then they can honestly answer that they "don't know."
7. Mark down what ever information you gather on your player sheet. You can mark down information based on others' questions and answers.
8. Before your turn ends, you can move four cards in the *shrubby*, including your own. Exchanging two cards is considered two moves. Turning a card over is considered one move. You can turn four cards over if you like.
9. Play proceeds clockwise.
10. At the beginning of a player's turn, they can say, "I can guess your bird." They then circle the bird on their player sheet and then show it to their opponent. If they are correct, then the player whose bird was guessed is out of the game. If the person is incorrect, the guesser is removed from the game. That represents the end of that player's turn.
11. Play proceeds clockwise as usual.
12. If there are multiple players, give one point to every person who guesses correctly. Play a new game until one player scores 5 or 10 points.

The Missing Bird

Game creator: Steven & Tara Poelzing

Ages 6 and up

2 to 10 players

Things you'll need:

Pencil or pen for the players.

[Player sheets](#). [Download here](#) and cut in half. Each player needs their own copy.

A non-transparent envelope.

1. Separate the birds into two decks. Each deck should have only one copy of a bird.
2. Arrange one deck, bird side up in the *Shrubbery* in rows and columns. We suggest 5 rows, and 6 columns. (One column will only have two cards in it).
3. Shuffle the remaining deck. Under the table, randomly select one bird and put it in the envelope. This is the *Missing Bird*.
4. Deal out the rest of the birds to the remainder of the players. Players should not show each other their cards. You don't even have to reveal the back of your cards to other players.
5. Give every player a [player sheet](#).
6. Use the [player sheets](#) to mark down what birds you have. The object of the game is to be the first to discover which bird is in the envelope.
7. The youngest player starts first by asking any other player a question that can be answered with a yes or no. For example, a player may ask another player, do you have any blue birds that are in this column (while pointing to the face up birds in the shrubbery)? Be creative with your questions. You can even ask questions like, "Do you know that the missing bird is black?" The other player must answer truthfully to the best of his or her knowledge.
8. Mark down what ever information you gather on your player sheet. You can mark down information based on others' questions and answers.
9. Play proceeds clockwise.
10. At the beginning of a player's turn, before they ask a question, they can say, "I know what bird is missing." They then circle the bird on their player sheet and then peak into the envelope. If they are correct, then that player shows everyone the *missing bird* and the bird that was circled on the [player sheet](#).
11. If the player is incorrect, then they are out of the game and play proceeds as normal.

A Flock of Birds

Game creator: Steven & Tara Poelzing

Ages 7 and up

2 to 4 players

1. Deal 4 cards to each player. Players should not show each other their cards, but they can look at their own.
2. Put the rest of the cards in a stack in the center of the playing area (the tree).
3. Take one card from the tree and place it in the middle of the playing area (the shrubbery). Its orientation at this point is unimportant.
4. The youngest player starts first.
5. You can play as many cards as you like next to a card in the shrubbery if every detail (bird name, color, family, and range) on the cards are similar or different. This makes a group. For example, if an American Robin is in the shrubbery, a player may play an Eastern Towhee and a Rose-breasted Grosbeak because they all are color coded black, each one is part of a different family (Thrush, Sparrow, and Cardinal respectively), each has a different number of feathers (4, 3 and 2 respectively), and the ranges of the birds are all different.
6. A legal group contains at least 3 birds.
7. All groups must be horizontal or vertical. You cannot play cards diagonally.
8. Cards can only be played next to cards already in the shrubbery only if the card in the shrubbery is included in the new group.
9. Cards played in the shrubbery may touch other cards as long as rule 5 is followed.
NOTE: You can create a group and have one of your cards touching another card that does not make a group.
10. All cards in the rows and columns of the newly played card(s) are rotated so they can be read by you if they constitute a group. You can play a single card on a group of 3 or more cards and still get credit for the group as long as your new card follows rule 5.
11. If you empty your hand or there are no more birds in the tree, the game ends.
12. Draw a card at the end of the turn.

A Picture of Birds

Game creator: Steven & TaraPoelzing

Ages 8 and up

2 or more players

1. Place 9 cards face up in the bush in a 3 x 3 card pattern.
2. Place 1 card face up next to the bush. This card can be exchanged with cards in the bush.
3. Put the rest of the cards in a stack (the tree) next to the playing area.
4. The object is to move three cards into a position (row, column, or diagonal) such that every detail of the card (bird name, color, family, and range) are similar or different. This makes a group.
5. The youngest player starts first.
6. On a player's turn, she or he must exchange two face up cards within 10 seconds of their turn starting.
7. Any player that observes three cards in a row, column or diagonal that fits rule 3 and calls out "Picture" gets to take those cards and add them to his or her album (placed face down in front of the player for scoring at the end of the game).
 - o If there are three cards in a row that fit rule 3 and one of those cards is in a column that fits rule 3, then the player may take all 6 cards. It is possible to take all nine cards in this game.
8. The bush is filled back up to a 3 x 3 card grid and play proceeds to the next player.
9. If no one can take a picture within a few minutes, the turn passes to the next player.
10. The player with the most birds in their album when the tree runs out of cards wins the game.

Nine Birds on the Branch

Game creator: Steven & Tara Poelzing

Ages 8 and up

2 to 6 players

Use two or more decks to add more players

1. Deal 4 cards to each player. Players should not show each other their cards, but they can look at their own.
2. Put the rest of the cards in a stack in the center of the playing area (the tree).
3. Take four cards from the tree and place them face up in a column in the middle of the playing area. This represents the trunk of the tree, and all birds are played in one of these 4 rows making a branch.
4. The youngest player starts first.
5. On your turn, you may play any bird from your hand in one of the 4 rows as long as the number of total feathers in that row (branch) does not exceed 9.
6. If the sum of feathers on a branch equals 9, take all the birds except the bird you just played and put them aside for scoring at the end of the game. These are your scoring birds. Slide the last played card back to the trunk.
7. If a player does not score any birds or cannot play a bird, proceed to step 8.
8. Draw a new bird into your hand at the end of your turn from the tree.
9. Play proceeds clockwise.
10. As soon as a player cannot draw a bird from the tree, proceed to step 11 before final scoring.
11. All players put the birds still in their hand in front of them face down.
12. The player to the left of the person who played the last bird chooses one card from all the face down cards to add to his or her scoring pile. You cannot choose a bird from other players' scoring birds.
13. All players choose a card in a clockwise fashion from the face down birds. The last person selects two cards from those available.
14. All players choose a card now in a counterclockwise fashion from the available cards. At the end of the game, each player will have selected 2 cards from the face down birds to add to their scoring birds.
15. FINAL SCORING: Your final score is equal to the total number of feathers in the color which you have the fewest cards. For example, if you have 2 blue, 3 yellow and 5 black birds your score is based on the number of feathers on the 2 blue cards.
16. The highest score wins. Play to 20 if you like.

ALTERNATE RULE

A player can collect an entire column of birds if she plays a card such that the number of feathers in that column equals 9.