



A card game about bird names by Mark P. Lawlor/Gyr Crakes



NAME THAT BIRD

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REQUIRED:

Deck of "NAME THAT BIRD" cards.

Notebook and Pencil.

Sound knowledge of bird names.

HOW TO PLAY:

- 1. Shuffle all cards.
- 2. Deal seven cards to each player.
- 3. Place rest of deck in middle of table in a "face down pile".
- 4. Choose who goes first (generally the lowest lister).
- 5. Player one try to use multiple cards (minimum of 2) to make a bird name from your hand. You can either:
 - a) If there IS a valid bird name, you can put those cards down, face up to show the name, add up the points on all the cards, and write down your points in the notebook. (e.g. placing the cards "PURPLE" and "HERON" gets you 5 + 3 = 8 points)
 - b) If NO valid bird name, you must discard a card from your hand and place it in a "discard pile" face up, THEN take the top card from the face down pile to replace it - must be in that order. (important: you can not then play a new bird name but must wait until the next round. ONLY play cards at the start of a turn)
- 6. Same procedure for each player as it goes round the table.
- 7. Back at player one for the second round, there are 3 options:
 - a) you can now play cards with another bird name if you can you do not HAVE to play if you have one, you may wish to save cards.
 - b) if not and you have 7 cards in your hand, discard and replace.
 - c) if not and you have LESS than 7 cards, no need to discard. You can EITHER pick up the top card on the face down pile, OR the top card on the discard (face up) pile. (important: you can NEVER have more than seven cards in your hand at once)

- 8. Continue like described, adding on points for each player whenever they play cards to make a bird name.
- 9. The game finishes when there are no more cards left in the face down pile. When this happens, all players check their hands to see if there is any final bird names that they can play. If so, all players can play these final cards and maybe get a few final points.
- 10. Add up all the scores and the winner will have the most points.

EXTRAS:

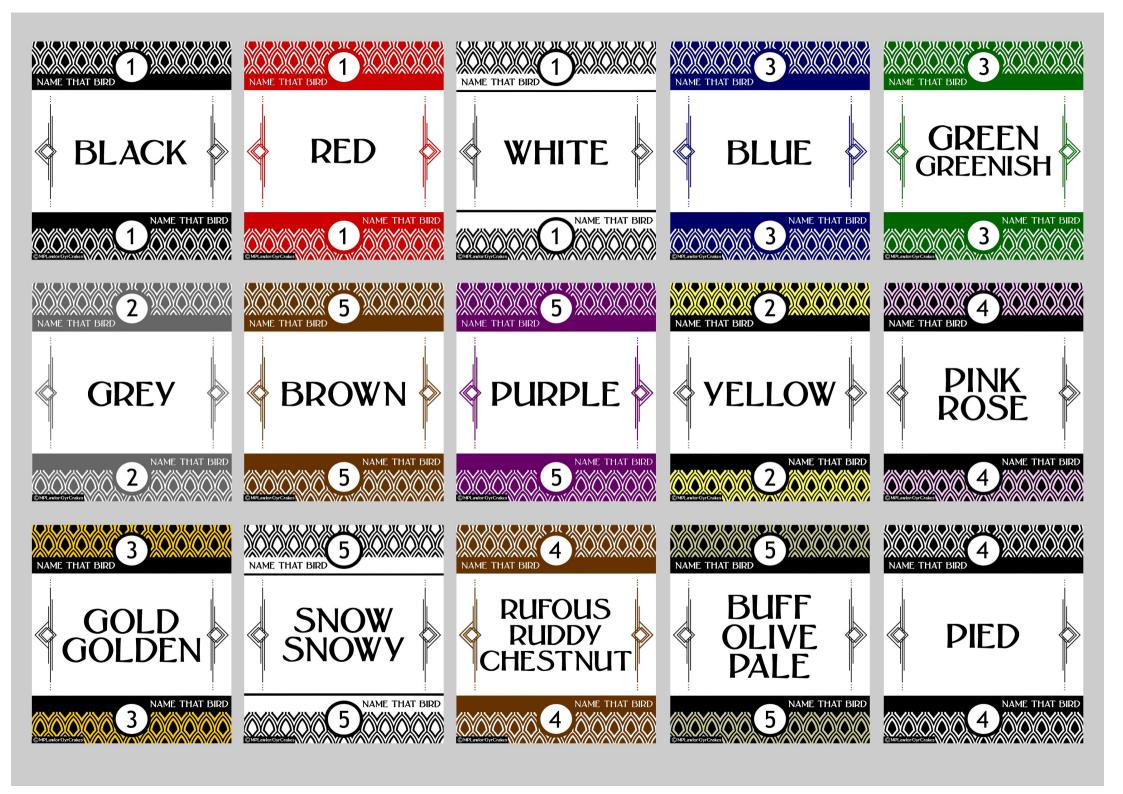
- a) JOKERS there are five jokers in the pack that can be used as any SINGLE word (or part word) in a bird name not just words in the pack. E.g. If you have BLUE the Joker can be THROAT, if you have WHITE and FACED the Joker can be PETREL (even though there is not a petrel card), however if you have TROPICBIRD the Joker cannot be RED-BILLED as that is two words. Jokers give 3 points no matter what the word is they represent.
- b) NO CARDS LEFT! If a player manages to get rid of all their cards, they automatically get an extra 10 points.

NOTES ON NAMES:

This game has been designed based on a list of species recorded in the Western Palearctic, and if players want to be strict about which names are acceptable they must agree on a base list before the game. However this game is flexible - you may just want to do British birds or maybe extend it to any species in the whole world.

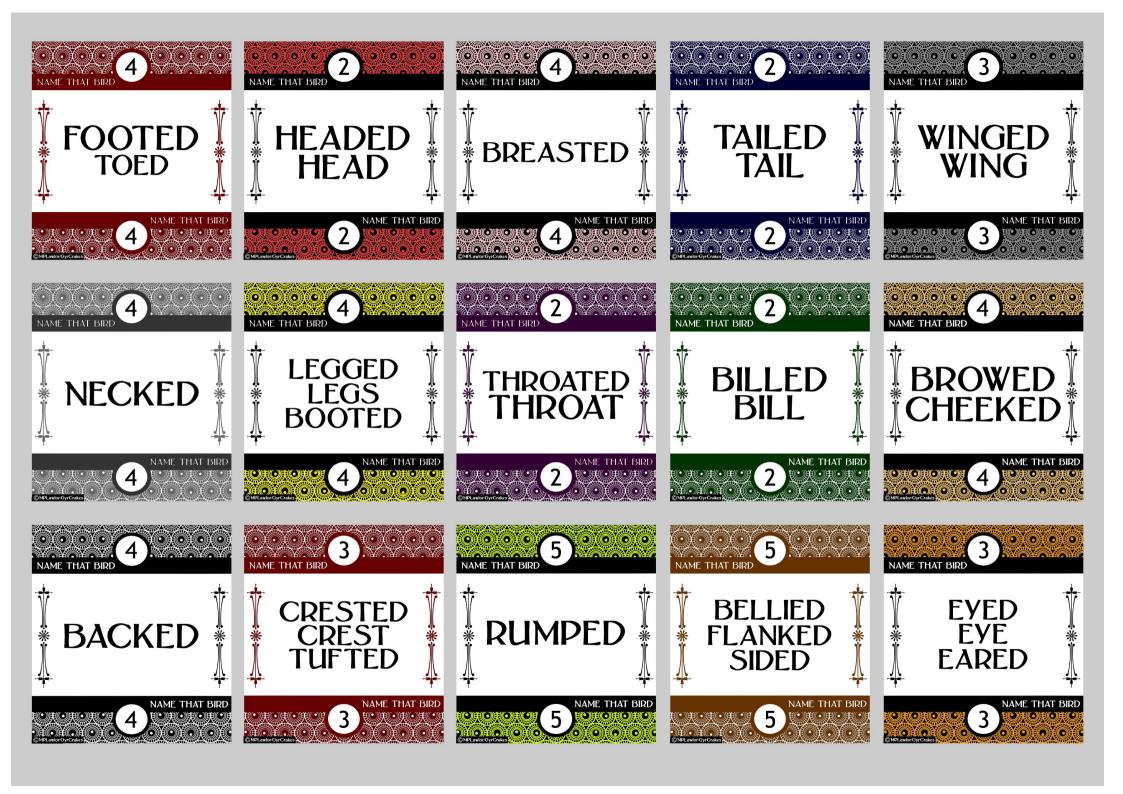
For enjoyment, it is suggested that players are generous about which names are playable. For example even if the 'official' name is Zitting Cisticola, playing Fan-tailed Warbler should be fine. Any widely used name should really count. Also you can break up single word names into their constituent parts - eg Black + Cap, Pin + Tail.

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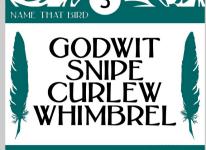












































































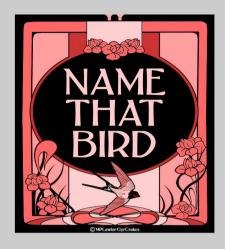


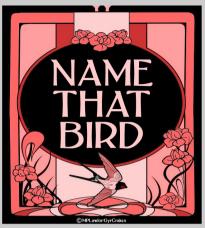


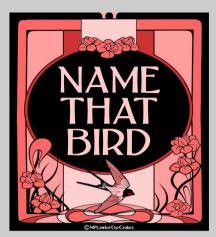


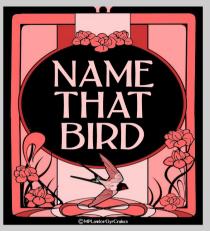


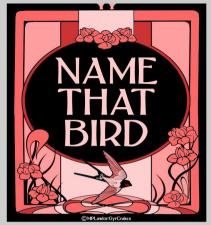






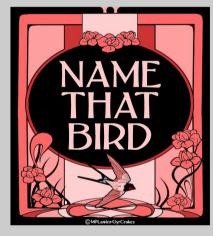


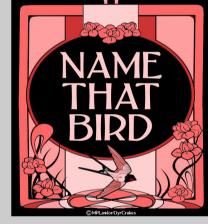


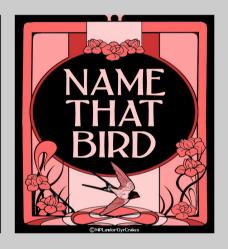


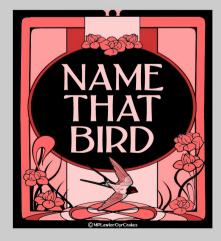








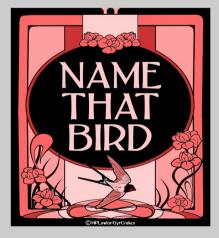












backs of cards