You’re just another bird plotting to get the biggest share of seeds from the neighborhood feeders.

Each turn, play a card at one of the feeders, with an option to first peek at a face-down card. If you peek, play your card face-up. Once all cards are played, all is revealed, critters steal their seeds, and the birds share what’s left. Gather the most to win!

This 18-card micro-game gives players a limited amount of information along with a few ways to learn more about and impact what is available at each of the feeders. A little deduction will place your bird in the most advantageous spot, and a little bluffing will coax others’ birds to miss the big haul.

This game is easy to learn, fast to play, and an absolute joy to look at.

This print-and-play file for Bird Feeder Frenzy is formatted as follows:

- Pages 2 & 3 are the cards. They are setup in a 3x3 grid. The intention is for you to print both pages, cut the cards apart, and put them into a card sleeve in front of a standard playing card. All cards should have the same pattern on back.
- Page 4 is the game rules. This is an exact copy of the rules found inside the package of the fully printed game.

If you enjoy playing this game and would like to have a nicely-printed full-color edition of the game, visit our website:

www.mwgames.com
**Objective**
Score the most points by placing your Bird at the Feeders with the best combination of most Seeds and fewest other Birds (so you don’t have to share).

**Starting a New Game**
Find something to track scores for the game, such as paper and a pencil.
Set out the 6 Bird cards face-up and have each player take one as their own. Place any extras to the side, face-up. Choose a player to be Dealer and prepare first round.

**Preparing a Round**
As the Dealer, prepare a round as follows:
1. Be sure each player has their Bird card.
2. Shuffle the Critter and Seed cards to make a 12-card deck.
3. Deal cards from the deck face-down to each player. The cards that are dealt, along with the Bird card, form each player’s hand. You may look at your hand, but keep it private.
   - When playing with 2 players, deal 3 cards to each player
   - With 3 players: deal 2 cards
   - With 4 or more players: deal 1 card
4. With the remaining cards of the deck, start the Feeders in the middle of the table. Each Feeder is a separate row of cards.
   - With 2 or 3 players: Start 2 Feeders by dealing 2 face-up cards and 1 face-down card in each row
   - With 4 or more players: Start 3 Feeders by dealing 1 face-up card and 1 face-down card in each row

(When playing with 4 or 5 players, there will be 1 or 2 cards left over in the deck. Place these face-down between yourself and the player to your left. These cards will not be revealed or used during this round, but should be included again in the deck for the next round.)

**Taking Turns**
When playing with 2 or 3 players, the player to the left of the Dealer takes the first turn, and then turns pass to the left around the table, continuing until all players have played all of the cards from their hands.
When playing with 4 or more players, turns are carried out “serpentine” style: The player to the left of the Dealer takes the first turn, and turns pass to the right around the table until the Dealer takes their first turn. Then the Dealer immediately takes a second turn, and turns pass to the right around the table until the player to the left of the Dealer takes the last turn in the round.

Once all cards have been played, the round ends and the Feeders are scored.

**On Your Turn**
On your turn, do ONE of the following:
- Play a card from your hand face-down at the end of any Feeder row
- Or, privately peek at any face-down card at any Feeder, and then play a card from your hand face-up at the end of any Feeder row

**Scoring**
Score each Feeder individually:
1. Turn all cards at the Feeder face-up.
2. Carry out instructions for any Critters at the Feeder.
3. Add up the values of all remaining Seed cards, and count the Birds.
4. Each player whose Bird is at this Feeder scores points equal to the total Seed card value divided by the number of Birds (rounded down).
5. If there is any remainder when the Seed value is divided by the number of Birds, then the first Bird at this Feeder also scores the remainder as additional points.

**Scoring Example:** When scoring the Feeder pictured above, the Squirrel would first remove the “2” Seed card. The remaining seeds are divided by the 3 Birds -- 8 / 3 = 2, remainder 2. Each of the 3 players would get 2 points. The remainder of 2 goes to the first Bird at the Feeder, giving the Blue Jay 4 points.

**Ending the Game**
When playing with 2 or 3 players, play 6 rounds. When playing with 4 or more players, have each player deal one round.

Once all rounds are completed, the player with the most points wins.

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All photos are from www.freestockimages.com
Blue Jay: Norm Klein ... Cardinal: A. Domineque Abell ... Chickadee: Larry Burbank ... Goldfinch: Maria Canas ... Kestrel: Lynn Witherow ... Sunflower Seeds: Niki Mackey ... Nuthatch, Sparrow, both Squirrels: All Taylor

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