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86 cards total

10 Derpy Birds | 10 Junk Foods | 4 Bugs
32 Healthy Foods | 10 Birds | 20 Trash



OBJECTIVE

As a hungry bird, gobble up the most food without too much trash or junk!

Each round, players flip the top card from their deck face up into the center pile, then simultaneously slap one card to claim it for their personal stash. Slap a Bird card to "digest" your stash, scoring 1 point for each Healthy or Junk Food (Trash scores nothing).

At game's end, score your digested cards. The player with the most points wins!
See the Alternative Junk Food Rules on the back for an additional play style!

SETUP

HOW TO PLAY VIDEO

1. **Shuffle** all the cards thoroughly, then deal them evenly to each player face down. **No peeking!**
2. Toss any **leftover cards face up** into the **central play area.**
3. Each player forms their cards into a **face-down deck**, then flips their deck's top card into the central play area.

READY—FLAP INTO ROUND 1!



ROUND OF PLAY

1. All players **simultaneously** count to 3, then flip and toss the top card from their deck face up into the center pile.



2. Still **simultaneously**, each player may **slap one card,** in the **central play area,** to claim it while **making the following bird noise:**

Healthy Food, Junk Food, Bug, or Trash: Say **"SQUAA!"** to add it to your **stash** (undigested cards that don't score yet).

Bird card: Say the exact bird noise printed on the card to **digest** your stash—move all items to your tummy (scored pile). Place Bird card on top of pile.

Derpy Bird card: Make any noise you like. Then dump your **entire stash** plus the Derpy Bird into the discard pile.

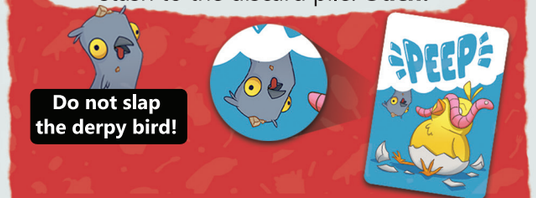
Food, Bug and Trash cards:
When acquired, place in your stash.



Bird cards: When acquired, add to your stash, then move your entire stash to a new pile called your tummy. These will score!



Derpy Bird cards: When acquired, add to your stash, then move your entire stash to the discard pile. **Ouch!**



END OF GAME

1. The game ends when all personal decks are empty. Discard any cards remaining in the center pile.
2. Each player discards their entire stash (undigested items).
3. Score remaining tummy cards:



2	Points for each Bug
1	Point for each Healthy Food or Junk Food
0	Points for each Trash and Bird

THE PLAYER WITH THE MOST POINTS WINS THE ROUND. THE FIRST TO WIN TWO ROUNDS IS THE WINNER!

TIEBREAKER

If players tie on points, the one with the least Junk Food + Trash in their tummy wins. If still tied, the one with the most Bugs in their tummy wins.

MISCELLANEOUS RULES

Slapping Priority: Slaps take priority over sounds—the fastest slap on a card claims it. Beaten slappers get nothing that round (even if they make a sound first).

Overlapping Cards: If cards overlap, the fastest slapper chooses their intended card and declares it aloud.

Hesitant Slaps: If you reach for a card but don't touch it, you may switch to another available card—no penalty.

Bird Sounds & Spirit: Embrace the derpy fun **Minor flubs** (e.g., close-enough noise) are fine—take the card. The **wrong noise** is not—forfeit the card and gain nothing that round.

Face-Down Cards: If a flipped card lands face down with the back side showing, leave it until the slap phase ends, then discard it.



Early Flip Mishap: Accidentally flip too soon? Discard the flipped card, shuffle a random card from the discard pile into your deck, then flip again.

Pacing: Slap (or pass) within 5 seconds of the last card flip. No stalling—keep it bird brained!

TERMINOLOGY

Deck: Your personal face-down pile of cards from which you flip each round.

Center pile (play area): The shared central area that all players flip cards into face up.

Stash: The pile of Food, Junk, Bug and Trash cards you've collected but not yet digested.

Tummy: The pile of cards you have digested and scored.

Digest: The action triggered by successfully claiming a **Bird card.** When digesting, move all cards from your stash to your tummy.



Discard Pile: Where cards are placed face down when removed from play, unscored.

CARD TYPES

Bird card: A card that can be claimed only by slapping and making the specific bird noise (e.g., "PEEP!") printed on it.



Derpy Bird card: A Bird card with a penalty: slapping it dumps your entire stash to the discard pile, regardless of noise.



Healthy Food: Worth 1 point when digested.



Bug: Worth 2 points when digested.





Junk Food: Worth 1 point when digested.



Trash: Worth 0 points when digested.



ALTERNATIVE JUNK FOOD RULES

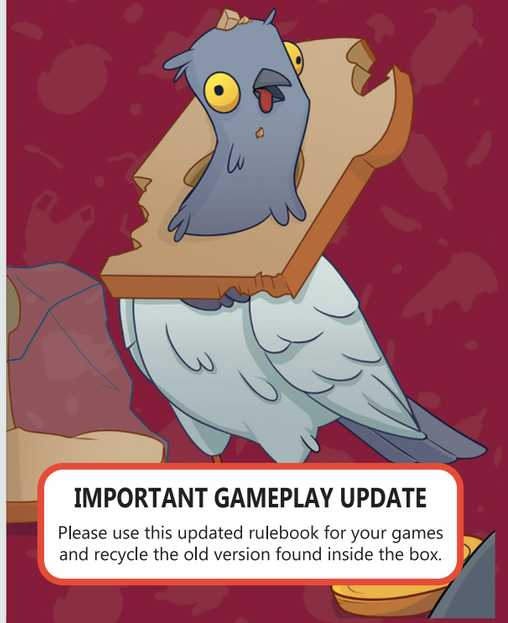
Count Junk Food + Trash cards in each player's tummy. **The player with the most must discard all the Junk Food and Trash they digested before scoring.**

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Bird Brain



IMPORTANT GAMEPLAY UPDATE

Please use this updated rulebook for your games and recycle the old version found inside the box.