

■ Discard a card

Once you have finished the action: **Form, extend, and shrink a choreography** – or don't want to or can't carry it out – there are now **two possibilities**:

a) End of turn: You still have 2 or more cards in your hand

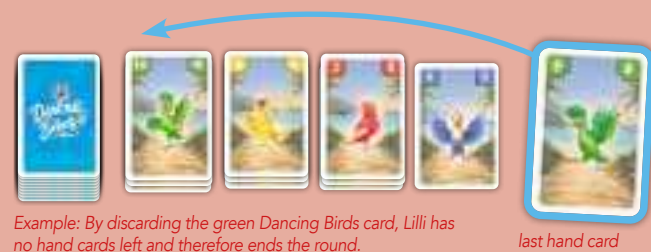
You must **place exactly one card** from your hand onto the matching discard pile. If there is no discard pile yet for the discarded bird color, start a new discard pile.

If a discard pile already exists, place the card face up on top of it. After discarding, your turn ends and the next player takes their turn.



b) End of round: You have only one hand card left, or none at all:

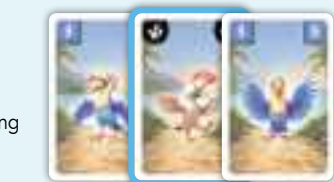
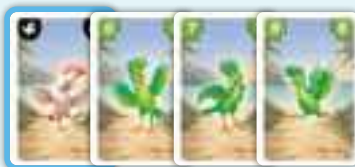
If you have already played all your hand cards into choreographies, or **discarding your last card** leaves you with none, you end the round, and scoring follows.



Using or swapping a Cockatoo:

Using a Cockatoo:

The Cockatoo **is a joker** and can replace any card you need when forming or extending a choreography.



Swapping a Cockatoo:

You can **swap** out a Cockatoo that is part of a choreography if you have the **matching card** in hand or it is on top of a discard pile.

Place the card in the Cockatoo's spot and put the Cockatoo in front of you. **You must immediately use the Cockatoo** to form a new choreography or extend one. You are not allowed to take the Cockatoo into your hand.

Example: Anna swaps out the Cockatoo and uses it to extend her choreography.

A Cockatoo that is part of a 3-card choreography made up of different bird colors can be swapped out using either of the two possible cards.

You may never discard a Cockatoo from your hand onto a discard pile.

Example: Anna can use the blue 4 or the yellow 4 to swap with the Cockatoo.

Hand cards

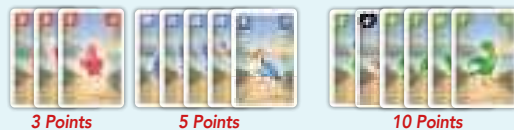
Scoring

- 1 The player who ends the round receives **5 points**.
- 2 The player with the longest choreography (number of cards) receives **3 points**. In case of a **tie**, every player involved in the tie receives **3 points**.



- 3 For each choreography in your display, you receive points based on its length (number of cards):

3 cards		3 points
4 and 5 cards		5 points
6 and 7 cards		10 points
8+ cards		15 points



Example: Sophia has one 3-card, one 5-card, and one 6-card choreography (3P+5P+10P=18 P).

- 4 Every card you still have in your hand counts as **1 minus point**; every **Cockatoo** counts as **5 minus points**.



Record the points on the score paper.

- If **no player has reached 30 points** yet, the player with the least points starts the next round. In the event of a **tie**, the younger person goes first.
- If at least **one player has 30 points**, the game ends. Whoever has the most points wins the game of Dancing Birds. In case of a **tie**, all players involved in the tie win.

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Concept

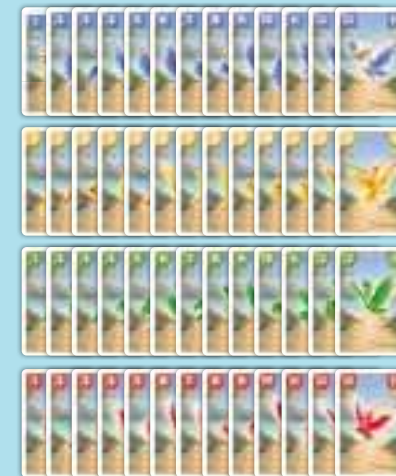
Spring has arrived, and everywhere birds are showing off their finest dances. In Dancing Birds, you have the birds perform choreographies. The longer the choreography, the more points you get.

Ages 8+ | For 2-4 Players

Contents:

110 Dancing Birds cards

104 bird cards in 4 colors (blue, yellow, green, and red, numbered 1–13, 2x each)



6 Cockatoo cards (Joker)

Game setup

- Shuffle all the Dancing Birds cards face down and **deal clockwise 12 cards** to each player. Place the remaining cards face down in the middle of the table as the draw pile.
- Now build **4 discard piles**, one for each bird color (green, yellow, red, and blue). To do this, reveal cards from the draw pile one at a time:

- If it's a bird color you haven't revealed yet, start a new discard pile with it.
- If it's a bird color that already has a discard pile, place the card face up on top of that pile.
- If it's a Cockatoo, set it aside.

Keep going until you have formed a discard pile for every bird color. Then shuffle the Cockatoos you set aside back into the draw pile. During the round players are not allowed to look through the discard piles.



- Have paper and pen ready (not included in the game) to keep track of your points.

How to play:

You play over **several rounds**.

In the first round the youngest player starts. The following rounds are started by the player with the least points in total.

Taking turns clockwise, you play until one player has played their **last hand card** which ends the round, and **scoring** takes place.

The game ends after the round in which at least one player has reached 30 or more points as a sum of all rounds played. Whoever then has the most points wins the game.

A player's turn in detail

On your turn, carry out the following 4 steps:

- Draw a card**
- First choreography**
- Form, extend, and shrink a choreography**
- Discard a card**

Draw a card

At the start of your turn, you must draw 1 card from the draw pile. Take it into your hand.

First choreography

Your first choreography must consist of at least 3 cards and can be formed in 2 ways (see „Forming a choreography,” page 4).



Different bird colors (Three of a kind)

Same bird colors (Sequence)

Only once you have formed your first choreography may you carry out the following action **Form, extend, and shrink a choreography** as often as you like, any number of times in a row.

Form, extend, and shrink a choreography

The area on the table in front of you is your display.

Here you place the Dancing Birds cards to form new choreographies or extend ones you already have.

Forming a choreography:

A new choreography consists of **at least 3 cards** and can be formed in 2 ways:

a) Different bird colors:

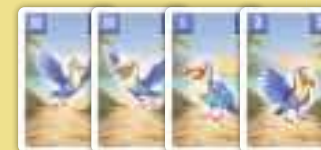
Here, all the birds must show the same number (maximum 4 cards long).



b) Same bird color:

Here, the birds must be laid out in sequence of a consecutive numerical order.

A 13 may be followed by a 1 and so on.

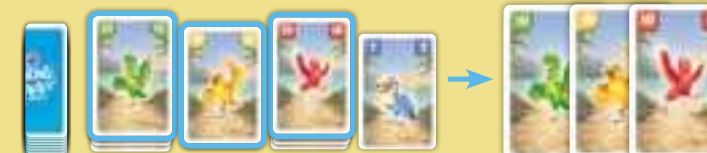


A choreography can be formed using the following cards:

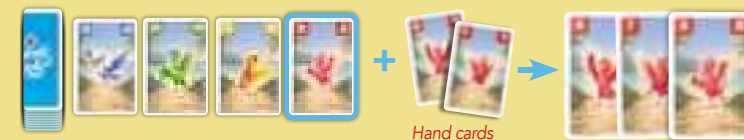
- Only your own hand cards:



- Only the top cards of the 4 discard piles:



- The top cards of the discard piles together with your hand cards:



- From someone else's display (see „Shrinking a choreography“)

Extending a choreography (your own or someone else's):

You can extend your own or someone else's existing choreography by **placing a suitable card to the left or right but not in the middle** by using a hand card. You can also do this using the top card of any discard pile and thereafter the following card(s).



Shrinking a choreography:

You may only shrink a choreography belonging to another player.

The choreography must have **at least 4 cards**.

You may remove **exactly one card**:

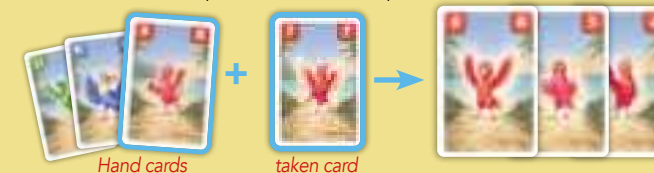
- Choreography with different bird colors:** You may take **any card** of your choice.
- Choreography of a single bird color:** You may only take the **leftmost or the rightmost card**.



You are not allowed to add the card you take to your hand. **You must immediately do one of the following with it:**

Extend one of your own choreographies:

You **must use at least one of your own hand cards** to do this. You may also additionally use the top cards of the discard piles.



Or form a new choreography:

You **must include at least one of your own hand cards** in the new choreography. You may also additionally use the top cards of the discard piles.