

Piepmatz

Roger's Rules: Firedrake/BGG

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Setup

- 2 players: select and remove one suit of 12 bird cards. Locate and remove the five “3+” seed cards (four actual seed cards, one crow).
- Select correct side of feeder base (2 perches for 2-3 players, 3 perches for 4 players).

- Shuffle feeder (seed) deck and deal four cards in a vertical line above the feeder (shuffle any crow or squirrel cards back into the deck at the end). Place the feeder deck where the fifth card would go.
- Shuffle the bird cards. Deal one face-up to each perch. Deal four face-down to each player. Deal three face-up to the “market” and place that and the deck next to each other.
- Choose a first player and give them the first player card.
- Play turns in rotation until the end of the game.

Player turns

- Play a card from your hand to one of the perch lines. (The bird *at* the perch is separate from the “queue” behind it.)
- If the total value of birds in the queue is greater than the value of the bird at the perch, a fight has broken out:
 - Determine the difference between queue value and bird value. Take the seed card in that numbered slot, nothing at all if the slot is empty, or one from the feeder deck if the difference is 5+. If there's a crow/squirrel card next to the card you take or

the empty space you'd have taken a card from, take that too; if you draw a crow/squirrel from the deck, don't also take a seed card. Slide up the seed cards, and corresponding crow/squirrel cards beside them. but don't fill any open spaces yet. Add the seed card to your score pile.

- Add the bird at the perch to your collection.

- Resolve any crow/squirrel cards. (Crows force you to discard one bird from the species you have most of; squirrels force you to discard two random seed cards.) Then discard that card.

- Move the highest-value card in the queue to the perch (the closer one, if tied). If the total value of the queue is still higher than that of the bird at the perch, go through this procedure again.
- If the total value of birds in the queue is not greater than the value of the bird at the perch, you may choose a bird from your hand (of value no greater than the one you just placed) and add it directly to your collection.
- Replenish the face-up seed cards. If you draw a crow/squirrel, place it alongside the lowest-numbered slot that

doesn't have a crow/squirrel, and draw again. If there are already four crow/squirrel cards by the seed cards and you draw another, discard it.

- Refill your hand to four bird cards. You may take a face-up card from the market or one from the deck. If you take a card from the market, replace it immediately from the deck.

End game

- The end of the game is triggered at the moment when you would draw a card from the feeder deck and none is

available. Complete this round (playing until the last player has had one last turn).

- Each player: choose two bird cards from your hand that you'll add to your collection. Discard the other two face-down. Once all players have done this, place the two remaining bird cards in your collection.

Scoring

- Each mated pair (same number and species): 5 points.
- For each species in play: the player/s with most cards of that species (if there is a tie, all tying

players) score points equal to the total of eggs shown in their collection. Other players score nothing.

- The sum of eggs on cards in your score pile.
- If scores are tied, the player with the most mated pairs wins.

Notes

- Your collection is public information.
- All discarded cards are out of the game; decks don't get recycled.