

# Bird of Happiness

Players: 1-5

Playing time: 15 minutes

Age: 7+

Game Design: Tetsuya Iida

## Story

After you exit the deep forest, you've finally found the valley of happiness bird! The happiness bird, has been handed down to have the power to make people happy. Do you gather a lot of happiness bird than the other players, and would you be happy?

## Objective of the Game

Players will gather happiness birds. You can attract the birds with four-leaf clovers. Some of the four-leaf clovers have special force. Even in birds, there are special birds that will help a player. Use well the force of the four-leaf clovers and the help of the birds, gather a lot of happiness bird than the other players, and please be happy.

## Components

- 20 Start cards: There is a start card mark in the lower right corner of the card. Four-leaf clover x15, 1 Happiness bird x3, Red happiness bird x2

- 20 Game cards: There is a cost in the lower right corner of the card. Four-leaf clover x5, Gold four-leaf clover x5, 1 Happiness bird x5, 2 Happiness birds x5, Red happiness bird x5, Black happiness bird x5

- Rule sheet

## Setup (for 1-5 players)

Shuffle all game cards (30 cards), and put them on the center (it called "Center pile"). Then, draw six cards from the top of the center pile and put them to the table (it called "Field").

## Gameplay (for 2-5 players)

### *1. Decide the order of the player*

Most recently you saw a bird (or most younger) player will be the first player and play other players clockwise.

### *2. Preparation of the deck*

Divide start cards (20 cards) as follows:

1st, 2nd, 3rd player: 1 Happiness bird x1, Four-leaf clover x3

4th and 5th player: Red happiness bird x1, Four-leaf clover x3

Each player receives 4 start cards, shuffle and put them in front of yourself (it called "Deck" of each player).

## *3. How to play*

3-1. Start the game from the first player.

3-2. The player, draw a card from the top of your deck, put it on the side of your deck face up (called "played cards").

3-3. Following effects will occur depending on the type of the card which became face up.

"Four-leaf clover", "Gold four-leaf clover", "1 Happiness bird", "2 Happiness birds": Do nothing.

"Red Happiness bird": Return to 3-2 (draw one more time).

"Black happiness bird": All other players than you, return all own played cards to own deck, shuffle them and put on as a new deck face down. The players who has no played cards can select to shuffle or not to shuffle. You do nothing.

3-4. Select and do one of follow two actions.

a. Do nothing, and exit your turn with saying "please".

b. You get only one card from the field, its cost is equal or less than the sum of the clover power in your played cards. Shuffle all your cards and put on as a new deck face down.

[Notice] If you have 3 or more clover powers in your played cards, you can't select "a" and you must do "b".

3-5. If the number of cards in the field is less than 6, add cards from the center pile to 6 cards. If the center pile has no cards, do nothing.

3-6. Turn to the next player. Return to "3-2".

## End of the game and winning (for 2-5 players)

When the center pile has no cards and the field has no happiness birds, the game is the end. Each player counts the number of the happiness bird in each player's cards. The player who has most a lot of the number of happiness bird wins the game. If the number of happiness bird are the same, the player who has most a lot of the number of card of happiness bird wins the game.

## Solo Gameplay

### 1. Preparation of the deck and the fortune cards

From the start cards, take 1 Happiness bird ×1 and Four-leaf clover ×3. Shuffle them (4 cards) and put on face down (it called the "deck"). The remaining 16 start cards are "Fortune cards". Shuffle them (16 cards) and put on face down (it called "Fortune pile").

### 2. How to play

2-1. Draw a card from the top of your deck, put it on the side of your deck face up (called "played cards").

2-2. Following effects will occur depending on the type of the card which became face up.

"Four-leaf clover", "Gold four-leaf clover", "1 Happiness bird", "2 Happiness birds": Do nothing.

"Red Happiness bird": Return to 2-1 (draw one more time).

"Black happiness bird": You can return 1 or 2 Four-leaf clover card(s) to the bottom of the fortune pile from the played fortune cards.

2-3. Select and do one of follow two actions.

a. Do nothing, and go to "2-4".

b. You get only one card from the field, its cost is equal or less than the sum of the clover power in your played cards. Shuffle all your cards and put on as a new deck face down.

[Notice] If you have 3 or more clover powers in your played cards, you can't select "a" and you must do "b".

2-4. If the number of cards in the field is less than 6, add cards from the center pile to 6 cards. If the center pile has no cards, do nothing.

2-5. Draw a card from the top of the fortune pile, put it on the side of the fortune pile face up (it called "played fortune cards"). Following effects will occur depending on the type of the card which became face up.

"Four-leaf clover": Do nothing.

"1 Happiness bird", "Red Happiness bird": Return all played cards to your deck, shuffle them and put on as a new deck face down.

2-6. If the fortune pile has no cards, remove all cards from the field and draw new 6 cards from the center pile as new field. Shuffle all of the fortune cards and put them on face down as new fortune pile.

2-7. Return to "2-1".

## End of the Solo Game

When the center pile has no cards and the field has no happiness birds, the game is the end. Count the number of the happiness bird in your cards.

### *Your Happiness Rank*

You got,

21 birds or more: ★★★★★★

19-20 birds: ★★★★★

17-18 birds: ★★★

15-16 birds: ★★

14 birds or less: ★

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