

**Example 1-** Everyone turns a card up and tosses them into the center. A cockroach and a fly appear. First person to clap and slap the table (in any order) before anyone else, wins all cards currently in the center and adds them to the bottom of their stack.

**Example 2 -** Everyone turns a card up and tosses them into the center. No special cards appear, so the dealer says "Flipper!" again and everyone repeats the toss with another card from their stack. This time, 2 Beans and a Bird appear so the first person to "toot" twice and whistle gets all the cards in the center and adds them to the bottom of their stack. Jack says he was first and Jill says she was first. The dealer decides Jill was actually first and awards the pile of cards to Jill.

**4 Winning the Game:** Any player who ends up with no cards left in their stack is out of the game. When you're down to only two players, you have two options.

**The regular way:** You can play until only one player is left with cards and that person is the Champion!

**The short cut:** Simply declare at this point that the person with the most cards is the winner of the game.

**\*Optional Rule:** Allow the dealer to choose one or two other animal card(s) as the WILD card(s) and select the noise to make for that animal.

**\*Example -** Jill is the dealer, she calls the Cobra as wild, and declares that everyone must "Hiss" when the Cobra card appears.

Game Design: Stacey Merrill  
Editing: Frank DiLorenzo  
Graphic Design: John Vetter  
Bean Illustrations: Scott Fleenor  
Special testing thanks to Susan  
and Katie-bug Merrill  
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The animals are having a party  
and you're invited!

# Birds, Bugs & Beans!

rulebook & sound effects guide

The wild and wacky game of slapping, clapping, whistling, tooting fun! It's time to slap the bug, clap the fly, toot for the bean and whistle for the bird!

**Contents:** 39 animal cards, 16 Special cards (4-Birds, 4-Flys, 4-Cockroaches and 4 Beans)

## ONLY 4 SIMPLE RULES!!!

Are you Ready? HERE WE GO!

**1** Choose a dealer and have them deal all the cards face down equally to everyone playing. If you have leftover cards, keep dealing until they run out, in which case some players may end up with one extra card. **DO NOT look at the cards.**

**2** Place all your cards in a neat stack in front of you face down. You may shuffle if you like. **BUT NO PEEKING!**

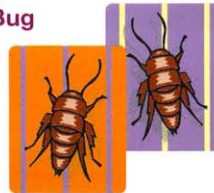
**3** When everyone is ready, the dealer calls out "FLIPPER!" and everyone flips their top card over at the same time and tosses it into the middle (face up).

Immediately, if there are any of the special cards now in the middle, all players must do the appropriate action for each and every special card that has appeared. (See following illustrated examples). The first player to complete all required actions wins the round and collects all the cards currently in the middle. If no special cards appear, everyone tosses another card into the middle and so on until one or more special cards appear.

**SPECIAL CARDS** require you to do something. There are four of each.

### A The crawling Bug

(cockroach)  
- When this card is turned face up, you must slap your hand on the table immediately.



### B The Flying Bug

(fly with flyswatter)  
- When this card is turned face up, you must clap your hands together immediately.



### C The Bird

(redbird & bluebird)  
- When this card is turned face up you must whistle. For those that can't whistle,



blowing air, tweeting or other such attempts are perfectly acceptable. (The sillier the better!)

### D The Bean

- There are four beans, one illustrating how to toot and three others disguised as a Cockroach, Fly and a Bird. When any one of these show up, you must immediately "toot" (stick out your tongue and blow! also known as a raspberry, pfftttt, pbbtttt, braappp, etc.)



**Any disputes as to who was first are settled by the dealer.**