

WHAT'S UP

A stylized, colorful illustration of a landscape. In the foreground, a dark blue utility pole stands on the left, with several black power lines stretching across the scene. A large, green, spotted bird with orange eyes is perched on one of the lines. Below it, two smaller birds, one orange and one purple, are also on the line. The background features rolling hills in shades of pink and orange, dotted with stylized evergreen trees. The sky is a mix of light green and purple, with soft, white, cloud-like shapes. The overall style is whimsical and artistic.

BY DENNIS KIRPS & JEAN-CLAUDE PELLIN

RULES OF PLAY

2- 4 PLAYERS / 20 MINUTES

CONTENTS:

- * 30 double sided Bird cards
- * Rules of play

GAME SETUP

Shuffle all the Bird cards and place them on the table, in such a way that no cards are covered. A grid of 5 rows of 6 Bird cards is recommended for your first game.



EXAMPLE OF RECOMMENDED FIRST GAME SETUP

Players should leave space in front of themselves on the gaming table for their personal Collection of Bird cards.

The youngest player becomes the starting player. Alternately, you can use your own rule for determining the starting player (since the starting player has no strategic advantage in the game).



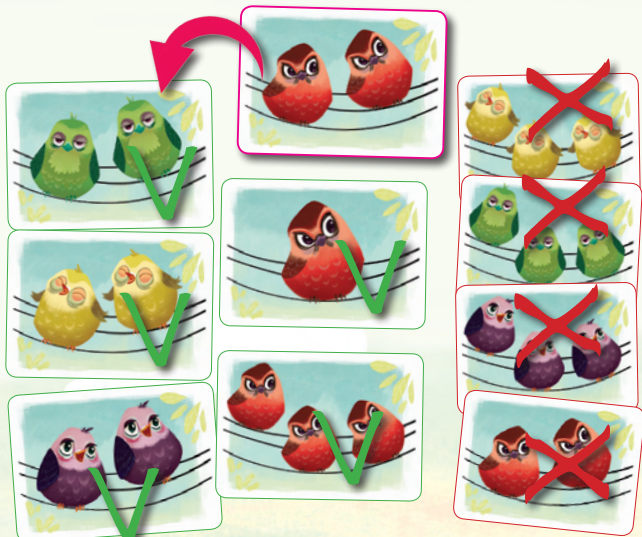
PLAYING THE GAME

ANATOMY OF THE BIRD CARDS

Every Bird card features on each side 1-3 Birds of one of the following colors: red, green, yellow and purple. Also, every Bird card has on its flip side either the same number of Birds of a different color or a different number of Birds of the same color.

EXAMPLE:

A CARD WITH 2 RED BIRDS ON ONE SIDE MAY HAVE ON THE FLIP SIDE 2 GREEN BIRDS, 2 YELLOW BIRDS, 2 PURPLE BIRDS, 1 RED BIRD OR 3 RED BIRDS.



EXAMPLE: ANATOMY OF A BIRD CARD

PLAYING A TURN



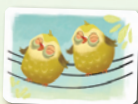
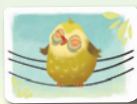
The game is played in turns. The starting player becomes the first active player and then the turn is passed clockwise around the gaming table, until the game end is triggered.

On their turn, the active player must flip exactly one Bird card. If that card (after flipping) fits in their Collection, the active player must take that card and add it to their Collection. If that card (after flipping) does not fit in their Collection, the card must be placed back on the table, keeping it on the flip side.

For your first game, we recommend using the following rule: a card which does not fit into a player's Collection must be placed back in the same spot where it was taken from and flipped. For subsequent games, no such rule should be followed, players may decide freely where they place a card which does not fit in their Collection after flipping it. 🍎

ADDING A BIRD CARD TO A PLAYER'S COLLECTION

Players aim to collect Bird cards. A player's Collection has a maximum of 4 rows of Bird cards, one for each color of Birds. In each row, Bird cards must be added in order, from the card depicting 1 Bird to the card depicting 3 Birds.



AN EXAMPLE OF PLAYER'S COLLECTION (1 ROW OF YELLOW BIRDS)



ATTENTION!

REMEMBER THAT A PLAYER MUST ALWAYS FIRST FLIP A CARD BEFORE CHECKING IF IT FITS THEIR COLLECTION.

A PLAYER MAY NEVER START A SECOND ROW OF BIRD CARDS SHARING A COLOR WITH AN ALREADY EXISTING ROW.

A BIRD CARD MAY NEVER BE REMOVED FROM A PLAYER'S COLLECTION.



WHAT'S UP?

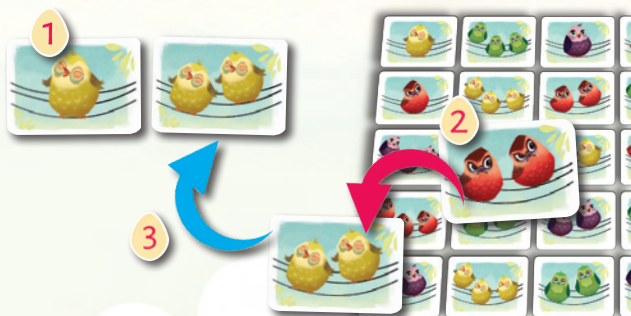
EXAMPLES:

1. JOHN HAS NO CARDS IN HIS COLLECTION. ON THIS TURN, HE FLIPS A CARD WITH 1 RED BIRD AND FINDS ON THE FLIP SIDE 1 PURPLE BIRD. HE ADDS THIS CARD TO HIS COLLECTION.
2. HELEN HAS NO CARDS IN HER COLLECTION. ON HER TURN, SHE FLIPS A CARD WITH 3 YELLOW BIRDS AND FINDS ON THE FLIP SIDE 2 YELLOW



BIRDS. SHE MAY NOT ADD THIS CARD TO HER COLLECTION. REMEMBER, ALL ROWS IN A COLLECTION MUST START WITH A 1-BIRD CARD.

3. JANE HAS ONE YELLOW BIRD CARD IN HER COLLECTION ①. SHE FLIPS A CARD WITH 2 RED BIRDS AND FINDS ON THE FLIP SIDE 2 YELLOW BIRDS ②. SHE ADDS THIS CARD TO HER COLLECTION ③.



4. PETER'S COLLECTION HAS 1 PURPLE BIRD CARD ON ONE ROW, AND 1 AND 2 GREEN BIRD CARDS ON THE SECOND ROW. HE FLIPS A CARD DEPICTING 3 YELLOW BIRDS AND FINDS ON THE FLIP SIDE 3 PURPLE BIRDS. SADLY, HE CANNOT ADD THIS CARD TO HIS COLLECTION.
5. HELEN HAS 1 GREEN BIRD CARD IN HER COLLECTION AND 1, 2 AND 3 RED BIRD CARDS IN HER COLLECTION. SHE FLIPS A CARD DEPICTING 1 YELLOW BIRD. SHE FINDS ON THE FLIP SIDE 1 RED BIRD. SHE MAY NOT ADD THIS CARD TO HER COLLECTION.



END OF THE GAME AND VICTORY

The end of the game is triggered when:

- * A player has completed 2/3/4 rows of Bird cards in a 4/3/2-player game. In this case, the player who reached this objective is the winner.
- * All but 3 Bird cards are part of players' Collections **OR** for the past 8 turns, no player added Bird cards in their Collection. In this case the winner is the player with the most Birds in their Collection. In the case of a tie, the winner is the player with the least Bird cards in their Collection. If the tie persists, there are multiple winners.

F.A.Q.

Q: I have just flipped a card with 3 yellow Birds. I have a 1-yellow Bird card in my Collection. Can I add the new card even if I am missing the 2 yellow Birds card?

A: No.

CREDITS

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A game by: Strawberry Studio



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