BIRDS ARE A LIE

PRINT&PLAYMICROCARDGAME • 5PLAYERS • LOW-INK EDITION

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1. OFFICIAL GAME RULES

LETTER / 8.5" X 11" OPTIMIZED

OVERVIEW & SETUP

- **Deck Composition:** 5 Active Dossier Cards (1 Spy Drone, 1 Signal Interceptor, 1 EMP Specialist, 1 Paranoid Citizen, 1 Real Bird).
- **Setup:** Shuffle all 5 role cards face down and deal exactly 1 card to each of the 5 players. Keep identities secret!
- **Goal:** Humans aim to shoot down the Spy Drone. The Drone aims to eliminate humans or trick them into shooting the Real Bird.

NIGHT PHASE (COVERT OPERATIVE)

1. All operatives close eyes.
2. **Spy Drone** wakes up and selects 1 player to liquidate.
3. **Signal Interceptor** wakes up and scans 1 player to detect if they emit "Drone Signals" or "Biological Signals".
4. **EMP Specialist** wakes up and deploys an EMP shield onto 1 player (protects from liquidation).

DAY PHASE (DISCUSSION & TALLY)

- **Night Report:** Reveal if a player was liquidated (unless saved by EMP). Eliminated players are silent and cannot vote.
- **Discussion:** Living players discuss suspicious activity and radio frequency scans.
- **Tribunal Vote:** On count of 3, all living players point at a suspect to fire the EMP Cannon. Most votes gets shot down.

VICTORY CONDITIONS

- **HUMAN VICTORY:** The Spy Drone is voted out and eliminated by tribunal vote.
- **DRONE VICTORY:** The Drone equals/exceeds living humans, OR the town mistakenly votes to shoot the *Real Bird (Feathery Civilian)*!

2. DECK DOSSIER BREAKDOWN

5 CORE ROLES

ROLE NAME	FACTION	NIGHT ACTION	VICTORY TRIGGER
Spy Drone (AV-9)	Impostor	Liquidates 1 target per night.	Eliminate humans or trick town to shoot Real Bird.
Signal Interceptor	Human	Scans 1 player for Drone/Bio RF signals.	Identify and vote out the Spy Drone.
EMP Specialist	Human	Shields 1 target from liquidation.	Shield allies and vote out the Spy Drone.
Paranoid Citizen	Human	None (Relies on observation & chatter).	Deduce threats and vote out the Spy Drone.
Feathery Civilian	Real Bird	None (TRAP MECHANISM).	**INSTANT DRONE WIN IF TOWN SHOOTS THIS BIRD!**

3. PRINT & PLAY CARDS (STANDARD SLEEVE SIZE 2.5" X 3.5" / 63.5MM X 88.9MM)

CUT ON OUTSIDE LINES

Zero-gap 3×3 layout fits 8.5"×11" (US Letter) sheets. Cut along outer border lines to slide directly into card sleeves.

IMPOSTOR / THREAT
SPY DRONE (AV-9)



"Feathers of carbon composite; eyes equipped with 4K telephoto lenses."

NIGHT ACTION:
Liquidate 1 player per night with a laser strike.

VICTORY: Eliminate humans OR trick town into shooting Real Bird!

HUMAN RESISTANCE
SIGNAL INTERCEPTOR



"Hacks micro-transmissions to detect artificial RF frequencies."

NIGHT ACTION:
Scan 1 player to detect "Drone Signal" or "Biological Signal".

VICTORY: Help town identify and vote out the Spy Drone.

HUMAN RESISTANCE
EMP SPECIALIST



"Carries a portable electromagnetic pulse generator."

NIGHT ACTION:
Deploy EMP shield on 1 player, protecting them from liquidation.

VICTORY: Shield allies and vote out the Spy Drone.

HUMAN RESISTANCE
PARANOID CITIZEN



"Wears tinfoil hat linings. Always observant of unnatural avian moves."

NIGHT ACTION:
None. Use logic, chatter, and voting power during Day Phase.

VICTORY: Unmask the Spy Drone through deduction.

BIOLOGICAL MASCOT
REAL BIRD



"Just an innocent pigeon eating crumbs. Has no idea what a satellite is."

TRAP MECHANISM:
If town votes to shoot this bird, INSTANT SPY DRONE VICTORY!

WARNING: DO NOT SHOOT THE REAL BIRD!

PLAYER AID
PHASE SUMMARY

NIGHT ORDER:

1. Drone Kills
2. Interceptor Scans
3. EMP Shields

DAY VOTE:

Discuss & vote by majority. Ties result in no execution.

KEEP ACCESSIBLE DURING PLAY