

# Poor Me

A physically challenging  
card game

Ages 6+  
4 players

## Setting Up

### The Card Decks

There are two decks of cards, the pink **Poor Me!** deck, and the yellow **Pigeon** deck. Place these decks side by side at the center of the table, with the bird images facing up, leaving space for a discard pile. **Both teams will draw from both decks!**

### Choosing Teams

Players take turns flipping the provided coin. The first two players to flip the same bird are on one team (Pigeon or Potoo), while the remaining two are on the other team.

### Turn Order

Team Pigeon takes the first turn, choosing either member to go first. Team Potoo goes next. The second player from Team Pigeon then takes their turn, followed by the second player from Team Potoo. Play continues in this order for the remainder of the game.

# Play

## On Each Turn:

The player draws a **Poor Me!** Card, and must **keep it hidden** from their teammate.

The same player then picks up a **Pigeon** card and immediately begins the 30 second timer after reading the card. The player will have to act out the word on the card while following the restrictions of their **Poor Me!** Card. **All players may see the Pigeon card category (Sports, Work, or Animals).**

If their teammate guesses it within 30 seconds, the team keeps the Pigeon card as a trophy (1 Pigeon card = 1 point). If not, place the Pigeon card in the discard pile.



# Restrictions

## Poor Me! Cards

The **Poor Me!** card only affects the player that drew it, and only when the timer is running (while the player is acting). However, don't get rid of the card when the timer stops; **Poor Me!** cards stack over the course of the game!

## Animal Category Cards

The player may make noises but cannot say words or letters (i.e. players may croak like a frog but may not say the word "ribbit").



# Winning

## How to Win

The game ends when there are no **Poor Me!** cards left. The team with the most points wins.



**Tip:** Count up your team's **Pigeon** cards to figure out how many points your team has.

# Tie

## In the Case of a Tie

If there is a tie at the end of the game, both teams put forward one player to act. These two players, from opposite teams, draw and simultaneously view **the same Pigeon** card. Without using the sand timer, but still adhering to the limitations of the **Poor Me!** cards they have accumulated throughout the game, the players act out the card. The **first team** to guess the word on the card wins.

**WHEN YOUR “POOR ME”**



**CARDS OVERLAP**



Fun Fact:

Potoo birds are  
also called “poor-  
me-ones” because  
the sounds they  
make are so sad!

