

FluffTM

Set up:

Each player chooses a Fluff Cup and matching dice featuring one of the four Fluff characters. Everyone rolls their five dice and the player with the most wilds (animal faces) will have the first turn. If there's a tie, keep rolling until someone wins.

Object:

Throughout the game, players lose dice by losing bids, or losing calls. Be the last player in the game to have dice.

Gameplay Quick Reference:



EACH PLAYER PLACES DICE IN THEIR CUPS AND GIVES THEM A GOOD SHAKE.



FLIP THE CUP ONTO THE TABLE; PEEK AT THE DICE.



FIRST PLAYER PLACES A BID.



PLAYER TO THE LEFT INCREASES BID OR CALLS.



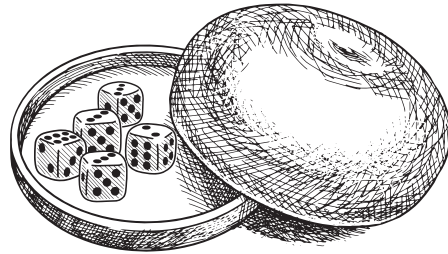
LOSE THE BID OR THE CALL, LOSE 1 DIE; BUT LOSE 2 DICE IF YOU CALL OUT OF TURN AND LOSE.



PLAY CONTINUES UNTIL ONLY ONE PLAYER IS LEFT WITH DICE.

Gameplay In Detail:

Everyone rolls all five of their dice inside their Fluff Cup. Take a peek at your roll, but don't let the other players see.



The first player announces a bid – **A bid is a guess of the total quantity of a specific value of ALL players' dice.**

Don't forget, faces are wild! (And you can't bid on just 'wilds;') You might bid "4 twos" or "5 threes". You can base your guess on what you rolled or... what you haven't rolled. That's where bluffing comes into play. If you have no fives but bid several fives, you might throw off the other players.

Now the next player may either raise the bid or call Fluff. Raise the bid by increasing the quantity and/or the value of the existing bid. Say I bid "5 twos". You could raise the bid to "6 twos" or "5 threes". Or raise both and say "7 fours". Use my options below as a guide to raising bids.

Raising Bids Guide:



RAISE THE QUANTITY OF THE VALUE OF THE LAST BID. "4 THREES" → "6 THREES"



RAISE THE VALUE OF THE LAST BID, QUANTITY STAYS THE SAME. "4 THREES" → "4 FIVES"



RAISE BOTH QUANTITY AND VALUE OF THE LAST BID. "4 THREES" → "7 SIXES"



LOWER THE VALUE OF THE LAST BID ONLY IF THE QUANTITY IS RAISED "7 SIXES" → "8 FOURS"

NOTE: THE QUANTITY OF THE BID CAN NEVER DECREASE.

Your other option is to call Fluff on the existing bid. Say I bid "9 fives" and you have no fives. You might think I'm bananas, so you call Fluff! All players reveal their dice. If there are 9 fives or more, you would lose a die. If there are fewer than 9 fives, I lose a die. You may also call Fluff when it's not your turn, but **you** will lose **2 dice** if you're wrong and the bidder still only loses 1 if you're right. It's risky and frisky!

When you lose a die, just set it aside for all to see, and start fresh with a new roll. The person who lost the die starts the next round with the opening bid.

When you lose your last die, you're out! Play continues until only one player has dice left. That player is the winner and may celebrate in any way they choose!

Game Option:

Sloppy Style – If one or more dice fall out of your Fluff Cup, you lose those dice for the remainder of the game, so roll carefully! I prefer playing this way, but then again, I'm the type who enjoys dancing on the razor's edge.

Pro Tips:

Here are some good pointers that will help you become a rough and tough Fluffer.



PAY ATTENTION! BE MINDFUL OF HOW MANY DICE ARE IN PLAY. IF THERE ARE ONLY 10 DICE IN PLAY AND SOMEONE BIDS 8 THREES, THAT MIGHT BE A LITTLE FISHY.



GO WILD! DON'T FORGET ABOUT WILDS, THEY ALWAYS COUNT AS THE FACE OF THE CURRENT BID.



MIX IT UP! TRY TO BID CONSERVATIVELY AT TIMES, AND BOLDLY AS WELL. TRICK OTHER PLAYERS BY BLUFFING, BUT DON'T ALWAYS BLUFF. IT'S LIKE THE OLD SAYING, "THE WEASEL WHO IS SHREWD BRINGS HOME THE FOOD!"



BREAKING THE LAW! IF YOU FIND THAT YOU'RE HAVING A HARD TIME WINNING, FIGURE OUT A WAY TO CHEAT.



THE MORE THE MERRIER! COMBINE MULTIPLE FLUFF SETS FOR PARTY-SIZED GROUPS OF PLAYERS.



WARNING:
CHOKING HAZARD – SMALL PARTS.
NOT FOR CHILDREN UNDER 3 YRS.

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games grown by **BANANAGRAMS**
Bananagrams, Inc. Info@Bananagrams.com
845 Allens Avenue, Providence, RI 02905

Kendra Harrington: Art direction, layout, and endless critter names
Anthony George: Instructions and annoyances
David Kunitz: Engineering
Fluff Cups inspired by the Dice Guys: Chris Daley, Dane Andrade, and Micah Nelson

#playfluff