Welcome to Piffle: An Outlandish Card Game. With this PDF version of the game you can print your Piffle deck in color OR b&w at home or a local print store. We recommend thicker grade paper and even a glossy finish and printing in color, but we understand ink can be costly. We have included the backing page for your cards if you wish to print the cards double sided. This is not required to play, but does give the cards that extra official look.

PRINT INSTRUCTIONS:
FROM HOME: Open Piffle: An Outlandish Card Game PDF from your Home device. Connect your home device to your printer. Cards are 2 sided, If you choose you will have to print on both sides of the paper. Print 1 page at a time, reverse the page in your printer feed and print again to get both sides of the card. Print all the pages so you have cards and the game instructions. If you do not wish to have a back simply use the cards without a backing, and do not include the backing pages while printing (All even pages.)

FROM PRINT STORE: Save Piffle: An Outlandish Card Game PDF on a portable drive or send the file directly to the printer. Have printer print all the pages front and back so you have cards and the game instructions. This may require a conversation with the printer. If they print the entire document front and back starting with page 1 it will work just fine.

CUT INSTRUCTIONS:
Cut on the dashed lines. Use an industrial paper cutter for a cleaner more accurate cut. Remember to keep all your cuts symmetrical and even, because even though paper throwing stars are fun... cleanup isn't.

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•Game Design, PDF layout, & Logo Design by T. Julian Bell
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WELCOME TO PIFFLE AN OUTLANDISH CARD GAME:

Piffle is a strategy based card game that involves over coming obstacles with special gear, hero, & conflict cards all while telling outrageous stories. 1 Deck= 2-6 players

SETTING UP A GAME:

Players split into teams or play solo against one another. The number of teams doesn't matter, but the players should sit opposite their teammate. Remove the Obstacle cards from the deck and place them in the center of all players face down. The youngest player deals everyone five (5) cards from the deck. The youngest player then turns the first obstacle card face up.

HOW TO WIN:

The first person or team to win five (5) obstacle cards wins the game.

PLAYING THE GAME:

Teams play against one another adding up their teams cards to win the current obstacle. Players take turns laying down a card, starting with the player to the left of the dealer and moving clockwise. Players must lay down 1 card from their hand into their team pile and then draw 1 card from the deck.

STORYTIME:

Each time a player lays down a card they must describe a story taking place.

POINT VALUE ON CARDS:

Your team plays Gear, Hero, & Conflict cards to generate points against the Obstacle. Using Hero & Conflict cards will change the value of certain colored Gear cards in play. When a Hero card is played it counts as one (1) point for EVERY same color gear card on the table. The Hero points only count for the team that played it. When a Conflict card is played EVERY same color gear card is worth 0 points including gear of the same color from the team who played it. Players can remove Conflict cards with a new played Hero card of the same color. Likewise a new played Conflict card can remove a Hero of the same color. Both cards are removed when used this way.

ADDITIONAL RULE OPTIONS:

YARD SALES: If a player dislikes their entire hand, instead of playing a card they discard all their cards to draw brand new cards, but they draw 1 less card back than they had. The player can not play that turn.

CONFLICTED WIN: If a team earns enough points to win the obstacle, the next player that would have played CAN if they choose play a conflict card, if the card would stop the win.

2

GEAR

AIRHORN

GEAR

2

1

GEAR

BALL & CHAIN

GEAR

1

1

GEAR

BANDANA

GEAR

1

2

GEAR

BASEBALL

GEAR

2

2

GEAR

BB GUN

GEAR

2

1

GEAR

BEARD TRIMMER

GEAR

1

1

GEAR

BIRTHDAY CAKE

GEAR

1

2

GEAR

BOOGIE BOARD

GEAR

2

1

GEAR

CAMERA

GEAR

1

piffle

piffle
piffle
piffle
piffle
piffle
piffle
piffle
piffle

1

GEAR

Camouflage toupee

GEAR

1

1

GEAR

Chewed gum

GEAR

1

2

GEAR

Climbing gear

GEAR

2

3

GEAR

Computer

GEAR

3

2

GEAR

Dirty underwear

GEAR

2

1

GEAR

Dish towel

GEAR

1

1

GEAR

Duck decoy

GEAR

1

2

GEAR

Fire extinguisher

GEAR

2

2

GEAR

Frisbee

GEAR

2

Piffle

Piffle
Piffle
Piffle
Piffle
Piffle
Piffle
Piffle
Piffle

3

GEAR

Golf carT

GEAR

3

3

GEAR

Hand grenadE

GEAR

3

1

GEAR

Hand sanitizeR

GEAR

1

2

GEAR

HarP

GEAR

2

2

GEAR

Hot coffeE

GEAR

2

1

GEAR

LadderR

GEAR

1

2

GEAR

Life vesT

GEAR

2

1

GEAR

Magnifying glasS

GEAR

1

1

GEAR

No. 2 pencil

GEAR

1

Piffle

Piffle
Piffle
Piffle
Piffle
Piffle
Piffle
Piffle
Piffle

3

GEAR

Parachute

GEAR

3

3

GEAR

Pile of money

GEAR

3

2

GEAR

Poem

GEAR

2

3

GEAR

Pogo stick

GEAR

3

1

GEAR

Pretty flower

GEAR

1

3

GEAR

Racing horse

GEAR

3

3

GEAR

Radioactive fish

GEAR

3

1

GEAR

Rolled up newspaper

GEAR

1

2

GEAR

Rowing paddle

GEAR

2

Piffle

Piffle
Piffle
Piffle
Piffle
Piffle
Piffle
Piffle
Piffle

1

GEAR

Rubber band

GEAR

1

3

GEAR

Skateboard

GEAR

3

2

GEAR

Ski goggles

GEAR

2

1

GEAR

Sledge hammer

GEAR

1

2

GEAR

Slingshot

GEAR

2

1

GEAR

Stopwatch

GEAR

1

1

GEAR

Suspenders

GEAR

1

1

GEAR

Tape

GEAR

1

3

GEAR

Taser

GEAR

3

piffle

piffle
piffle
piffle
piffle
piffle
piffle
piffle
piffle

2

GEAR

Tennis racket

GEAR 2

3

GEAR

Trained monkey

GEAR 3

3

GEAR

Tranquilizer dart

GEAR 3

2

GEAR

Tree branch

GEAR 2

1

GEAR

Whoopee cushion

GEAR 1

2

GEAR

Wood barrel

GEAR 2

HERO

Sun-burnt lifeguard

Option 1: Play a hero in your team pile. Hero is worth 1 for every same color in play, until removed or obstacle won.

Option 2: Play a hero to remove a conflict. Both cards are removed.

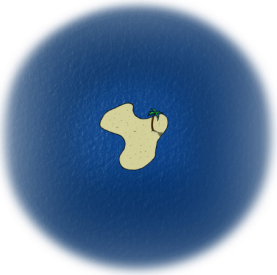
CONFLICT

Crashing building

Option 1: Play a conflict to reduce all gear of same color to 0 until removed or until obstacle won. Can be played as last turn if opponent wins, for continuing the game.

Option 2: Play a conflict to remove a hero. Both cards are removed.

CONFLICT



Deserted island

Option 1: Play a conflict to reduce all gear of same color to 0 until removed or until obstacle won. Can be played as last turn if opponent wins, for continuing the game.

Option 2: Play a conflict to remove a hero. Both cards are removed.

Piffle

Piffle
Piffle
Piffle
Piffle
Piffle
Piffle
Piffle
Piffle

conflict

Government Shutdown

Option 1: Play a conflict to reduce all gear of same color to 0 until removed or until obstacle won. Can be played as last turn if opponent wins, for continuing the game.

Option 2: Play a conflict to remove a hero. Both cards are removed.

Card Concept By: RWK

conflict

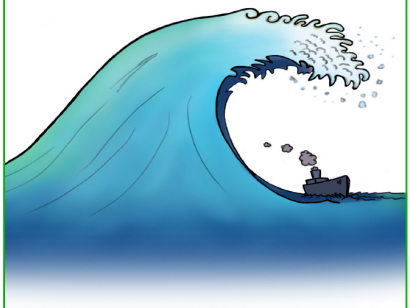
Mother-in-law

Option 1: Play a conflict to reduce all gear of same color to 0 until removed or until obstacle won. Can be played as last turn if opponent wins, for continuing the game.

Option 2: Play a conflict to remove a hero. Both cards are removed.

Card Concept By: PNC

conflict

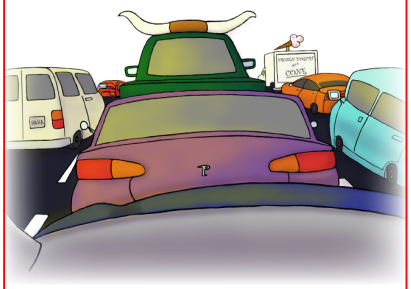


Tidal Wave

Option 1: Play a conflict to reduce all gear of same color to 0 until removed or until obstacle won. Can be played as last turn if opponent wins, for continuing the game.

Option 2: Play a conflict to remove a hero. Both cards are removed.

conflict

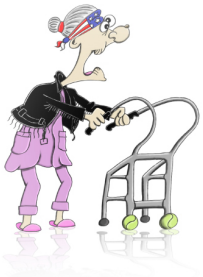


Traffic Jam

Option 1: Play a conflict to reduce all gear of same color to 0 until removed or until obstacle won. Can be played as last turn if opponent wins, for continuing the game.

Option 2: Play a conflict to remove a hero. Both cards are removed.

Hero



Chopper Granny

Option 1: Play a hero in your team pile. Hero is worth 1 for every same color in play, until removed or obstacle won.

Option 2: Play a hero to remove a conflict. Both cards are removed.

Hero

Gunless Cowboy

Option 1: Play a hero in your team pile. Hero is worth 1 for every same color in play, until removed or obstacle won.

Option 2: Play a hero to remove a conflict. Both cards are removed.

Hero

Mail Carrier

Option 1: Play a hero in your team pile. Hero is worth 1 for every same color in play, until removed or obstacle won.

Option 2: Play a hero to remove a conflict. Both cards are removed.

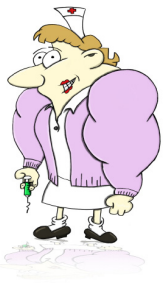
Hero

Mr. Fancypants

Option 1: Play a hero in your team pile. Hero is worth 1 for every same color in play, until removed or obstacle won.

Option 2: Play a hero to remove a conflict. Both cards are removed.

Hero



Nurse Bodybuilder

Option 1: Play a hero in your team pile. Hero is worth 1 for every same color in play, until removed or obstacle won.

Option 2: Play a hero to remove a conflict. Both cards are removed.

Card Concept By: SWP

piffle

piffle
piffle
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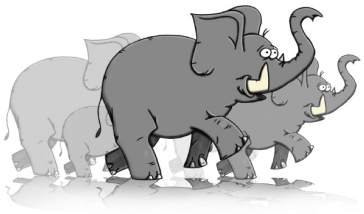
piffle

15 OBSTACLE

DUST STORM

OBSTACLE 15

17 OBSTACLE



ELEPHANT STAMPEDE

OBSTACLE 17

17 OBSTACLE

WOLF IN SHEEP'S CLOTHING

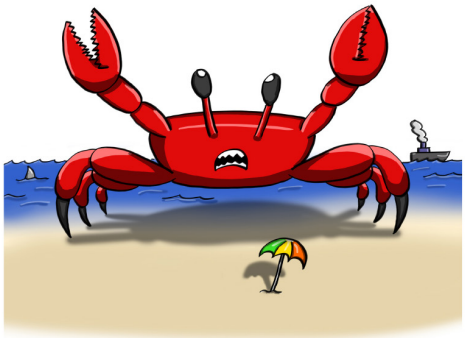
OBSTACLE 17

18 OBSTACLE

FOREIGN SPY

OBSTACLE 18

16 OBSTACLE



GIANT CRAB

OBSTACLE 16

14 OBSTACLE

LOCKED CHEST

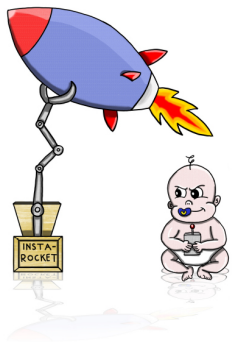
OBSTACLE 14

14 OBSTACLE

MASKED RACCOON

OBSTACLE 14

18 OBSTACLE



MASTERMIND BABY

OBSTACLE 18

17 OBSTACLE

PRISON RIOT

OBSTACLE 17

PIFFLE
OBSTACLE

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OBSTACLE

15 OBSTACLE

QUICKSAND

OBSTACLE 15

14 OBSTACLE

RICKETY ROBOT

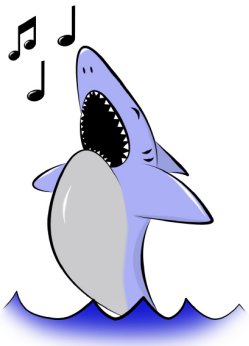
OBSTACLE 14

15 OBSTACLE

ROLLING BOULDER

OBSTACLE 15

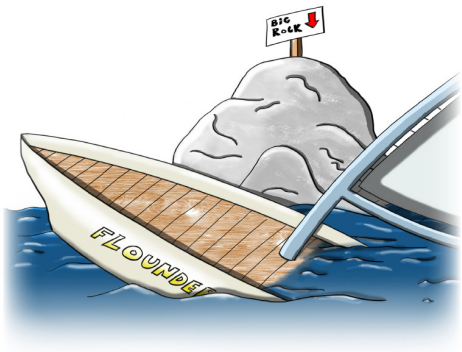
16 OBSTACLE



SINGING SHARK

OBSTACLE 16

15 OBSTACLE



SINKING YACHT

OBSTACLE 15

16 OBSTACLE

SWARM OF BEES

OBSTACLE 16

17 OBSTACLE

TORNADO

OBSTACLE 17

1	7	13
2	8	14
3	9	15
4	10	16
5	11	17
6	12	18

1	7	13
2	8	14
3	9	15
4	10	16
5	11	17
6	12	18

PIFFLE
OBSTACLE

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