

## **PIFFLE AN OUTLANDISH CARD GAME:**

Piffle is a strategy based card game that involves overcoming obstacles with special gear, hero, & conflict cards all while telling outrageous stories. Ages 7+

1 Deck = 2-6 players

2 Decks = 2-8 players

3 Decks = 2-10 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.

## **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 RULES ( OPTIONAL):**

**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 an obstacle, the next player that would have played CAN if they choose play a conflict card, if the card would stop a win.



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