Fluff

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 In Detail:
Everyone rolls all five of their dice inside their Fluff Cup. Take a peak 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.

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!

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:
- 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.