



The Furglars

How To Play

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- 20 Furry Furgle Dice
- 20 Bullion Bars
- 6 Character Cards
- 1 Bullion Bank Card
- These Instructions



Can you catch a Furgle?

Have you ever seen a Furgle? Do they even exist?

The public doesn't know it, but Furgles are real, they're on the loose, and there's a secret society who will pay a fortune for them!

A group of expert trappers, known as The Furglars, are on the hunt for these rare creatures, and you can be one of them. But beware, The Furglars are an unscrupulous crew and will stop at nothing in their quest to get rich quick.

Stealing Furgles is business as usual in this high stakes game of bounty and burglary. No matter how clever you may be, you'll need a lot of luck to out-furgle your foes...

The Objective

Capture, steal, and protect as many Furgles as possible to collect Bullion Points.

The Set-Up

1. Each player picks a Character Card, places it face-up in front of them, and takes a set of furry Furgle Dice.

# of Players	# of Dice per Player
2 Players	5 Furgle Dice
3-5 Players	4 Furgle Dice
6 Players	3 Furgle Dice

2. Set aside any leftover dice.
3. Players place all of their dice "x" side up.
4. Place all Bullion Bars on the Bullion Bank Card according to value.
5. Decide who goes first!

The Mysteries of the Dice



Furgles

Keep Furgles to exchange for Bullion Points at the beginning of your next turn.



Locks

Protects Furgles from Hands. (Other players must break all of your locks before they can steal any of your Furgles).



Hands

One Hand may break any one Lock or may steal one Furgle (if no locks are protecting it).



X's

No action.

The Gameplay

Round 1

Each player starts with an empty Character Card.

1. Roll the Dice.

On your turn, roll all of the dice in front of you.

2. Make your Move.

You may keep any Furgles and Locks you roll, and place them on your Character Card.

With each Hand icon you roll, you may break one Lock on any other player's card, or steal one unprotected Furgle from any player.

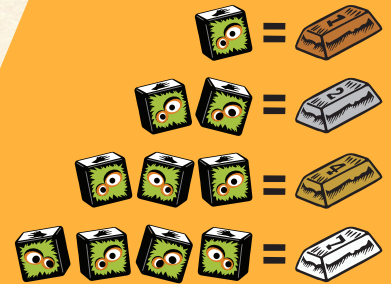
- You cannot steal Furgles if Locks protect them. All Locks on a player's card must be broken before their Furgles can be stolen!
- You do not have to steal Furgles or break Locks from just one single player. Target as many players as you want... as long as you have the Hands to do it!
- When you break another player's Lock, place the die "x" side up in front of you.
- When you steal another player's Furgle, place it onto your Character Card.

3. Pass the Dice

Pass all dice (except for Furgles and Locks on your Character Card) to the player on your left.

Continue this way until all players have taken their first turn.

Furgle-to-Bullion Conversion Chart



Round 2 (and rounds beyond...)

Furgles are worth Bullion Points! That is, only if you've managed to hold on to any Furgles by the time your next turn begins!

1. Collect your Bounty

Before you roll the dice, start your turn by cashing in any Furgles that remain on your card for Bullion Points from the bank. (See Furgle-to-Bullion Conversion Chart)

2. Roll the Dice

Roll all of the dice in front of you. Including all:

- Dice that may have been passed to you by the previous player.
- Furgles that you had at the beginning of your turn (which were sold for Bullion Points).
- Locks that you may have had on your card at the beginning of your turn.

3. Make your Move

Repeat "Make your Move." from Round 1.

4. Pass the Dice

Repeat "Pass the Dice." from Round 1.

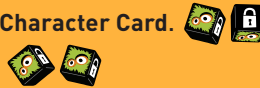
The Gameplay Example

It's Kenzie's turn.



- She starts her turn by collecting 2 Bullion Points for the 2 Furgles on her Character Card.
- She then rolls 8 dice in front of her, and gets 3 Hands, 2 Furgles, 1 Lock and 2 "x"s. She immediately places the Furgles and Lock that she rolled onto her Character Card!

Note: Sofia has 1 Lock and 1 Furgle on her Character Card. Quinn has 2 Furgles (no Locks) on his card.



- Kenzie then breaks Sofia's 1 Lock with 1 Hand, rotates both dice to the "x" side, and places them in front of herself. (all Hands and Locks are always turned "x" side up and added to the pass pile).



- She steals Sofia's Furgle and places it on her Character Card!



- Kenzie steals 1 of Quinn's Furgles and places that on her card as well!
- She ends her turn with 4 Furgles and 1 Lock on her Character Card, then passes the 6 remaining dice to the player to her left.



The Win

The first to collect 15 Bullion Points wins the game!
In a 2-player game, the first to collect 21 points wins!

The Optional "X" Factor

Add an extra twist to the game by creating a special advantage for players who roll all "x"s!

The "X"ample

If you roll all "x"s on your turn, all other players must give you any Locks they have on their Character Card. You then roll those dice as a bonus roll. If there are no Locks in play, no bonus roll for you!

**Did you make-up your own "X" Factor?
We'd like to know about it!**



Credits

Gameplay

Ken Gruhl & Quentin Weir

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