



Instructions

Contents Include

1 instruction booklet
160 numbered cards (8 x 1-20)
10 **Poof** cards

Goal

Score the lowest total number of points by getting rid of the cards in your hand.
Keep reading to find out how!

Don't feel like reading?
Head over to www.poofthegame.com to watch the how-to video!

Set Up

1. Grab a writing utensil and a piece of paper to keep score with. Phones also work as an eco-friendly alternative!
2. Based on the number of players, separate out the cards needed to play per the chart below. All 10 *Poof* cards are included no matter how many people are playing.

# of players	card #'s to play with
2	1 - 12
3	1 - 14
4	1 - 16
5	1 - 18
6	1 - 20

3. Shuffle all cards into a messy pile in the center of the playing area. We recommend all players work together to really mix up the cards.

4. Without looking, players each pull out 19 cards. Each player places 4 cards face down in front of them with one additional card face up on top of each of those- these 4 are visible to all other players. The other 11 cards remain in the players' hands and can be looked at. All 19 cards together make up a player's full hand.

Example Setup



5. To determine who goes first, after each player has prepared their hand, everyone pulls one additional card from the pile and places it face up in front of them immediately. The player with the highest number goes first. These cards are not part of the players' hands and should be returned to the center of the playing area.

6. All cards not a part of players' hands can be pushed to the side of the playing area as they will no longer be needed this round. This is the start of the discard pile.

You are now ready to play!

How to Play

1. The first player plays any quantity of the same value card(s) from their hand, keeping in mind that the cards face up in front of them are also part of their hand. As a player plays their card(s) they should announce their move. For example, “three 16’s!” or “one 4!”.
2. If playing a card that is face up on top of one of the 4 face down cards in front of a player, the player then flips the face down card. This card cannot be played until the player’s next turn.
3. Proceeding clockwise, the following player must play any quantity of the same value card(s) so long as they are equal to or lower in value than the previous player’s. For example, if the previous player laid two 10’s, the next player could lay one 10 or three 10’s or one 8 or two 8’s- it doesn’t matter how many cards were played previously.
4. Play continues until a player can no longer play a card or until a player has run out of cards in their hand.

5. If a player can no longer play a card that is equal to or lower than the previous card(s) played, they must pick up the entire pile from the center of the playing area and add it to their hand. The player that picked up the cards is not allowed to play this turn and play moves on to the next player to start a new pile.

6. The round is over as soon as one player plays the final card(s) from their hand.

Extra Challenge!

Don't flip the bottom cards. You play them blindly and if it's higher, you must pick up the pile.

2-Player Games Only

The game is played the exact same way with one additional rule: the mercy rule.

At any point, a player may declare a **Pooftastrophe**, at which point any cards in their hand as well as any in the center of the playing area are tallied for their score and the opponent gets a score of 0 for the round.

Poofing

1. By exclaiming "**Poof!**" a player moves the cards in the center of the playing area to the discard pile.

2. There are two ways to **poof**:

- By playing 4 or more of a kind in a row. These can be four cards from your own hand or by playing the 4th (or more) of a number on your turn. For example, if three 5's have already been played and you play 1 or more additional 5's, you would yell "**Poof!**"

or

- By playing a **Poof** card. These can only be played one at a time and **MUST** be played on top of other cards.

3. Once **poofed**, move any cards in the center of the playing area to the discard pile. These cards are no longer in play this round.

4. The player who **poofed** gets to play another card starting with any number they would like.



End of the Round

1. Once one player has played all cards from their hand, the round is over and players must total up their scores for the round based on the remaining cards in their hand.
2. All cards are worth the value on them. *Poof* cards are worth 50 points.
3. Take note of each player's score and add it to any points accumulated from previous rounds.
4. Start a new round by re-shuffling and selecting new cards.

End of the Game

1. The game ends after 7 rounds have been played.
2. The player with the lowest total number of points is the winner!

Frequently Asked Questions

- Can I play the cards in front of me at any time?

Yes- as long as they are face up at the beginning of your turn.

- I just flipped one of the face down cards over, can I play it if it matches the number I just played?

No- these cards cannot be played on the same turn that they are flipped over.

- One of my face up cards is a **Poof** card. Once I play it and flip what is underneath it, am I allowed to play that newly flipped card after clearing the playing area?

Yes- playing the **Poof** card was your turn.

The card you play after **poofing** is a new turn!

- Can I play the cards in front of me and matching cards that I'm holding together in a turn?

Yes!

- The player before me just had to pick up the whole pile because they couldn't play the same number or lower, can I play any card I want?

Yes! You can play any number from your hand regardless of what was played last.

- What happens if all I have left in my hand are **Poof** cards?
That is fine but just remember- **Poof** cards must be played on top of other cards so you cannot play them as the first card in the pile.
In the event that all you have left to play is a **Poof** card and there are no current cards in the pile, your turn is skipped.
- I have more than one card of the same number in my hand, do I have to play them all together?
No, you can play them all together or save one (or more) for later.
- What do I do if I flip a **Poof** card when determining who goes first?
Poof cards are the highest card in the game so you would go first!
- What happens if two players both draw the same card when determining who goes first?
Each player chooses another card and the highest card goes first.
- Why would I call a **Poofastrophe**? (2-player games only)
When you realize that every card in your opponent's hand is lower than every card in your hand, it may be in your favor to call a **poofastrophe**.

For alternative rules and more ways to play, visit www.poofthegame.com

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Created By: Greg Watson & Jake Bidner

Art and Design By: Kate Hagen

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Bidson Games, LLC. Washington, DC.

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