

The Furglars™

How To Play

Contents

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

15 min.

2-6

7+

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.

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)**

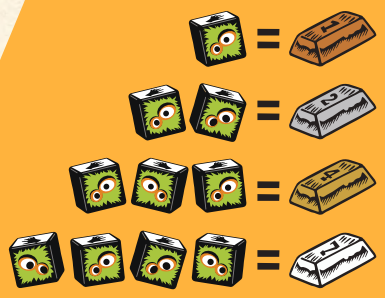
2. Roll the Dice
Roll all of the dice in front of you. Including all:

- 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**.

Furgle-to-Bullion Conversion Chart



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!

#furglars

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Credits

Gameplay
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