



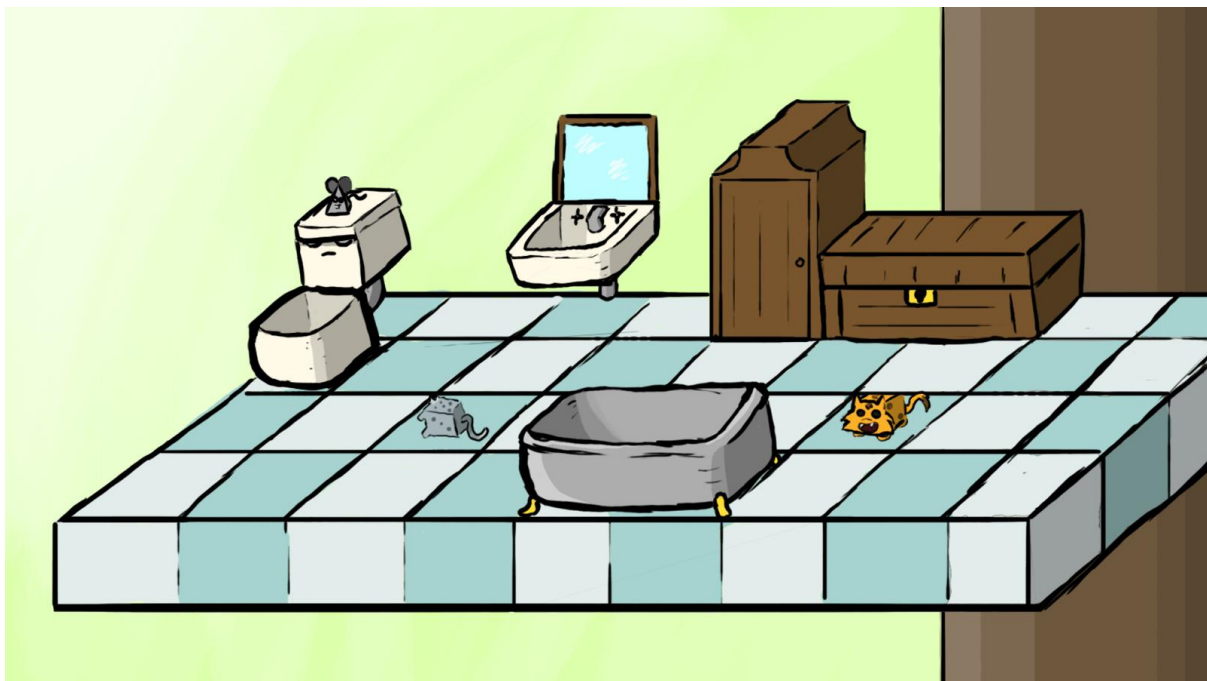
<b>Titel</b>	<b><i>Fluffy Dice (Flauschige Würfel)</i></b>
<b>Genre</b>	<b><i>Multiplayer-Game, Casual-Game, Game of Skill, Strategic-Game, Family Game</i></b>
<b>Developer</b>	<b><i>Gobble Games (Verschling Spiele/ Kollern Spiele)</i></b>
<b>Age restriction:</b>	<b><i>0+ (Recommendation: 8-12)</i></b>
<b>Players:</b>	<b><i>2+ (Recommendation: 4)</i></b>

**Flavour Text**

„The fluffy die is cast!“,  
as the saying of the witches goes.

**Story**

„Fluffy Dice“ plays in a reality, in which witches throw cats into a magic potion. Within the potion there is a magical castle floating inside a tiny bubble. There in the fairy castle, resembling a cat tree, jinxed cats **hunt between absurd furniture, through odd rooms after a weird mouse, which they need to break the effect of the potion**, since this potion keeps them in cube-like form, and can only be spoiled with the mouse. It amuses the witches to watch the cats fight over the mouse and they make bets which one will win. This well anticipated ceremonial became the main event at the Walpurgis Night and originated from a extraordinary mishap.





**Material**

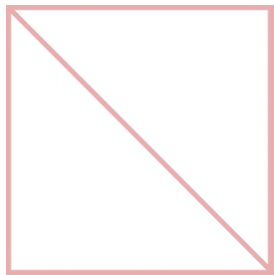
**1** - Board -  
with a 5 x 70 grid



**1** - Table



**3** - Chairs



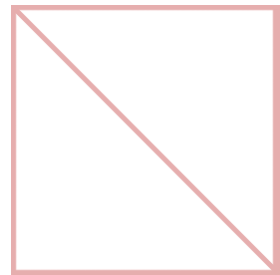
**1** - Red & Green Cube  
Cat



**2** - -1 Step



**2** - +1 Life



**1** - Goal and Start

**Set up**

The board is placed in between the players. Every player picks a colored cube cat, which he then places on the starting point, when it's his first turn.



Starting Points

### Starting Player

Every player throws a die , the starting player is determined by highest dice roll.

### Gameplay

Order of Play: Each round consists of three phases.

#### 1. Throwing Phase.

In turn order, each player must throw his cat-die onto the field. The player must use the Lego-Crossbow, load the die and place the blue marker onto the field the die was on. The shot die is then snapped onto the grid, which it occupies the most and aligned - turn it as little as possible so that it aligns with the grid. If the player leaves the game board by accident, he is placed back to his starting point and he misses his Tip over phase.

#### 2. Tip Over Phase.

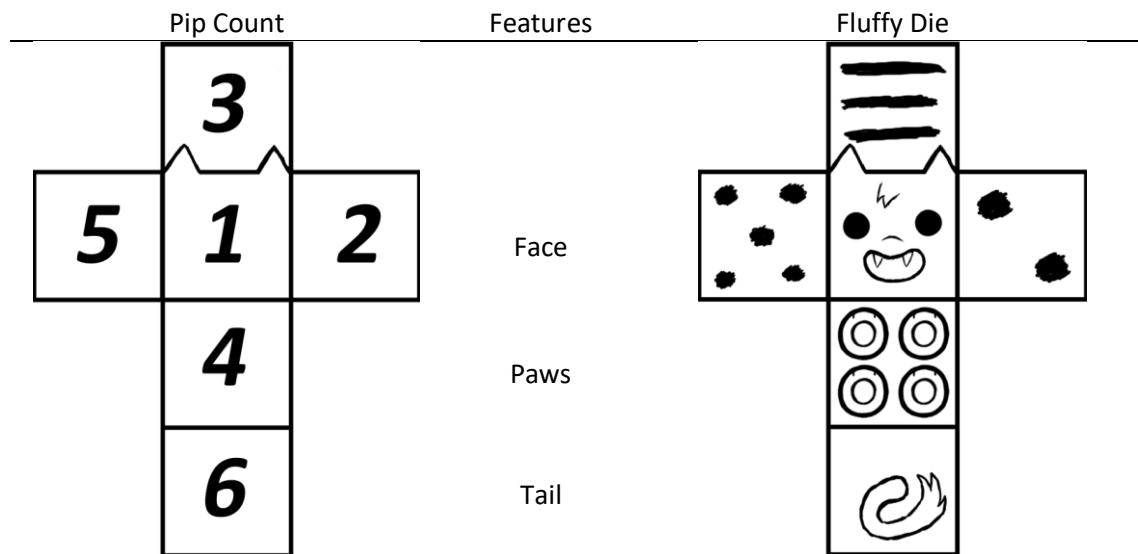
In turn order, each player may move his cat as often as the indicated on the players cube cat. Read the fur markings on the cat, which are facing upwards. A cat can move to any free cardinal adjacent field on the same level.

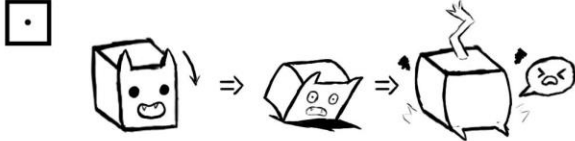
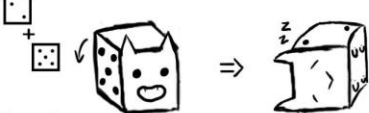
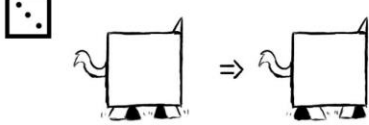
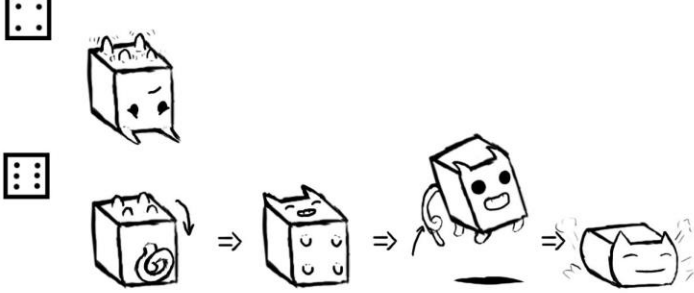
Whenever a cat moves a square it must also be tilted over so that the side of the dice, which was facing in the moving direction, is turned downwards.



A player may also choose to move to any lower level, in which case it counts as one move.

However, if the upwards facing number on the cube either reads 1, 2, 4, 5 or 6 certain rules take immediate effect. At the same time the features of the cat serve to illustrate the effects. For example a cat can walk, when she is standing on her paws.



<i>Fluffy Dice</i>	<i>Action</i>
	<b>Ache</b> <i>Schmerzen</i>
	<b>Sleep</b> <i>Schlafen</i>
	<b>Scamper</b> <i>Trappeln</i>
	<b>Hop</b> <i>Hüpfen</i>

Ache: The player loses a health point.

Sleep: The player loses a movement point.

Trappeln: The player moves his cat without tipping the cat over. Furthermore, he might move upwards a vertical field, losing 1 point of movement, but falls back to the floor if he ends a turn on such a vertical field.

Hop: The player jumps up to three fields and always lands on his paws (3) facing in the same direction he jumped to. A player can jump over, down, from or onto any object. Jumping requires a movement point.

#### Interactions

Whenever a cat moves over a field, which is adjacent to another cat and is on the same level, compare the upwards facing numbers of both cats and the cat with the lower number loses a life.

#### Special Fields

Whenever a player moves over a field containing a “-1 Life”, the player loses one life.

Likewise, if the field contains a “-1 Movement”, the player loses one point of movement.



### 3. Mouse Phase.

#### Version A.

The mouse moves towards a randomly chosen food item determined by a dice throw, each side represents an item - reroll when an item was already removed.

Pip Count	Food item
1	Cheese
2	Cabbage
3	Cookies
4	Apple

Place a marker onto the chosen food item. A mouse will continue walking towards it - choosing the shortest path. Throw the four-sided mouse die to determine how far the mouse walks. As soon as the mouse reaches a food item it is removed, and a new desired food must be marked again.

If a cat is within 3 squares the mouse will attempt to escape and run towards the closest mouse hole. Place the marker onto the nearest mouse hole. The mouse will walk 3 squares and avoid obstacles and lurking cats.

If a mouse reaches a mouse hole, move the mouse to a random mouse hole - determined by a dice throw. Reroll the dice, when the mouse originated from the said mouse hole. As soon as the mouse exits the mouse hole it can continue walking towards a newly randomly picked food item, which gets marked again.



## Version B.

The mouse moves “randomly” as long as there is no cat nearby. Throw the four-sided mouse die twice. The first throw will determine the direction the mouse is walking in, the second how far in a straight line. The mouse will stop in front of an obstacle if it is on the way.

Pip Count	Cardinal Direction
1	North
2	East
3	South
4	West

If another cat is within 3 squares the mouse will attempt to escape and run towards the closest mouse hole. The mouse will walk 3 squares and avoid obstacles but never lurking cats.

**Example Setup****1 - Example Setup****Terms**

<u>Englisch</u>	<u>Deutsch</u>
Jinxed	Verhext
Throwing (a die)	Würfeln
Cardinal	Kardinal
Cardinal direction	Himmelsrichtung
Wind rose	Windrose
Tilt	Kippen
Tilt over	Umkippen
Bring sth. in line	Etw. ausrichten
Adjacent	Angrenzend