

Pillow fight to the death (2-8 Players)

How to win

The last player in the game with pillow shaped health chips to their name is the winner.

What the game's about

Pillow fight to the death is about using the cards (pillows) in your hand to effectively defeat your opponents! Use special cards to make combos! Stun your opponents and make them miss a turn or make your opponents explode and deal twice the damage. Remember though that things can turn around at any point in the game because of the 'Resurrection pillow' or the 'Swap pillow'.

Game Setup

1. Distribute 15 pillow shaped chips to each player. This represents your health.
2. Shuffle the cards together and deal 5 cards to each player face down.
3. All look at your cards but keep them secret!
4. Put the remaining cards face down in the centre of the play area to create the draw pile.
5. Place any extra pillow shaped chips in the centre of the play area to create the blood bank.
6. Choose who starts and continue the game in the clockwise direction.
7. Remember. You can attack any player on your turn (unless the card specifies otherwise)!

Play!

1. A player can never have more health than 15 pillow shaped chips at any point of time.
2. A player can play **ONLY** one card on their turn unless specified otherwise.
3. After a player's turn, they may replenish their deck – players **MUST** have 5 cards in hand at all times!
4. In the event that a card with special properties has been played, the player affected **MUST** keep said card in front of their health gauge till the end of the cards effects.
5. In the event that a player has an appropriate card for defence, they may play that card immediately, negating the effect of the attack. The attack and defence cards upon negation will be put away unless a 'Pillow Fort' has been played. The players will then replenish their deck.

Cards at play (Total 72 cards) –

Attack cards:

1. Iron Pillow (4)
Hurl a hunk of iron that some nitwit bought as a pillow.
Takes away 4 Health from the chosen player.
2. Brick Pillow (4)
Throw a Pillow stuffed with bricks at your opponents
Deal 3 Damage to your opponent.
3. Wedge Pillow (4)
What is this really?
Takes away 3 Health from the chosen player
4. Grenade Pillow (2)
Lob an explosive grenade Pillow at your opponent.
(Fire in the hole!)
5. Fart Pillow (4)
Hurl a Pillow infused with the power of Fart.
Deals 1 Damage and makes your opponent smelly for 2 rounds. Using a Fire Pillow on a smelly opponent will deal x2 damage.
6. Fire Pillow (4)
Hurl a flaming pillow at your enemy.
Totally safe for kids
Enemy loses 2 health. Can ignite fart for x2 damage.
7. Ice Pillow (4)
Hurl a Chilly Pilly
Takes away 2 Health from the chosen player.
Can instead be used to counter the Fire Pillow if used against you
8. Wet Pillow (6)
Throw a pillow drenched with a dubious liquid
Drenched opponents take 1 Damage and can be stunned for 1 round if an Electric Pillow is used on them.
Remain wet for 1 round
9. Electric Pillow (4)
Throw a Pillow to shock your opponent
Deal 2 damage. Also stuns if opponent is wet.
10. Allergy Pillow (4)
Transfer allergies via this pillow.
Deals 1 Damage. Makes you weak to Cat hair x3 Damage.
11. Cat Hair Pillow (4)
Toss a Pillow stuffed with.....Cat Hair?
Deal 1 Damage. Does x3 Damage to those who are allergic
12. Slime Pillow (6)
Whack your enemy with this slimy pillow
Deal 1 Damage
13. Angry mum (4)
Your angry mum scolds everyone for being too noisy.
Everyone except for you takes 2 damage.

Defence cards:

1. Pillow Fort (3)
Place down this impenetrable bastion of strength!
Block any damaging attack as well as another for 1 round
2. Hospitable mum (3)
Your hospitable mum serves refreshments.
You regain 2 Health, everyone else regains 1 Health.
3. Comfy Pillow (3)
Restore 3 Health. Can play another card after using this one.

Action cards:

1. Net Pillow (3)
Steal one Card from an opponent after playing this card.
2. Passing the Pillow (3)
Give a card you don't want to your enemy while you pick up 2 cards.
3. Swap Pillow (3)
Everyone must give their cards to the person next to them in the direction the players are playing in
4. Resurrection Pillow (3)
Use this card upon death to steal 2 Health from all players in the game to replenish your own.
5. Reverse Card (3)
Changes the direction the players are playing in.