

HOW TO PLAY (continued)

- If any player who grabbed a Scoring Flag does not have all seven items correctly collected, their Scoring Flag is passed to the player who grabbed the next highest Scoring Flag. Scoring Flags shift appropriately until a flag would be given to a player without one.

The last Scoring Flag is then awarded to the player without a flag that has the highest number of correctly matching Item Cards. In case of a tie, the lowest Scoring Flag is not awarded to anyone.

SCORING

- Players who grabbed a Scoring Flag get to take all wagered Score Token(s) from that number of players and put them in their own score pile.

So, starting with the highest numbered Scoring Flag and moving to the next highest, each player who has a Scoring Flag will choose which player's Milk Caps to take.

Example: If Carter grabbed the Scoring Flag with a 4 on it and correctly collected all seven of the Item Cards that matched his Character Card, Carter can take all the wagered Milk Caps from 4 different players. (– see STRATEGY & TIPS)

Choose wisely, because even though you finished ahead of others, they may pick the player that wagered more points!

- When collecting Milk Caps, it's time for the BIG REVEAL! The player flips over each Milk Caps they are collecting to show what point they are receiving from each player.

- Any Milk Caps that are won are placed in the player's score pile. It's a SEPARATE pile from the initial set of 6 Milk Caps they are using to wager. Players may NOT wager any Milk Caps that are won during the game.

If a player's Milk Caps were NOT collected during scoring - then those Milk Caps are discarded for the game.

- If it's not the third and final round, return the Scoring Flags to the center of the table. Collect all the Item Cards and Character Cards and reshuffle for the next round. (– see STARTING A ROUND)

ENDING THE GAME & FINAL SCORE

At the end of 3 rounds, each player adds up the points of Milk Caps in their score pile. The player with the highest score wins!

In the case of a tie, whoever has the most Ying-Yang Milk Caps wins. If it's still a tie, it's okay ... you both win.

It's a fanny pack game, people. Play again!



COLLECTING MILK CAPS:

When a player can grab one of the Scoring Flags, they will be able to choose which player's Milk Caps to take, including their own.

If you know you put out low point Milk Caps, you might have a higher chance of getting better Milk Caps from other players and leaving your low point Milk Caps for someone else with a Scoring Flag that chooses after you.

WAGERING MILK CAPS:

Players develop their own strategies for wagering. Some will feel confident in the hand that they're dealt and wager more.

For example, when starting out, Ashley might see that the deal resulted in her having several Item Cards matching her Character Card before the round starts so, she might wager higher valued Milk Caps, feeling more confident that she will be able to complete her full set quickly - and grab one of the Scoring Flags.

OR if a player is behind in scoring, they may want to risk wagering more points hoping to grab a Scoring Flag, so they can then collect their own points and catch up.

Whatever the strategy, just remember that only players who grabbed a scoring flag get to collect Milk Caps after a round.



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GAME CONTENTS:

- 1 FANNY PACK
- 56 ITEM CARDS
- 48 MILK CAPS (POINT TOKENS)
- 8 CHARACTER CARDS
- 8 CHARACTER CARD STANDS
- 8 NUMBER STICKERS (FOR SCORING FLAGS)
- 4 SCORING FLAGS
- INSTRUCTIONS

AGES 14+

3-8 PLAYERS

(BTW - 3 IS GREAT, BUT 4 OR MORE IS OFF THE HOOK!)

OBJECT OF THE GAME

Here's the dillio...

Race to fill your Fanny Pack with the items that your character needs.

Wager points with your Milk Caps. Then simultaneously - and quickly! - trade cards to get all the items you need first... and score! The highest score after three rounds WINS! **BOOYAH!**

SETTING UP

1. If you didn't already, apply the Number Stickers to the Scoring Flags. Assign one number per flag. Simply match the color of the number to the color of the flag.
2. Channel your inner 90s and choose which Character Cards the group will play for the game. Select 1 Character Card per player.



For example: if there are 5 players there are 5 Character Cards being used. Set aside the remaining Character Cards that you will NOT USE for the current game.

SETTING UP (continued)

- Now find the corresponding Item Cards for each Character Card being played. These are the cards players will trade in the round. Each Character Card has 7 items.



Set the remaining Item Cards aside.

- Give each player a Character Card Stand.
- Each player grabs a set of 6 Milk Caps (Point Tokens). Each player's set of Milk Caps should consist of the following points: 0, 1, 1, 2, 2, 3. This set of caps is used for wagering throughout the game.



STARTING A ROUND

- Sort the Item Cards into seven piles based on their type, as indicated by the word at the top ("Booyah!" "Dope," "Fly," etc.) and the color of the cards. Shuffle each pile separately.



- Deal one card of each type - face down - to each player so each player has seven cards with no duplicate types. Keep cards secret.
- Shuffle the Character Cards and randomly give one to each player - face down.
- Place your Character Card in your card stand with the fanny pack side facing you so only you can see what items you need to collect - AND so your character is kept secret from the other players.
- Set the Scoring Flags needed for your game, based on the number of players (refer to chart below), in the middle of the table within reach of all players.

PLAYER COUNT	THREE	FOUR	FIVE
FLAGS NEEDED	1	2,1	3,2

PLAYER COUNT	SIX	SEVEN	EIGHT
FLAGS NEEDED	3,2,1	4,2,1	4,3,1

HOW TO PLAY

- A game consists of 3 rounds.
- Each player looks at their assigned Character Card and hand of Item Cards - then wagers a number of Milk Caps (points) equal to the round of play from the initial set of caps they started with.

Example: So, each player wagers 1 Milk Cap in Round One, 2 Milk Caps in Round Two, and 3 Milk Caps in Round Three.

- Each Milk Cap has a different point value, but over the course of the game, everyone will bet all 6 Milk Caps. So, it's up to the player to choose how many points to wager in each round. When ready, place the Milk Cap in front of you face down - to keep it secret.
- In later rounds, players may NOT wager any Milk Caps they have won during play. Milk Caps that are won are kept in a separate score pile to tally at the end of the game.
- After each player has wagered the appropriate number of Milk Caps, trading can begin. The dealer shouts "Fanny Pack!" to signal that all players may now begin play. (It may get loud!)
- Players simultaneously race to collect all the items on their Character Card by trading Item Cards with other players as follows:

HOW TO TRADE

- Choose one card at a time from your hand that you want to trade and shout the type indicated on the top ("Da' Bomb," "Oh, Snap!", "Rad!", etc.).



You may trade this card face down for one card of the same type offered by any other player who is shouting the same word.

- Neither player in the trade should know the specific Item Card they are receiving until the trade is completed.

- You may change which card type you are trading at any time.

For example: If Mark is trying to trade away a "Rad" card and no other player is shouting "Rad," he may want to switch to a type of card that another player wants to trade.

- You may not trade a card of one type for a card of a different type.
- If you accidentally end up with two of the same card types or need to stop play for any reason, any player can yell "ZIP IT!" - then all players must set their cards face down and stop play.

Players with duplicate card types must then swap those duplicate cards to ensure they have only one of each type in their hand. Once all players are ready, the dealer can shout "Fanny Pack!" to resume the game.

- Once a player has collected all the items on their Character Card, they may grab one of the Scoring Flags in the center of the table - if one is still available!

The Scoring Flags determine how many players you can take wagered Milk Caps from at the end of the round - so you want to grab the highest-numbered Scoring Flag available.



- After the last Scoring Flag is taken, the round is over.
- Players then reveal their Character Cards and their Item Cards before scoring.