

PACK OF FLIES

2-5 Players

Age 8 +

Nestled in the French countryside, next to his friend Maurice's cow barn, you'll find the home of the famed game designer Philippe des Pallieres. And where there are cows, there are flies. Lots and lots of flies! During the summer months, Philippe often works with his windows open and the flies are always coming in and bothering him when he is trying to create new games (very distracting, no?). Philippe resolves to get back at the flies by designing a game that puts them to good use...

Contents

- 25 black plastic flies
- 1 blue plastic fly (Murial, the trained fly)
- 6 fly food cards
- 3 danger cards
- 3 special cards

Object of the Game

The cards are turned over one by one. Once a card is revealed, all of the players bid for it by secretly choosing some number of their own flies, and guessing the total number of flies chosen by all of the other players combined. The player with the correct bid (see below) wins the card. Once the entire pile of cards has been exhausted, the game ends. The player with the highest total value of cards and flies in their possession at the end of the game wins.

Set up

- Each player takes 5 black flies and puts them in their left hand. If there are less than 5 players, put the remaining flies in the box and close it.
- Put Murial, the blue trained fly on top of the closed box.
- The 12 cards are shuffled and placed face down in the centre of the table.

Playing the Game

Turn order in brief;

- Turn over the top card
- Players secretly choose flies
- Players guess the total
- Players reveal their chosen flies
- Win the card & lose your flies
- Win flies (possibly)

Turn order in detail;

The top card on the pile is turned over so that all players can see it.

Each player secretly chooses a number of flies (or no flies, if the player wishes) from their left hand. The chosen flies are placed into their closed right hand keeping the number of flies contained within a secret. Each player then extends their hand towards the centre of the table.

Each player makes a guess as to the total number of flies chosen by all of the players, including themselves, and announces their guess out loud. More than one player can guess the same number.

On the first turn, the lightest player starts the guessing. On the subsequent turns, the winner of the previous turn guesses first. The other players are allowed to announce their guesses in no particular order. If some players choose not to speak up after a guess has been made, the next player who hasn't made a guess, clockwise from the last person who guessed, must declare their guess.

Once everyone has announced their guess, all the players open their right hands to reveal the total number of flies chosen.

Who Wins the Card?

Whoever guessed the exact total number of flies wins the card. If nobody guessed the exact total, whoever guessed closest to the total number of flies chosen by all the players wins the card. If two or more players have winning guesses (either by guessing the same number or by being equidistant from the correct number), whoever amongst these guessers had contributed the most flies wins the card. If two or more players have identical winning guesses & flies chosen, whoever amongst them announced their guess first, wins the card. The player who wins the card, depending on what type of card it is (see below), either puts it in front of him/herself or gives it to another player, where it immediately takes effect.

What Happens to the Flies Chosen by the Players?

Once the card has been taken/given, all of the flies chosen by the players this turn are put next to the draw pile.

If a player correctly guessed the exact number of flies chosen this turn, that player takes 1 fly from the reserve pile and adds it to the flies in their left hand.

If more than one player guessed the exact number of flies, they each take a fly – even if they didn't win the card, and even if they didn't choose any flies.

If there are not enough flies in reserve, they are taken in the order that the guesses were made.

Flies won may only be taken from the reserve, not from any flies that might be in the box (if played with less than 5 players).

Note – Players should be careful not to waste their flies. You only have 5 flies at your disposal to win 12 cards, so conserve them.

Players that have lost all of their flies can still continue to play. However, it becomes much more difficult for them to bluff.

The Cards

Fly Food Cards (+1 to +4)

These cards add to a player's total points. When you win one of these cards, you place it face up in front of yourself.

Danger Cards (-1 to -3)

These cards subtract from a player's total points. When you win one of these cards, place it face up in front of another player of your choice.

Special Cards (5p)

When you win one of these cards, you place it face up in front of yourself. You get to use the card's special advantages as described below;

Baby Flies – The winner of this card gains as many flies as there are players, the runner up takes one less, the third closest takes one less than that etc... The flies won are taken from the reserve before the normal winning of flies for guessing exactly. If there are not enough flies in the reserve – too bad!

Murial, the Amazing Trained Fly – The winner of this card adds the blue plastic trained fly to their left hand. If this player chooses Murial (places the blue fly in their right hand) on subsequent turns that player has the ability to alter the total number of flies chosen after the count has been made. IF the player wishes to alter the total, they simply whistle and Murial will fly back into the player's left hand, which will then reduce the total flies chosen by 1. Murial can only be called back in this manner two times per game. If she is chosen a third time, she is counted just like the black flies for the total. However, once the count has been made, she flies away (into the box). If the player ever chooses Murial but does not call her back, she is lost permanently and she is placed in the box. Bye Murial!

Fly Spray – This card allows its owner, on subsequent turns, to stun the flies in the hands of his/her opponents. This card is played after all of the guesses have been made but before the revealing of the total number of flies. When the Fly Spray is played, the player simply says "Pssshhttt!" and taps the hand of the player (or players) that they wish to effect. All of the flies that the affected player or players were going to play drop from their hand (s) and are added to the reserve. These flies are no longer counted towards the total number of flies chosen for this turn. The Fly Spray card even works on Murial If she is sprayed, she is permanently lost (placed in the box). Depending upon the number of players in the game, the Fly Spray contains a different number of charges. With 2 players, it contains one charge, with 3 players, two charges, with 4 players, three charges, with 5 players, four charges. All of the Fly Spray charges can be used on the same turn, or spread out amongst several turns.

Winning the Game

When the last card in the pile is won, the game ends and each player adds up their score:

- Add up the positive points from the Fly Food cards they won.
- Subtract the negative points from the Danger cards that they were given.
- Add one point for each fly remaining in their left hand.

The player with the most points is the winner and declared "The Lord of the Flies".