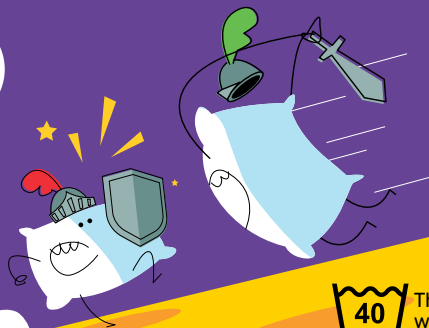


PILO PILO



RULES



Your night promises to be eventful!

As a valiant knight, face your opponents with the one and only accessory available: a pillow!

Be observant and quick but beware of the Silent King: any bickering is forbidden in his presence!

Who will wake up victorious from this crazy night of pillow fights?

CONTENT

- 2 Mini Pillows
- 56 Character cards divided as follows:
 - 7 Sleeping Dragon cards
 - 7 Silent King cards
 - 21 Attacking Knight cards
 - 21 Defending Knight cards



The pillowcases and pillows are machine washable at warm temperature (40°C).



We do not recommend using a tumble dry machine. Air drying recommended.

GOAL OF THE GAME

Get rid of all of your cards by completing the right actions on time.



SET-UP

WARNING! IN THIS CRAZY GAME, YOU WILL THROW PILLOWS AT YOUR OPPONENTS! BEFORE STARTING A GAME, PUT AWAY FRAGILE OBJECTS FROM YOUR PLAYING AREA BECAUSE PILLOWS MIGHT FLY HIGH AND LOW!

- Place the following number of pillows in the center of the playing area and within everyone's reach:
 - 1 pillow for a 3 player game.
 - 2 pillows for a 4 to 6 player game.
 - Shuffle the 56 Character cards in a pile, face down, and deal them randomly according to the number of players:
 - 3 or 4 players: each one receives 12 cards.
 - 5 or 6 players: each one receives 8 cards.Undealt cards will not be used in the game.
 - Create your personal pile without looking at your cards and place it face down in front of you.
- You are now ready to play!



Example of game set-up for 4 players.

GAME PLAY

The game includes a succession of rounds. Each round is divided into two phases: a very hectic ACTION phase, followed by an equally fast RESOLUTION phase!

1- ACTION PHASE

All players simultaneously flip over the top card of their personal pile and make it visible to all players.

NOTE: Do not peek! You must reveal a card by flipping it over towards the center of the playing area and not towards you. If it is obvious that a player is taking a peek at their card before placing it, their turn is forfeited and they must place their card, face down, at the very bottom of their personal pile.



Once revealed, your card represents which character you play as during this round: an attacking or defending knight, a sleeping dragon, or a silent king.

As quickly as possible, players identify each character on the table to determine what action they must perform and they perform it immediately trying to not make any mistake:

The Attacking Knight

➤ If you flip an Attacking Knight and there is at least one Defending Knight among your opponents' cards, then the pillow fight is on!

Pick up a pillow as quickly as possible from the center of the playing area and throw it at an opponent who has flipped a Defending Knight!

WARNING: TRY NOT TO THROW A PILLOW IN YOUR OPPONENT'S EYES!

➤ If no Defending Knight was revealed, then there is no pillow fight. Don't pick up a pillow.



The Defending Knight

➤ If you flip a Defending Knight and there is at least one Attacking Knight among your opponents, then protect yourself!

Grab a pillow as quickly as possible from the center of the playing area and hold it in front of you with your arms outstretched. You are using it as a shield to protect yourself from a flying pillow!

NOTE: you can perform actions in any order you like, as long as each pillow is only used once per turn and for a single action.

So if an attacking knight has just thrown a pillow at you and the second pillow is still available in the central playing area, you can still grab it really quickly and use it as a shield.

➤ If no Attacking Knight is revealed among your opponents, then no pillow fight takes place. Don't grab a pillow because you have nothing to worry about this turn.



The Sleeping Dragon

If you flip a Sleeping Dragon, then grab a pillow as quickly as possible from the center of the playing area and place it against your ear to indicate that you are sleeping on it peacefully.



The Silent King

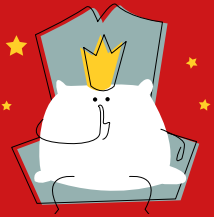
If at least one Silent King is flipped during a turn, then no action must be taken during this turn by any player: no one must grab a pillow.

The Silent King has priority over the Knights and the Sleeping Dragon. He represents the supreme authority: be careful not to upset him!



BEWARE!

- ▶ In a 4 to 6 player game, each player can only grab one pillow, but never both, in the same turn.
- ▶ To perform your action you cannot take a pillow that has been used by another player during the round. You must rush to grab an available pillow from the center of the playing area.
- ▶ If your hand touches a pillow, this counts as an action, whether it's the right or wrong action. Think fast before acting to not make any mistakes! Otherwise, you will be penalized during the Resolution phase.



2- RESOLUTION PHASE

The calm has returned! Players double check the character cards revealed during this round. They make sure the action they have just performed was correct:

- ▶ If you have performed the right action, then discard your Character card in the game box. The less Character cards you have left the closer you are to waking up from your night...

However:

- if you performed the wrong action,
 - if you have not performed an action correctly,
 - if you were not quick enough to complete it in time,
 - or if you touched a pillow by mistake,
- ▶ then take your Character card and place it, face down, at the bottom of your personal pile.

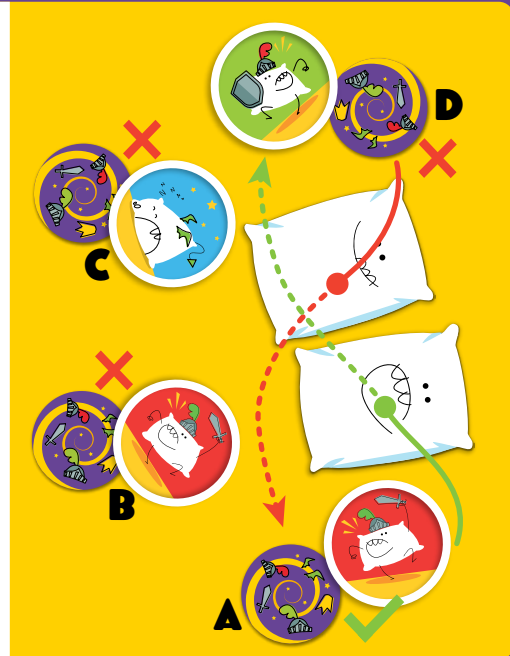
Example of a round:

Action phase

- ▶ Player **A** grabs one of the 2 pillows and throws it at player **D**.
- ▶ At the same time, player **D** collects the second pillow and throws it at player **A**.
- ▶ Players **B** and **C** did not act quickly enough to grab a pillow.

Resolution phase

- ▶ Player **A** as an Attacking Knight was supposed to throw a pillow at a Defending Knight. Since he grabbed a pillow and threw it at player **D** he performed the correct action. He therefore discards his Attacking Knight card into the game box.
- ▶ Player **D** as a Defending Knight was supposed to grab a pillow and use it as a shield. However in a hurry he threw a pillow at player **A**. He therefore took the wrong action: he places his Defending Knight card face down at the bottom of his personal pile.
- ▶ Players **B** and **C** were not quick enough to grab a pillow and perform the action corresponding to their Character card: they must place their card face down at the bottom of their respective personal piles.



Example of another round:

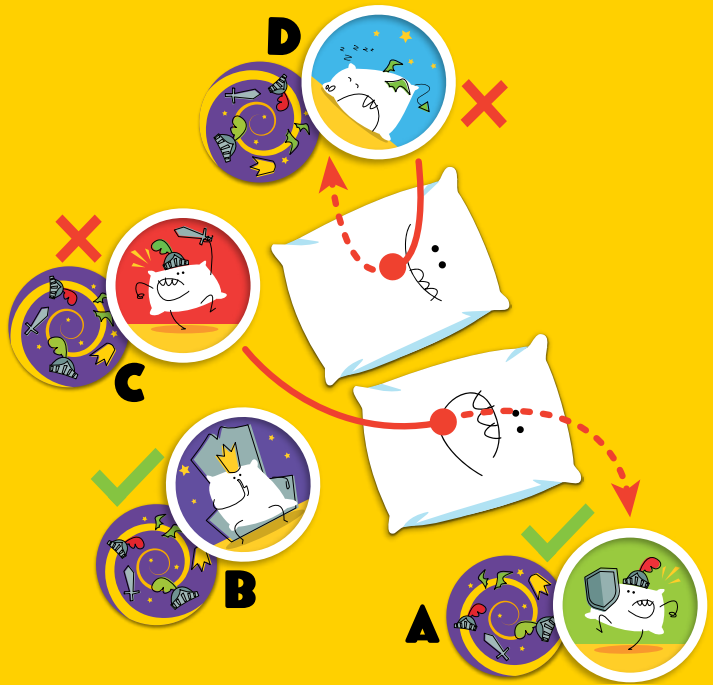
Action phase

- Player D grabs a pillow and places it against his ear to indicate that he is sleeping peacefully.
- At the same time, player C grabs the second pillow and throws it at player A.
- Players A and B decide to do nothing at all.

Resolution phase

One Silent King was revealed during this round: no action should have been taken by the players!

- Players C and D have therefore made a mistake by grabbing the pillows: they must place their Character cards face down, at the bottom of their personal piles.
- By not performing any action, players A and B were correct: they therefore discard their Character cards in the box.



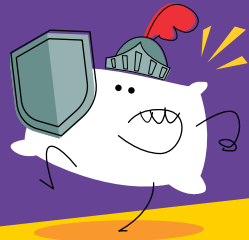
At the end of the **Resolution phase**, when each player has discarded or taken back their Character card, the round is over.

Place the pillow(s) in the center of the playing area and start a new round!

END OF THE GAME

When a player discards their last card at the end of a round, the night is over, they win the game immediately.

If several players discard their last card during the same round, they share the victory!



APPRENTICE KNIGHT MODE

To make the game a little easier for younger players, do not use the 7 Silent King cards and play with the remaining 49 Character cards. The King will not interrupt your pillow fights!



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