

When a player has found two identical Pillow Cards, he or she chooses an opponent to toss the Pillow Cards at and says "Got you!"

Players then continue to search for new pairs. If a receiving player notices that the Pillow Cards are not identical, he shouts "No match," and the opponent who threw the Pillow Cards must add the cards to his/her pile.

Players may only pass pairs to an opponent, not single Pillow Cards.

Play continues in this manner until there are no more Pillow Cards or matches in the pile.

4.

WINNING THE GAME

When there are no more pairs of Pillow Cards in the pile, the game is over. The winner is the player with the least Pillow Cards at the end of the game.

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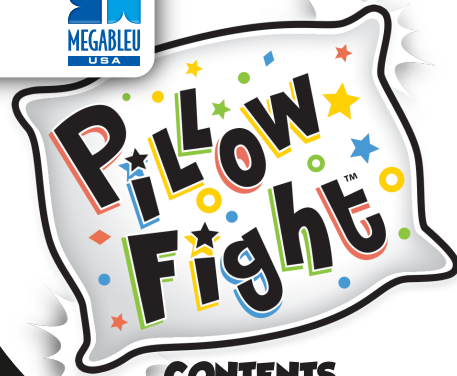


5.



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2-6 Players
Age 5+



CONTENTS
96 Cards

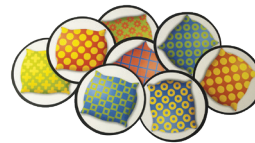
1.

OBJECT OF THE GAME

Players find Pillow Cards that are an identical match, then 'throw' them to their opponents. The player with the least Pillow Cards at the end of the game wins.

SETUP

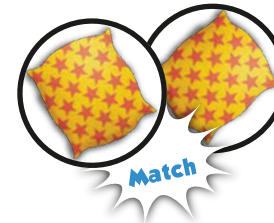
Spread all of the Pillow Cards in the center of the table. Note that Pillow Cards may overlap each other.



2.

PLAYING THE GAME

All players shout "Pillow fight!" to announce the beginning of the game. Players then seek, at the same time, two identical Pillow Cards to form a pair. Players may use two hands and may turn Pillow Cards over to find matching patterns.



3.