

FIBBER™

Instructions



3-4 PLAYERS
AGES 7+ YEARS

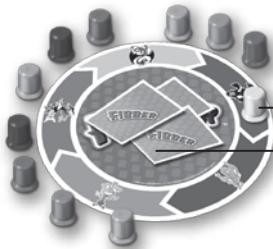
CONTENTS:

4 Eyeglasses **24 Cards:**
11 "Noses" 4 - Bigfoot, 4 - Ghost, 4 - Alien,
1 Game Mat 4 - Witch, 4 - Dragon, 4 - Wild

OBJECT: Be the player with the shortest Nose after all the Noses have been taken.

SET UP:

- Each player puts on a pair of glasses.
- Put the Game Mat in the center of the table.
- Put the Silver Nose on the Bigfoot space on the Game Mat. Place all the other Noses around the Game Mat, as shown.



The Silver Nose shows which card to play.

The center of the Game Mat forms the "Discard Pile."

- Shuffle the cards and deal them out evenly to each player.
- The player to the left of the dealer takes the first turn. Play continues clockwise.

HOW TO PLAY

If you're the first player, start by announcing and discarding Bigfoot cards face down into the Discard Pile (the center of the Game Mat).

- If you **have Bigfoot cards**, you can discard one or more of them and tell the truth. (For example, "I saw two Bigfoots")
- If you **don't have Bigfoot cards**, or you want to get rid of other cards, you can discard any cards from your hand and tell a fib. (For example, you could play three Alien cards but announce, "I saw three Bigfoots.")
- You must discard at least one card per turn.
- **To end your turn, move the Silver Nose** to the next space on the Game Mat.

The next player on the left announces and discards "Ghost" cards. Play continues clockwise with each player discarding and announcing the next card in order as shown by the Silver Nose on the Game Mat (Alien, Witch, Dragon, followed again by Bigfoot and Ghost).

Players take turns playing cards in this order

BIGFOOT GHOST ALIEN WITCH DRAGON



I saw three Bigfoots!

I saw one Ghost!

I saw two Aliens!

Play continues around the table.

If you think a player is fibbing, shout:

You're a FIBBER!

PLAYER 1

Tells the truth.
He discards three Bigfoots.

PLAYER 2

Tells the truth.
She discards one Ghost.

PLAYER 3

Fibs!
He discards a Ghost and a Dragon.

Catching a "Fibber"

Any player can call "**FIBBER!**" on you if they **don't believe** the cards you've just announced are the ones you're playing.

- If you are **fibbing**, don't reveal the cards you just played. You must take a Nose from the table and add it to your glasses, then take ALL the cards from the Discard Pile and add them to your hand.
- If you are **not fibbing**, show the cards you just played to the other players. The player who accused you of Fibbing must add a Nose from the table to their glasses, then take ALL the cards from the Discard Pile and add them to their hand.

In either case, move the Silver Nose on the Game Mat. Play continues with the player to your left, who plays the next card in order.



Playing Wild Cards:

A Wild Card can be played in the place of other card. Use this card to confuse your opponents!

Getting Rid of All Your Cards:

If you get rid of all of the cards in your hand, you get to remove all of the Noses from your glasses and return them to the table. Collect and shuffle all cards from all players, then deal them out as in the beginning of the game. Play continues with the player to your left, starting once again with Bigfoot.

WINNING THE GAME

The Silver Nose is the last nose. When the Silver Nose is removed from the Game Mat, the game ends. The player wearing the **SHORTEST** nose wins! If there is a tie, the player with the fewest cards wins.

FIBBER™

Easy Rules For Younger Players

OBJECT: Be the player with the shortest nose at the end of each round.

SET UP:

- 1) Each player puts on a pair of glasses.
- 2) Put the Game Mat in the center of the table.
Place the Noses around the Game Mat.
- 3) Deal out the cards evenly to all players.
- 4) Player to the left of the dealer starts; play continues clockwise (to the dealer's left).

HOW TO PLAY

- 1) If you're the first player, choose **ANY card** from your hand to be "in play." Lay it **face down in center of Game Mat** to form a Discard Pile. Then, announce the card (for example, "I saw a Witch.")
- 2) The next player (to your left) has two choices:
Play a card, or call "Fibber."

PLAY A CARD

- If they have **the same card** (a Witch), they can play it face down on the mat and also announce, "I saw a Witch."
- If they **DON'T** have the same card, they must play **any other card** from their hand, but must say, "I saw a Witch."

OR

CALL "FIBBER"

If they think the card you just played isn't the card you announced, they can call you a "Fibber."

- If **you weren't fibbing**, the player who accused you (to your left) must take a nose and add it to their glasses. They then **pick any card** from their hand, announce it and play it face down on the mat. This card is now in play.
 - If **you were fibbing**, YOU must put the played card back in your hand and add a nose to your glasses. Then **pick any card** from your hand, announce it and lay it face down on the mat. This card is now in play.
- 3) Play continues in a clockwise direction, with players discarding and announcing whatever card is in play.

PLAYING A WILD CARD

A Wild Card takes the place of any other card. You cannot announce a Wild Card; you play the Wild Card and announce whatever card is in play. You are never fibbing when you're playing a Wild Card!

SCORING THE ROUND

After all the cards have been played, the round is over. Players score 1 point for each nose they have on their glasses.

WINNING THE GAME

Keep a running total of each player's score per round. The player with **the lowest score** after playing five rounds wins!

EXAMPLE OF PLAY



I saw a Bigfoot!

PLAYER 1
Tells the truth.
He discards a Bigfoot, face down.



I saw a Bigfoot!

PLAYER 2
Tells the truth.
She discards a Bigfoot, face down.



I saw a Bigfoot!

PLAYER 3
Fibs!
He discards a Dragon, face down.

You're a FIBBER!

PLAYER 4
Doesn't believe Player 3 and calls "FIBBER!"

Player 3 gets a nose, picks up his Dragon card, then chooses the next card to be "in play."

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