



**BUFFALO** [buhf-uh-loh] *verb*  
to outwit, puzzle, or baffle

Ages 14+

2 - 8 players (and more can jump in as you play!)  
20 - 30 minutes to play

### Contents

216 Blue Cards (204 Word Cards, 12 Buffalo Cards)  
216 Orange Cards (204 Word Cards, 12 Buffalo Cards)  
Full-color Rules Sheet

### Starting the Game

Flip one card from both decks face up onto the table and try to be the first player to make a match (see next page).



### Buffalo Cards

Whenever a Buffalo Card is in play, the first person to make a match with two or more cards takes all the face-up cards (including the Buffalo Card and any unmatched cards).



### Ending the Game

When the game decks run out, the player with the most cards earned from matches is the winner.

### Ties

If two players shout out a name at the same time, the player who named a real-life person wins. If both players named a fictional character, if both named a real-life person, or they coincidentally named the same person, they split the cards.

### Repetition

No one person or character can be named more than once per game.

### Pro Variation

When a Buffalo Card is on the table (and there are four or more total cards), players may match parts of the set and acquire those cards, but to get the Buffalo Card, players need to match all Word Cards on the table. Challenging, for sure!

### Making Matches

Players race to make matches using two or more Word Cards. To do this, simply shout out the name of a real person or fictional character who matches the descriptors on two or more Word Cards on the table. The first player to make a match takes the matched cards, and play continues. Any unmatched cards remain in play.



A player could shout "Elvis Presley" and take "Male," "Dead," and "Musician." Or, if a player matched "Male" and "Cartoon Character" with Superman, she would take those two cards.

### Adding More Cards

Whenever the group is Buffaloed (i.e., can't make a match), add one card from both decks to the table. This can happen for one of three reasons:

1. Players agree that the cards on the table are too difficult to match.
2. There are no Word Cards on the table.
3. There is only **one** Word Card on the table.

### CREDITS

**Game Design:** Mary Flanagan, Max Seidman, Sukdith Punjasthitkul

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**Buffalo Text:** Sharang Biswas, Mark Essig, Mary Flanagan, Geoff Kaufman, Janet Kim, Andrea McClave, Sukdith Punjasthitkul, Max Seidman

**Playtesters:** Friends, families, and students in the NH/VT Upper Valley and beyond.

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