

# SEASONED STUFFIES

## 7 ways to alter the difficulty in Stuffed Fables

### 1. STUFFING SHORTAGE

The easiest way to make things tougher for the stuffies is to reduce the number of white dice available.

This will result in more collapses which will reveal more sleep cards, and increase the odds of a total party wipe. Typically, you have a number of white dice in the bag equal to the number of stuffies plus 1. Reducing this by just 1 die in a 4 player game represents a 20% reduction in the stuffy's chances to recover from damage.



### 2. NO FAIL FORWARD

I love fail forward, I cannot lie, but if you want a more challenging experience and more end game tension, I recommend that revealing the waking card results in a failed chapter. This approach lacks closure, and means players will need to play through some stories more than once to get the win. Another softer version could be that revealing the final sleep card results in a hard loss.



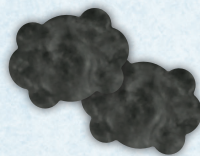
### 3. PERSISTENT THREAT

This is one of my favorites. After activating the minions, if there are any threat dice left on the track, do not discard the extras, slide them down into the just emptied slots. This results in the minions having more frequent turns.



### 4. TOUGH BOSSES

When adding dark stuffing to bosses, add 1 or 2 additional dark stuffing. This is an easy way to have bosses last a little longer.



### 5. UNLUCKY STUFFIES

This is a way to reduce how effective stuffies are. Reduce the number of purple dice available to equal the number of stuffies in play or even less.



### 6. SMART MINIONS

Whenever minions have a choice of who to attack, instead of letting the bookkeeper decide who to attack, have the minions always choose the stuffy without a die stored on its card. If every stuffy in range has a die stored on its card, attack the one with the least stuffing.



### 7. REALLY BAD ENDINGS

This is more of a fun creative exercise than an actual game mechanic tweak. In this mode the players themselves use story telling to create a disastrous ending if you finish the game with the girl awake. This could be fun, especially if being over the top is encouraged. I recommend going around the Table and letting each player craft just a portion of the really bad ending.





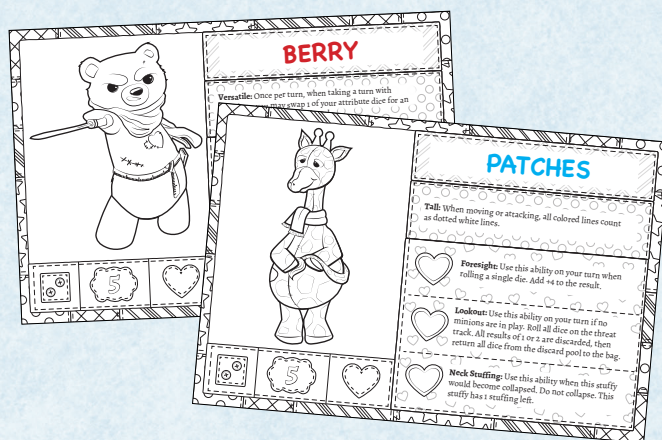
## OTHER GAME VARIANTS

### 1. SAVE GAME

This variant is great for busy people and families. When for whatever reason, you need to stop a game in mid session, saving your progress is pretty easy when turning to a new page in the adventure book. Here's what you need: Sandwich baggies for each stuffy. An additional sandwich baggie for the sleep deck. Each player should put their stuffy character card, stuffing, buttons, hearts, stored dice and item cards in a baggie and zip it up. Place the bookmark token in the story book page where you arrived at before saving your game, and put your game away. When you come back to it, the game state has been preserved, and you can jump right back in where you left off.

### 2. INSERT NAME

This variant allows you to personalize your game. Let each player customize their stuffy using the coloring book PDF available on [plaidhatgames.com](http://plaidhatgames.com). When reading the story, if a stuffy is called by name, insert one of your custom names. This works really well with kids and allows them to fantasize about adventures their own stuffies could be partaking in. A little secret, my son's stuffy is named Lumpy, so this makes it easier for me.



### 3. BUTTON VARIANT

In this variant players are allowed to spend a button to re-roll any or all dice just rolled. Note that this variant makes the game easier, but it also gives a more immediate use for buttons.



The boardgame community is our bread and butter. Please let us know what you think, if you try any of these variants, and share with us any variants your gaming group comes up with. We love hearing about your experiences.



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