

# FOOZLE

## A Game for the Fanucci Deck

by Dave Howell

A set-making card game for two to six players.

### What You Need To Play

A Deluxe Fanucci deck, one set of colored scoring tokens (black, brown, red, yellow, blue) for each player, and ten or so white scoring tokens.

### Overview

Each player is going to lay down sets of cards during the game in order to collect scoring tokens. After (at least) one player has collected all five colored tokens (and probably a few white ones), if a single player has the most tokens, they win.

### Setup

Randomly select somebody to start as dealer, who shuffles the deck and deals 11 cards to each player. Set the remainder of the deck in the center of the table as a draw pile, and flip over the top card to start the discard tableau. The player to the left of the dealer goes first, and play proceeds to the left.

### Playing The Game

#### A Turn

Each player's turn consists of the following steps:

- (1) Take a card
- (2) Play some cards onto the table (if you want to)
- (3) Discard a card

Discards are played on the end of the discard tableau. Make sure all previously discarded cards are visible. (A tableau is like a stack, but spread out.)

#### Taking a Card

At the beginning of a turn, a player can take a card from one of three different places.

- (a) They can draw a face-down card from the top of the draw pile, or
- (b) They can take the last (most recent) card from the end of the discard tableau, or
- (c) They can select any one card from the discard tableau, *if they can immediately play it*, either by using it to lay down, or by laying it off.

#### Playing Cards by "Laying Down"

To lay cards down, you need to play them as a *group*. The first group is a **set**: three or more cards of the same *rank* (3 sevens, or 4 nines, for example).

The second group is a **flush**: three or more cards of the same *suit* (3 Mazes, or 4 Lamps). Group three is the **run**, and it's a little more complicated: three or more cards of sequential *rank*, and of the same *color*. (2 of Lamps, 3 of Plungers, & 4 of Fromps, because they're all red; or 6 and 7 of Zurfs and 8 of Rain, because they're all blue). Note that in Foozle,  $\infty$  does not come after 9, so it's not legal to include the  $\infty$  of Tops in a blue run.

If you lay down a group that could be combined with an already-played group (e.g. you lay down a Zurf flush, and there's already a Zurf flush on the table), put your cards with the other ones. In the incredibly unlikely event that the new group could combine with more than one group on the table, the player may choose where to put the new group.

#### Collecting Tokens

If you lay down (not lay off) a group with cards that are all the same color, you get a token of the matching color. This is usually a flush or a run, but can sometimes be a set. You only get to claim *one* token of each of the five colors (black, brown, red, yellow, blue) during a game. If you play a group that matches a token you have, then you don't get another token in that color.

#### Playing Cards by "Laying Off"

Once a player has laid down a group of cards, *any* player may then (on their turn) add additional cards to that group, as long as the result is still a valid group. Cards played on the table don't "belong" to whoever played them.

3. Fold again by taking the first folded edge, and putting it even with the bottom of the piece of paper, to make a Z shape.  
4. Cut off the sides along the dotted line.

To make rules that will fit in the optional tuckbox:  
1. Cut off the bottom 1" (along the dotted line).  
2. Fold where it says "Fold Here," with the title facing out.

Step 2:  
fold here

Step 3: fold  
here, to make  
first folded edge  
line up down  
there

## Laying Off on a Flush Run

There's a special kind of group, called a **flush run**: three or more cards in sequential order in the same *suit*. Once a flush run is on the table, other players are not required to keep it a flush run. For example, if Eleanor lays down 4, 5, 6 of Plungers, the next player might add a 2 of Plungers, turning it into an ordinary flush; or a 7 of Fromps (also red, like Plungers), turning it into an ordinary color run. It is also possible for an ordinary flush to become a flush run if other players lay off the right cards onto the flush. The same principle applies then too.

## Trumps and "The Big Fozzle"

Trump cards cannot be combined with regular suited cards; they are *not wild*. In fact, they're almost useless. They can be discarded, *or* three or more trumps can be played as a Big Fozzle: a set of trump cards. A player laying down a Big Fozzle immediately discards the rest of their cards, thus ending the hand.

## Going Out

When a player plays or discards their last card, the hand is over. You don't have to discard a card when you go out. The person who emptied their hand takes a white token. If nobody's won the game yet (see below), keep playing.

All cards (in hands and on the table) are set aside into the "dump stack." Whoever won the hand becomes the dealer. If the dump stack is taller than the draw pile, reshuffle the deck; otherwise, just deal out cards from the draw pile. Play starts with the player to the dealer's left.

## Winning The Game

The game is over when the following two things are true:

1. One of the players has collected all five colored tokens
2. One player has more tokens than anybody else. They win the game.

Keep in mind that even if it's Chris that has all five colored tokens, Pat might win the game if Pat has more tokens overall, probably because they have a lot more white ones. If Pat and Sam are tied for the most tokens, the game's not over, and it's quite possible that Chris will still win the game if they can win a couple of hands and tie, and then beat, Pat and Sam.

## Strategy Hints

Should you lay down groups as soon as you get them, or wait until you can lay everything down and go out? If you don't need that color of token, wait. Otherwise, you're just giving your opponents places to lay down extra cards and win the hand. Also, if you draw a later card that would let you go out if you rearranged your groups, you can't do that if one or more of your groups are already on the table.

For the same reason, you should *never* lay off cards from your hand unless you're doing it to go out. Cards in your hand that you *could* lay off don't hurt you when somebody goes out, and they might turn out to be very helpful. Once you put them on the table, they cannot help you any more.

## Summary of Groups

### Fozzle Group Reference

