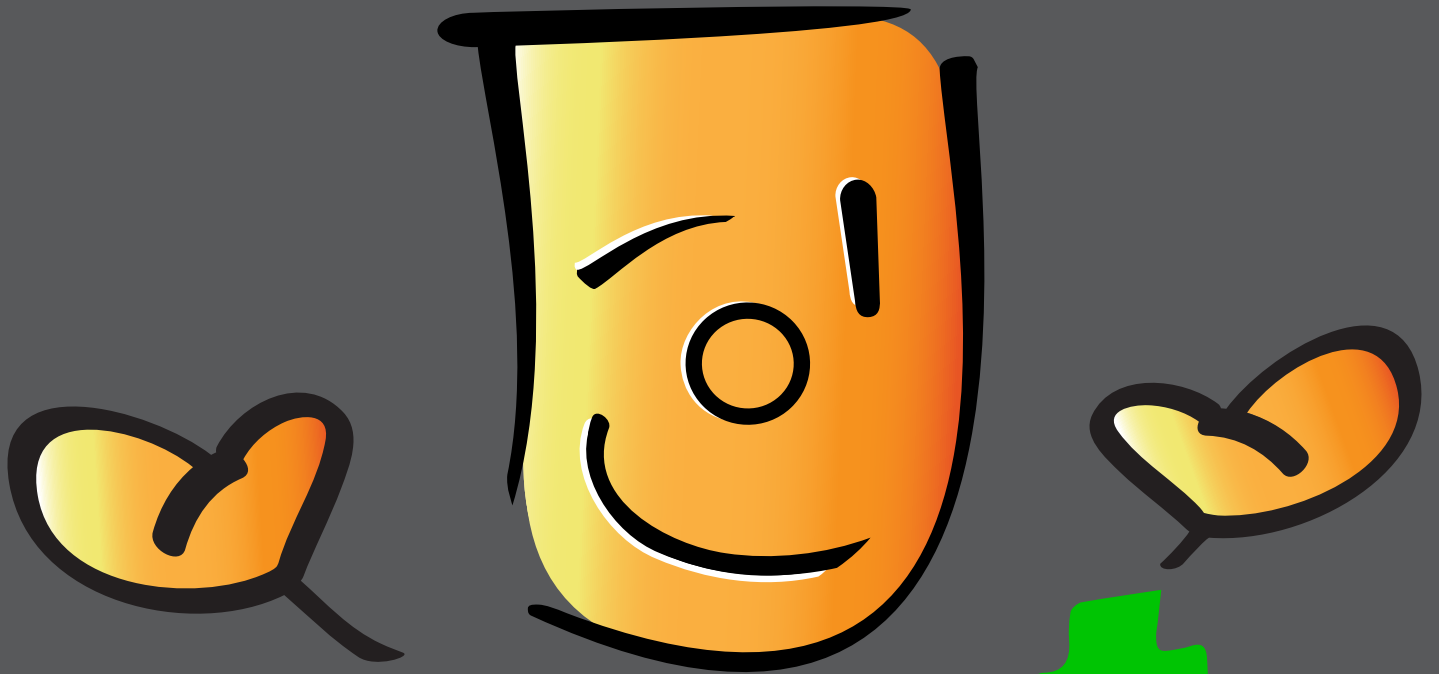


Quick-Start Rules



Fart
Juice®

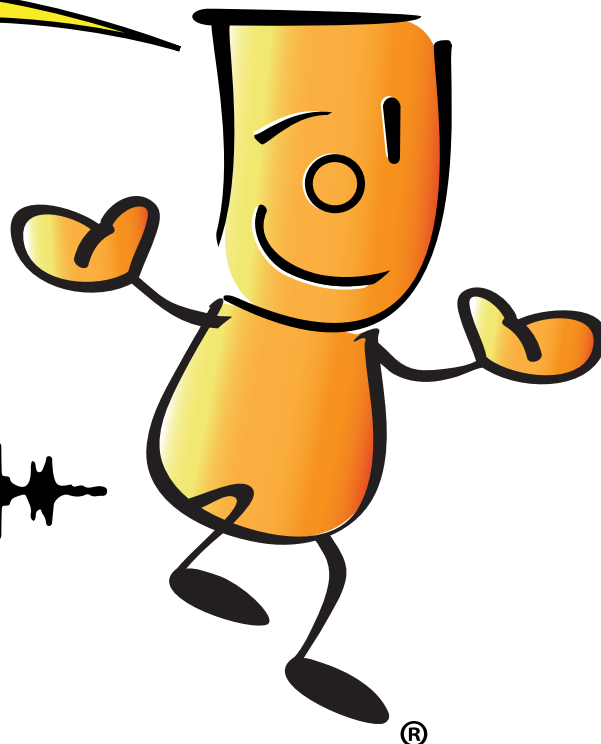


Hey guys! I'm **Oski**, the Fart Juice Man. Welcome to the best card game ever! It's simple to learn but has hidden complexity.

First, check out the set up of the game on page 4.

Then read the "Actions" section on page 5 and start playing.

If you come across a term on a card you don't understand, look in the "Advanced Rules" booklet.



Game Contents

- 132 playing cards.
- 12 Location cards.
- 4 Rule books.
- One 6-sided die.

Basic Play

For basic play use the following cards (118 playing cards + 12 Location Cards):

Normal Fart cards:

30 x *Normal Fart*

Secondary Fart cards:

10 x *Fluff Fart*
10 x *Ripper Fart*
10 x *Spray Fart*

Primary Fart cards:

2 x *Atomic Fart*
2 x *Dog Fart*
2 x *Dutch Oven Fart*
2 x *Ring of Fire Fart*
2 x *Silent but Violent Fart*
2 x *Wheeze Fart*

Special Fart cards:

1 x *Oski's Golden Fart*

Action cards:

2 x *Baked Beans*
3 x *Fire in the Hole!*
3 x *Match*
4 x *Cut the Cheese*
4 x *Fart Soup*
8 x *Shart!*

Penalty cards:

1 x *Low on Gas*
3 x *Fart Police*

Counter cards:

1 x *Gas Mask*
2 x *Can's Empty!*
2 x *They Don't Fit!*
3 x *Wasn't Me*
4 x *Fresh Undies*

Interrupt cards:

3 x *Air Freshener*

Wild cards:

2 x *Fart Juice*

Location cards (12):

1 x *Bedroom*
1 x *Bus*
1 x *Car*
1 x *Classroom*
1 x *Lift*
1 x *Living Room*
1 x *Office*
1 x *Shower*
1 x *Tent*
1 x *Toilet*
1 x *Train*
1 x *Waiting Room*

Advanced Play



For advanced play add in the following 14 playing cards:

Special Fart cards:

1 x *Ambiguous Fart*
1 x *Fake Fart*
1 x *Fart Jar*

Counter cards:

1 x *It Was Him!*
1 x *Knife's Blunt*

Action cards:

1 x *Lingerer*
1 x *More Soup!*
1 x *I Prefer Your Fart*
1 x *Pull My Finger*
1 x *Steady Hand*

Interrupt cards:

1 x *Blow it Out*
1 x *Resurrect*
2 x *Catch & Release*

PLAY THE BASIC GAME FIRST.
Play it a few times to get the
hang of the game, and THEN add
in the Advanced cards.

That's an order!

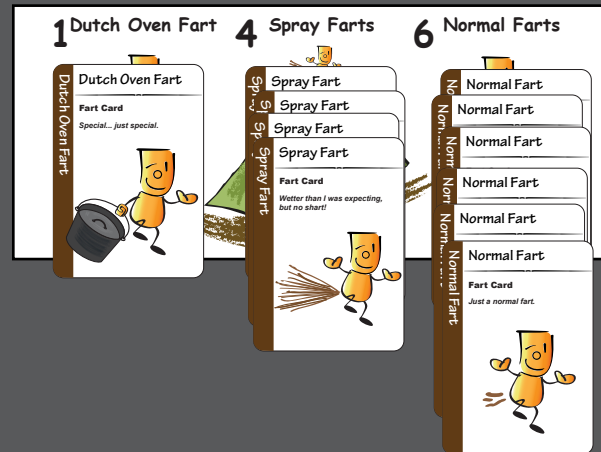
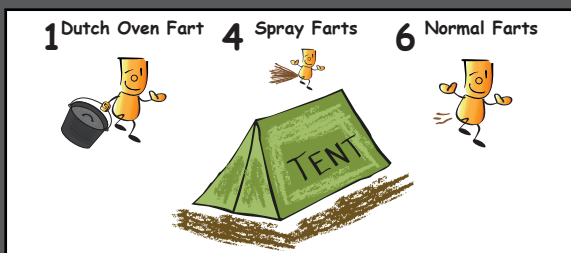


Objective

You win by being the first player to fill your **Location Card** with the Fart Cards required for that location.

Each Location Card is different. For example, to fill the Tent Location Card, you need 1 Dutch Oven Fart, 4 Spray Farts and 6 Normal Farts.

This is a *winning* Tent Location Card. It is filled with all of its required farts.

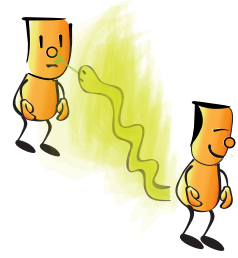


Set up



1. Each player is dealt a **Location Card** *face up*.
2. Each player is dealt **8 cards** *face down*. The remaining cards make up the **draw pile**. Place the draw pile face down in the centre of the table.
3. Pick up your 8 cards. Don't let the other players see them.
4. The player to the left of the dealer goes first.
5. Play proceeds in turns clockwise around the table.

Actions



On your turn:



First, you **must** pick up from the **draw pile** enough cards to take your hand to **8 cards**. We call this “Drawing to 8”. On your first turn you probably will not have to do this.



Next, if you have any **Fart Police** cards in your hand, you **must** play them **before** doing anything else.

Now you can do (or not do) a number of different things **in any order you want**. You can even do nothing, and skip your turn.



You may play **one blue Action Card**. Place it face up on the table and perform the action. It then goes in the **discard pile**.



You may play **one or two brown Fart Cards** in your Location face up (if they match the farts required in that Location). We call this “dropping a fart”.



You may **discard** as many cards as you like. You may throw out your whole hand if you like!



You may play **as many green Interrupt Cards** as you like. In fact, you may play these **at any time** -- that is, during your turn or during another player’s turn.



Pink Counter Cards are defensive cards. You may play one to counter a card played against you. That is, you may play it during your turn or during another player’s turn.

During the game, there will be a draw pile, a discard pile, and a **“dead pile”**.

Cards with **“Goes dead”** on them go into the dead pile face up after being played. They cannot be *Fart Souped*, and they are **not** shuffled back into the deck when the draw pile runs out.



If any rule on a card is different from the general rules on the previous page, then you must apply the specific rule on the card.

Optional Rule

This is the optional (stinky) rule.
That means you don't have
to play it, but we love it!



Optional (Stinky!) Rule

If you drop a REAL fart during your turn, you may take a *Normal Fart* from the discard pile and place it immediately in your Location (if you don't already have six *Normal Farts*). If there are no *Normal Farts* in the discard pile, you may look through the draw pile for one (and then reshuffle). This is *in addition* to the two Fart Cards you may drop per turn. If there are no *Normal Farts* in the discard pile or the draw pile, you miss out!

If you drop a REAL fart when it is not your turn, you lose one *Normal Fart* from your Location to the discard pile.

Web Resources

Go to www.fartjuice.com to download PDFs of:

- Quick-Start Rules
- Card Array
- Advanced Rules
- Gameplay Example



The Making of Fart Juice

We have a child with cancer.

In 2012, at the age of 8, our son (Oski) was diagnosed with AML Leukaemia. We spent the better part of 18 months in hospital. During this time, we learnt about the unexpected generosity of friends, family and strangers.

Whilst in hospital, we grew tired of the same old card games like Uno, Skip-Bo, Phase 10 and traditional card games. (Exploding Kittens would have been great but it was not out then.) Rat-a-Tat Cat and Sleeping Queens--both great games--were a bit "young" for him.



So we decided to create our own game!

We wanted something cheeky and fun. Something that maintains your child's (and your) interest, and keeps both of you coming back for more. It could not be a board game, as there was limited space, and board games tended to require our son to invest too much time and energy to play them through.

Fart Juice is the result! We love it. You will too.



Our son relapsed, and required a bone marrow transplant. The marrow came from an anonymous overseas donor. That donor saved our son's life. Oski is now 12 and is doing okay at the moment. However, those of you who have had any dealings with cancer know that it casts a long shadow.



By supporting Fart Juice, and spreading the word, you are helping to bring a great fun game to the world, and more specifically you will be helping sick children to find delight and laughter in spite of their very serious situations. 10% of all profits will be donated to cancer charities.

Also, through Kickstarter initially, and subsequently through fartjuice.com, you have the option of “buying” a game of Fart Juice which we will then donate to a child battling cancer (or who is otherwise undergoing long-term hospitalization). These games will include a note such as:



"This game has been donated to you by an anonymous Kickstarter backer [or donor]. Draw strength from the generosity of strangers in your fight against cancer [or illness]... and enjoy the game!"

We dream of visiting paediatric cancer wards, giving away games of Fart Juice, and sitting down and playing the first couple of games with the child and his or her parents/carers/siblings. We know from first-hand experience how welcome such interruptions are in the routine of chemo- and radio-therapy, and in the looong hours, days, weeks, and months of being stuck in hospital.

A "DRAW TO 8"TM
CARD GAME BY:

