

Gameplay Example



Set up phase

What follows is an example of Bob's first 3 turns and Jane's first 2 turns.

It really is quite instructive!

I have made the first couple of turns quite "intensive" so that you can see how some of the cards operate. It is not often that there would be so much activity this early in the game.

Who do you think is "winning"?

Assume a two-player game. I will show the players' hands as open so you can see, but of course in a real game the players keep their hands secret.

Bob has randomly drawn the Car Location card. Jane has randomly drawn the Bus Location card. Location cards are placed face up on the playing surface. Notice that they are not competing for Primaries or Secondaries. This will not always be the case.

Jane dealt. They agree that Bob can go first.



Bob's Hand



Playing Surface

Draw

Bus Location card

Jane's Hand



Normal Fart

Fart Card
Just a normal fart.



Oski's Golden Fart

Golden Fart Card
Play on your turn. Does not count as an Action Card. Goes dead.
You just dropped the Golden Fart! The smell renders all opponents temporarily unconscious.




Ripper Fart

Fart Card
You drop a ripper!



Cut the Cheese!

Action Card
You can't help but enjoy the smell.
Look at any one opponent's hand. Take one card. Place it in your hand.



Air Freshener

Interrupt Card
Play at any time. Goes dead.
That smells nice!
Remove any one Fart from any Location and place it in the discard pile.




Fresh Undies

Counter Card
"Don't worry, dear. I have a fresh pair in my bag."
Counters Shart!




Fart Soup

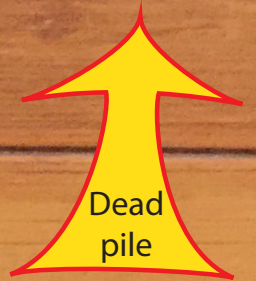
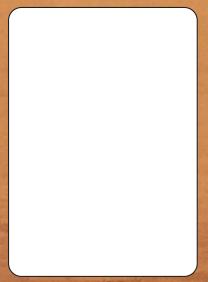
Action Card
You revel in the mix!
Look through the discard pile. Take any one card. Place it in your hand.





1 Dog Fart **4 Spray Farts** **6 Normal Farts**




Fart Juice





1 Wheeze Fart **4 Ripper Farts** **6 Normal Farts**



Ambiguous Fart

Fart Card
Sniff... could be Normal Fart... could be a Secondary Fart...
Drop as any Secondary Fart, or as a Normal Fart.



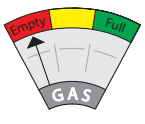
Normal Fart

Fart Card
Just a normal fart.



Low on Gas

Penalty Card
Your bowels refuse to co-operate. You cannot discard this card. It fills up a place in your hand.



Fluff Fart

Fart Card
Just a little air from your derriere.



Pull My Finger

Action Card
Go on... you know you want to.
Play two more Action Cards on your current turn.



Shart!

Action Card
Oops! A little too much effort!
Randomly take a card from an opponent's hand and place it in your hand.



Catch & Release

Interrupt Card
Play immediately when an opponent drops a Fart. Goes dead.
You have the reflexes of a ninja! You catch the fart in your hand, and release it in another Location.
Should the Fart just dropped, immediately drop that Fart in your Location, or in another player's Location. If you cannot do this, you cannot deal it.



Bob's First Turn

Bob goes first.

1. Bob plays the *Oski's Golden Fart*. It "goes dead" after play, so it is placed in the "dead pile". This means it is not shuffled back into the deck when the "draw pile" runs out.

2. Bob gets to look at all the cards in Jane's hand, and take up to two of them. He takes the *Catch & Release* and the *Ambiguous Fart* from Jane's hand.

3. Bob then plays *Cut the Cheese!* on Jane (and places it in the discard pile).

4. Bob gets to look at all the cards in Jane's hand, and take one of them. He takes the *Pull My Finger* card from Jane's hand.

5. Bob now drops the *Ambiguous Fart* as a Secondary Fart (that is, as a *Spray Fart*).

6. For his second fart drop, Bob drops a *Normal Fart*.

7. Finally, Bob discards the *Ring of Fire Fart* and the *Ripper Fart* because he cannot use them, and he wants to free up his hand so he can pick up more cards when it is his turn again.

Bob announces that he has finished his turn: "I'm done." Whew! That was a big turn!



Bob's Hand



7.

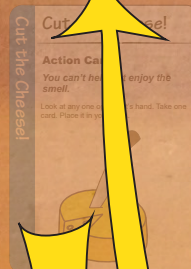
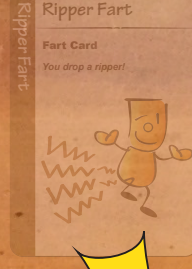
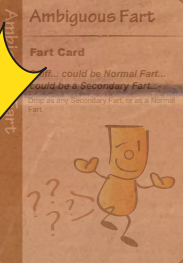


Playing Surface

Jane's Hand



Ambiguous Fart



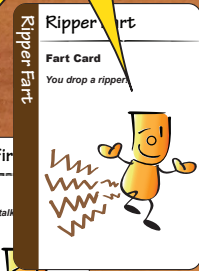
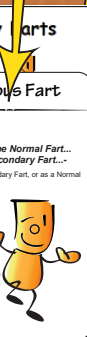
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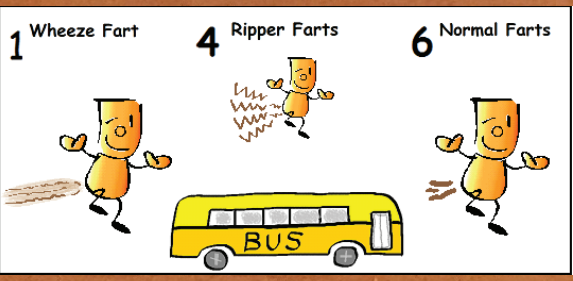
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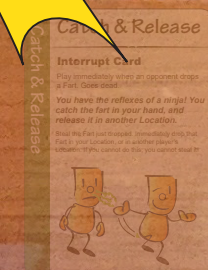
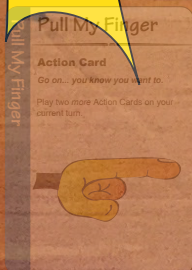
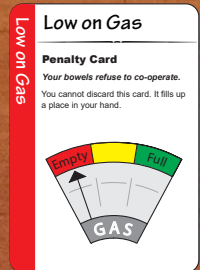
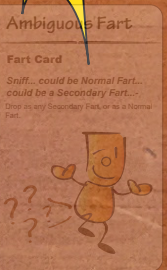


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Jane's First Turn

Now it's Jane's turn.

1. First she has to "draw to 8". She holds five cards, so she has to pick up three cards. She draws a *Wheeze Fart*, a *Baked Beans* and a *Fart Juice*. Good draw!

2. Jane plays a *Shart!* on Bob. She wants to draw a random card from his hand.

3. Unfortunately for Jane, Bob counters the *Shart!* by playing a *Fresh Undies*. Thus Jane does not get to steal a random card from Bob.

4. Jane now drops a *Wheeze Fart* (her Primary Fart) and a *Normal Fart*.

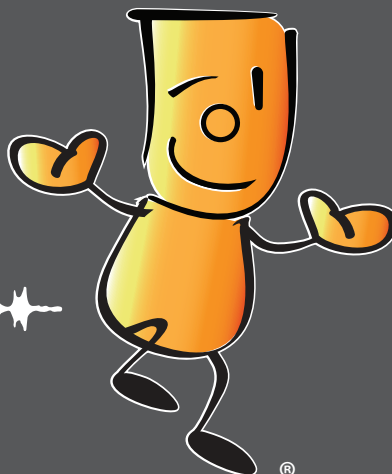
5. Bob--although it is not his turn--plays the *Catch & Release* (an Interrupt card) on Jane to steal the *Normal Fart* that Jane just dropped. The *Catch & Release* "goes dead".

6. Bob also plays the *Air Freshener* (another Interrupt card) on Jane's *Wheeze Fart*. The *Air Freshener* "goes dead". Looks like Jane is going to lose her *Wheeze Fart* to the discard pile...

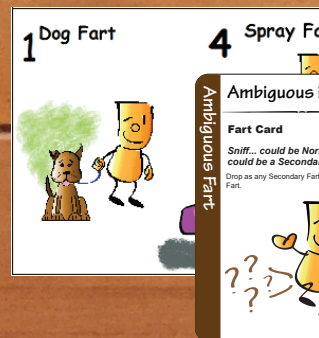
7. However, Jane counters the *Air Freshener* by using her *Fart Juice* as a *Can's Empty!* card. Because a *Can's Empty* card "goes dead", so too does the *Fart Juice*.

8. Finally, Jane discards a *Dutch Oven Fart* and a *Fluff Fart*, as she can't use them.

Jane announces that she has finished her turn: "I'm done." Whew! That was another big turn!



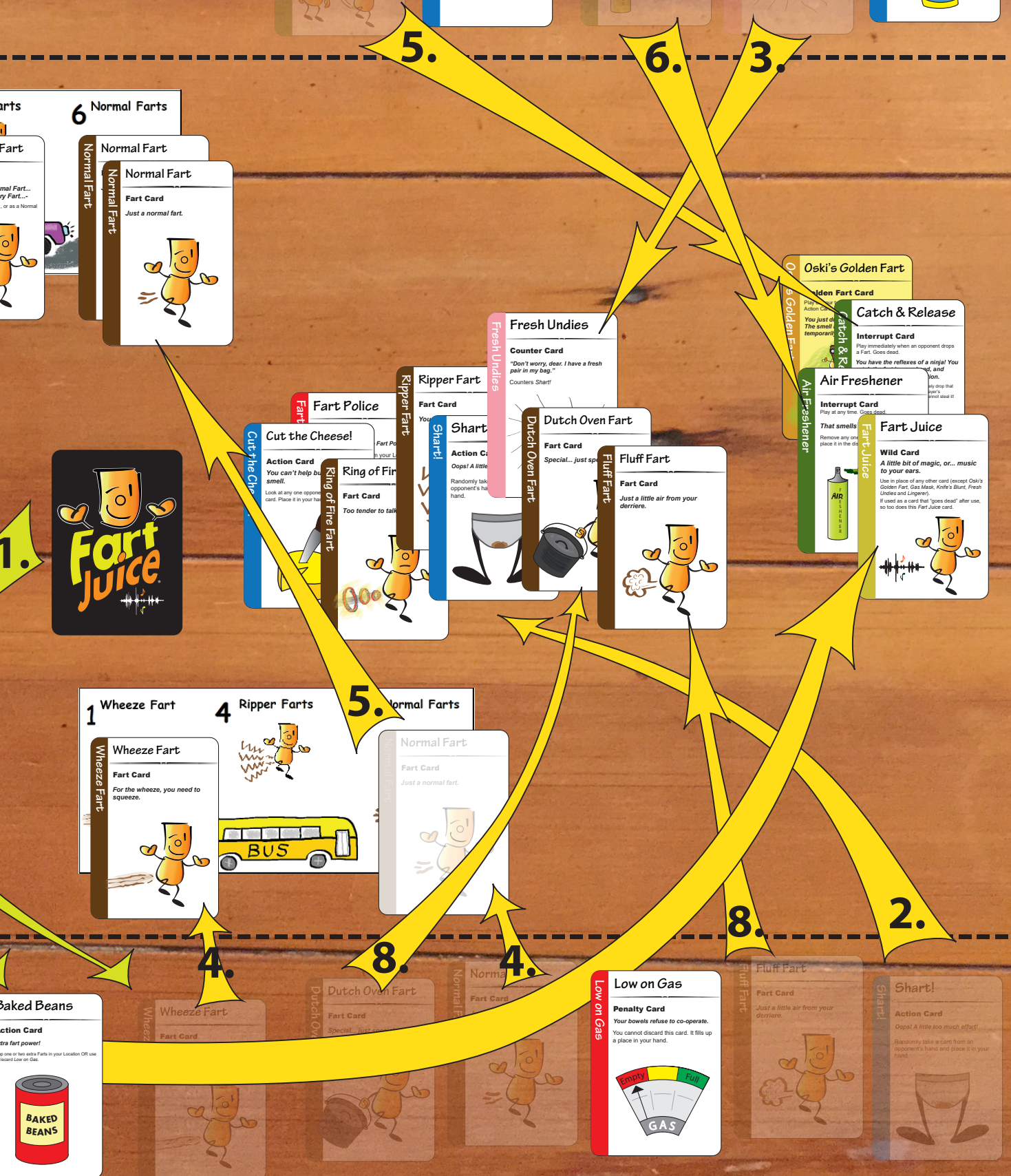
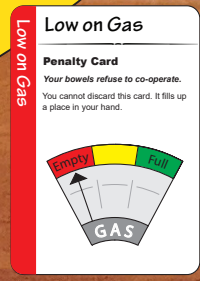
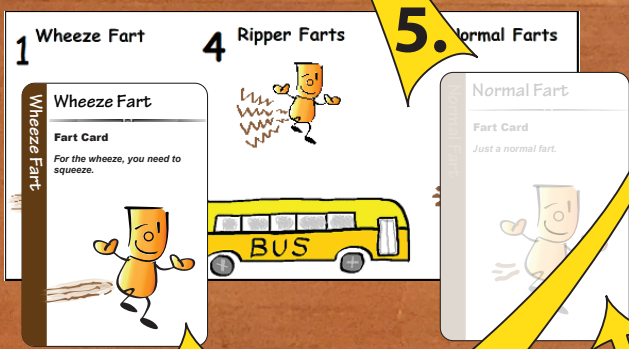
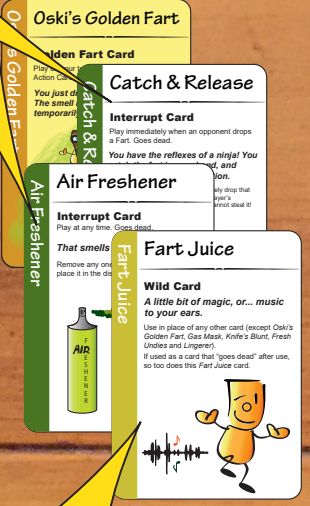
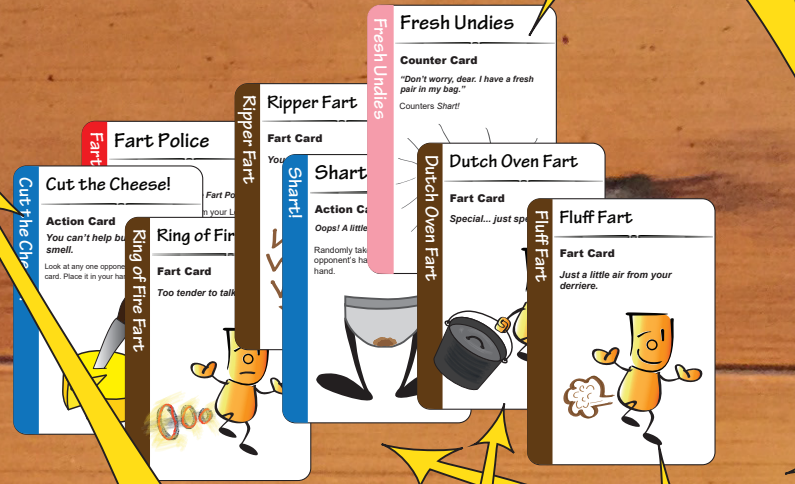
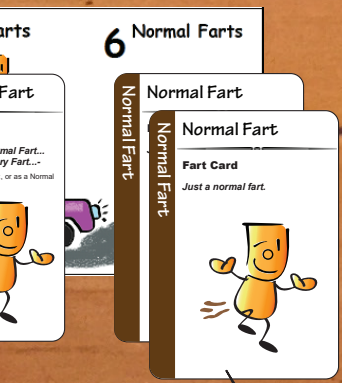
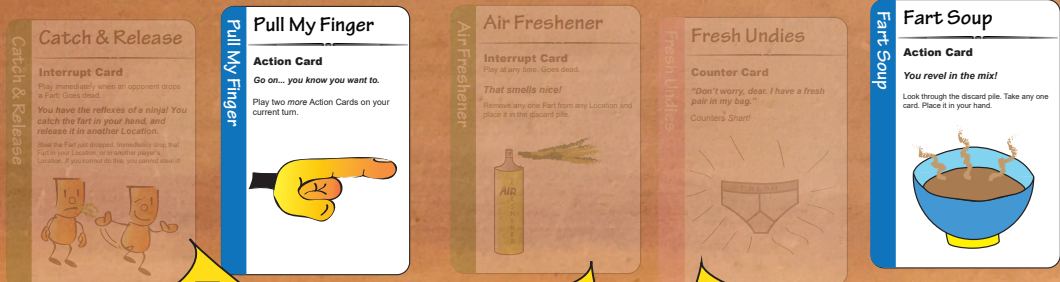
Bob's Hand



Playing Surface

Jane's Hand





Bob's Second Turn

Now it's Bob's second turn.

1. First he has to "draw to 8". He holds two cards, so he has to pick up six cards. He draws a *Normal Fart*, *Shart!*, *Fart Police*, *They Don't Fit!*, *Match* and *Spray Fart*.

2. The *Fart Police* must be actioned immediately. Bob does not have a *Wasn't Me* or *It Was Him!* card, so he must roll a d6 to see which fart he loses from his Location.

3. He rolls a 2. The *Fart Police* take his *Ambiguous Fart*.

4. Now Bob can play. He plays *Pull My Finger* (which allows him to play two more blue cards)...

5. ... then a *Shart!* (he has a *They Don't Fit!* to counter a *Fresh Undies* if Jane plays one)...

6. Jane cannot counter the *Shart!*, so Bob randomly selects one of her cards. Unfortunately for Bob, he chooses the *Low on Gas*. Not a good play by Bob--he should have remembered, from having seen her hand the previous turn, that Jane was holding the *Low on Gas*.

7. ... then Bob plays a *Fart Soup* (that is, the second blue card which the *Pull My Finger* allows him to play).

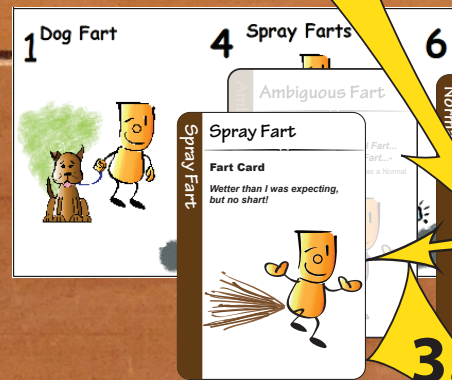
8. Bob takes *Cut the Cheese!* from the discard pile (for later use).

9. Finally, Bob drops a *Normal Fart* and *Spray Fart* in his Location.

Bob decides to keep his remaining cards (he is stuck with the *Low on Gas*, anyway). He announces that he has finished his turn: "I'm done." Whew!



Bob's Hand



Playing Surface

Jane's Hand



Jane's Second Turn

Now it's Jane's second turn.

1. First she has to "draw to 8". She holds one card, so she has to pick up seven cards. She draws two *Normal Farts*, a *Shart!*, *Fresh Undies*, *Ripper Fart*, *Fake Fart* and a *Wasn't Me*.

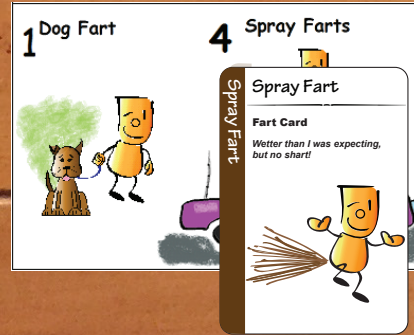
2. Jane was going to use the *Baked Beans* to get rid of the *Low on Gas*, but Bob took it from her with a *Shart!* last turn. So now she plays the *Baked Beans* to enable her to drop two more farts over and above her usual two farts. She drops the two *Normal Farts*.

3. Jane now drops her two usual farts: a *Ripper Fart* and the *Fake Fart* (as a *Ripper*).

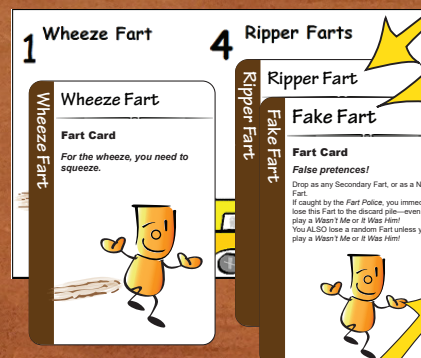
Jane decides to keep her remaining cards. She announces that she has finished her turn: "I'm done."



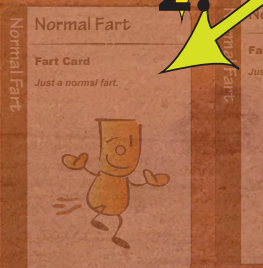
Bob's Hand



Playing Surface



Jane's Hand



They Don't Fit!

Counter Card
They grow so fast...
Counters Fresh Undies.

Cut the Cheese!

Action Card
You can't help but enjoy the smell.

Look at any one opponent's hand. Take one card. Place it in your hand.

Match

Action Card
Combination: Fire in the Hole! Match and a Fart.
You adrenaline junkie!

Low on Gas

Penalty Card
Your bowels refuse to co-operate.
You cannot discard this card. It fills up a place in your hand.

6 Normal Farts

Normal Fart

Normal Fart

Normal Fart

Fart Card
Just a normal fart.

Pull My Finger

Action Card
Go on... you know you want to.

Play two more Action Cards on your current turn.

Fart Soup

Action Card
You revel in the mix!

Look through the discard pile. Take any one card. Place it in your hand.

Oski's Golden Fart

Golden Fart Card
Play on your Action Card.
You just got the smell temporary!

Catch & Release

Interrupt Card
Play immediately when an opponent drops a Fart. Goes dead.

You have the reflexes of a ninja! You drop that fart and you're out!

Air Freshener

Interrupt Card
Play at any time. Goes dead.

That smells like a fart, and you're out!

Fart Juice

Wild Card
A little bit of magic, or... music to your ears.

Use in place of any other card (except Oski's Golden Fart, Gas Mask, Kink's Shurt, Fresh Undies and Linger).
If used as a card that "goes dead" after use, so too does this Fart Juice card.

Ambiguous Fart

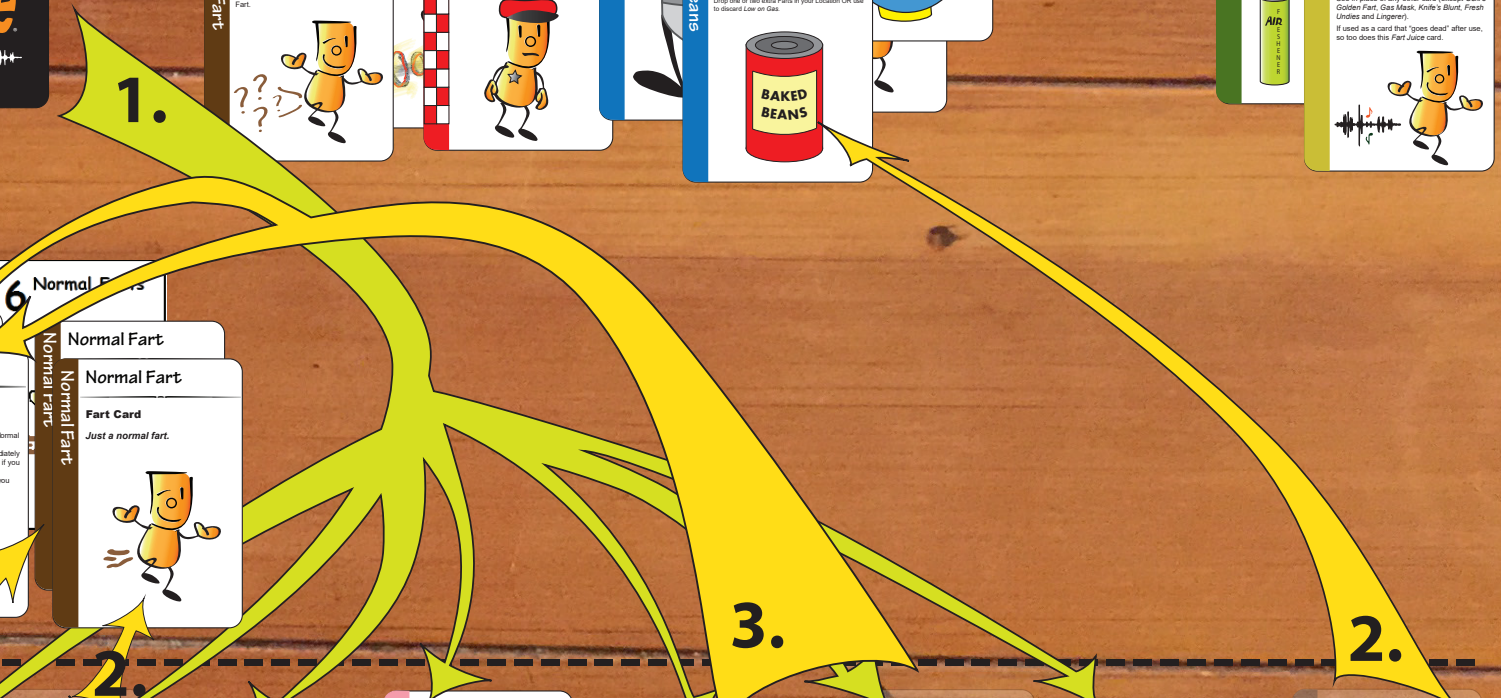
Fart Card
Sniff... could be Normal Fart... could be a Secondary Fart...
Drop as any Secondary Fart, or as a Normal Fart.

Fart Police

Penalty Card
You are caught by the Fart Police.
Lose a random Fart from your Location to the discard pile.

Baked Beans

Action Card
Extra fart power!
Drop one or two extra Farts in your Location OR use to discard Low on Gas.



6 Normal Farts

Normal Fart

Normal Fart

Normal Fart

Fart Card
Just a normal fart.

Shart!

Action Card
Oops! A little too much effort!
Randomly take a card from an opponent's hand and place it in your hand.

Fresh Undies

Counter Card
"Don't worry, dear. I have a fresh pair in my bag."
Counters Shart!

Ripper Fart

Fart Card
You drop a ripper!

Fake Fart

Fart Card
False pretences!
Drop as any Secondary Fart, or as a Normal Fart.
If caught by the Fart Police, you immediately lose this Fart to the discard pile - sorry, if you drop a Ripper! Action or Juice thing. You ALSO lose a random Fart unless you drop a Wasn't Me or it Wasn't Me!

Wasn't Me

Counter Card
Deny. Deny. Deny.
Counters Fart Police.

Baked Beans

Action Card
Extra fart power!
Drop one or two extra Farts in your Location OR use to discard Low on Gas.

Bob's Third Turn

Now it's Bob's third turn.

1. First he has to "draw to 8". He holds four cards, so he has to pick up four cards. He draws the *Lingerer*, a *Fire in the Hole!*, a *Fluff Fart* and a *Normal Fart*.

2. Bob plays the combination of *Fire in the Hole!*, a *Match* and any fart (he uses the *Fluff Fart*). He rolls a 4. Success!

3. With his *Fire in the Hole!* success, Bob steals Jane's *Wheeze Fart* and one of her *Normal Farts*. The *Normal Fart* goes straight into his Location (and does not count as one of his usual two dropped farts for that turn). The *Wheeze Fart* won't fit in his Location. He can choose to keep it in his hand or discard it. He chooses to discard it.

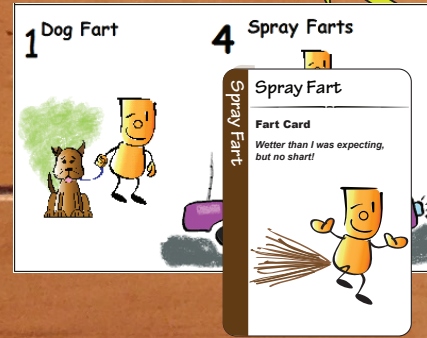
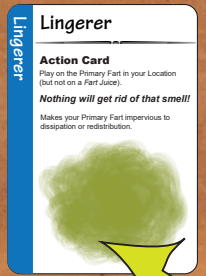
4. Bob drops a *Normal Fart* in his Location. Even though he is permitted to drop one more fart, he doesn't have any to drop.

5. Bob discards the *They Don't Fit!* to free up room in his hand. He hangs on to the *Lingerer* and the *Cut the Cheese!* (they are both good cards). He is, however, stuck with the *Low on Gas*.

Bob announces that he has finished his turn: "I'm done."



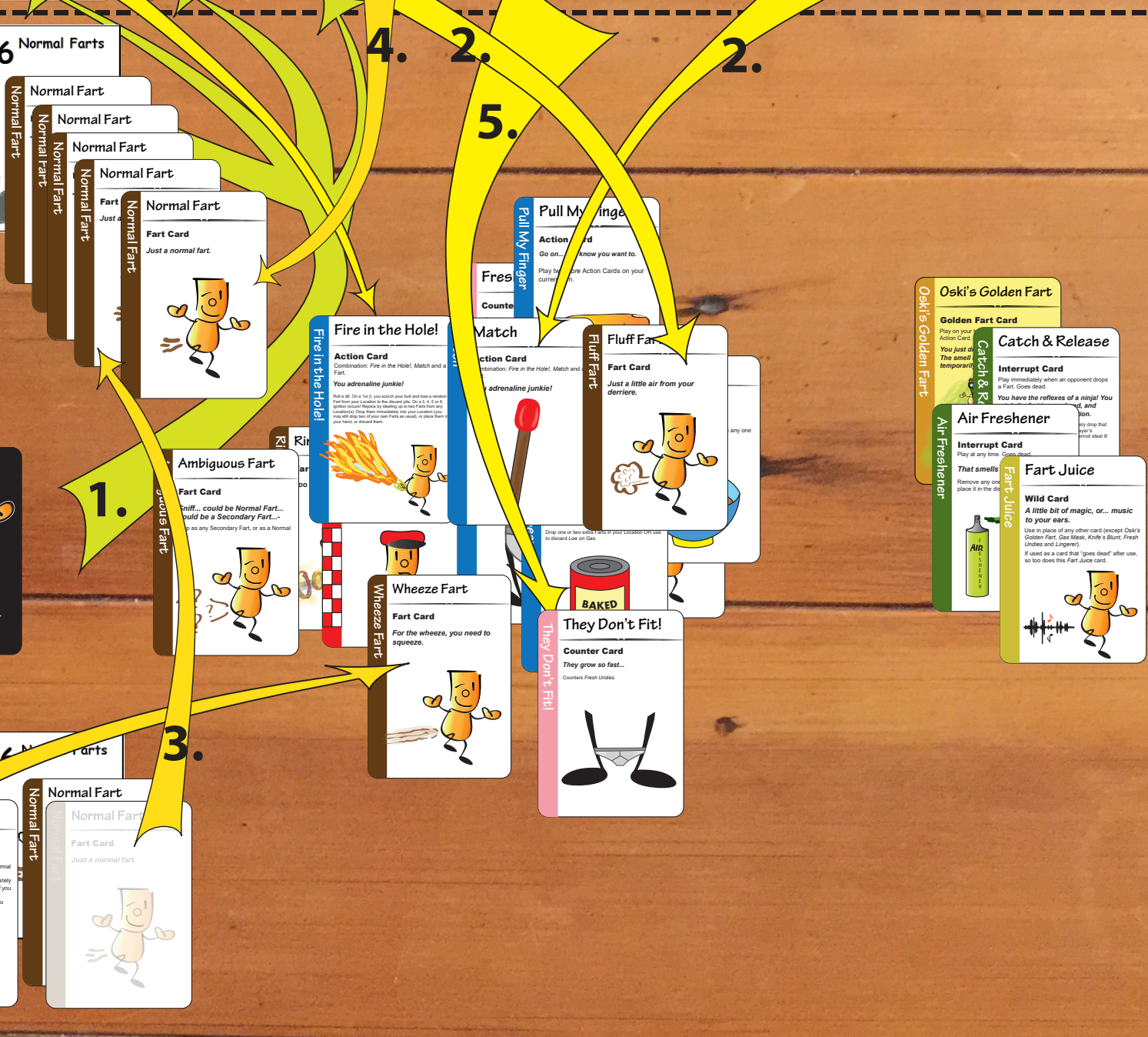
Bob's Hand



Playing Surface



Jane's Hand



Shart!

Action Card
Oops! A little too much effort!
Randomly take a card from an opponent's hand and place it in your hand.

Fresh Undies

Counter Card
"Don't worry, dear, I have a fresh pair in my bag."
Counters: Shart!

Wasn't Me

Counter Card
Deny, Deny, Deny.
Counters: Fart Police.

At this stage, I would put my money on Bob.
But in the game of *Fart Juice* fortunes can change. Neither of them has a Primary Fart, and Jane actually has 2 Secondary Farts to Bob's 1 Secondary Fart (although one of Jane's Secondary Farts is the *Fake Fart* which has inherent weaknesses).

A 3, 4 or 5 player game is even more interesting.



Now it's time for you to blast off into your own *Fart Juice* adventure.

Enjoy!

Thank you for being part of the *Fart Juice* revolution.



A "DRAW TO 8"TM
CARD GAME BY:

