

Advanced Rules



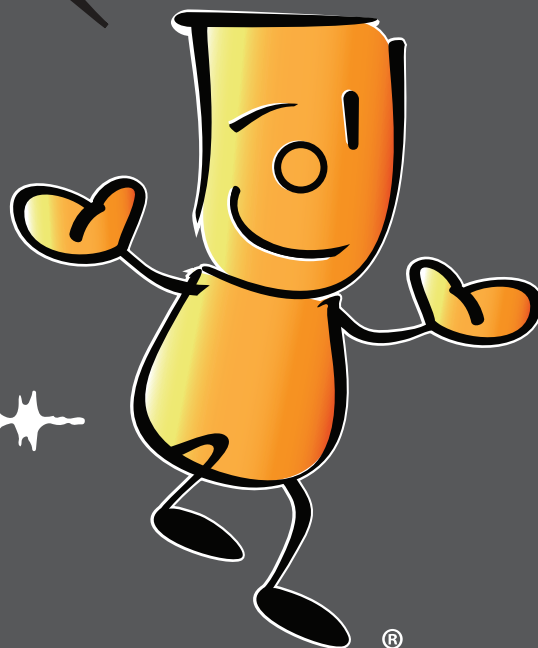
Fart
Juice®



By now you have seen the Card Array and a few tips.

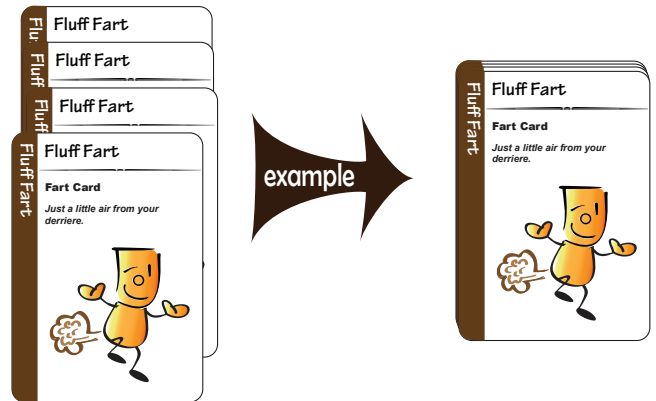
Now I am going to explain some terminology and give some further detail about how the more complex cards operate.

You don't need to read these before you start playing
—wait until you want to know the meaning of a specific term you see on a card, or until you want more information on how a particular card works, especially when interacting with other cards.

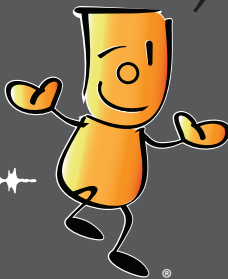


Terminology

“Complement”—once you have your four Secondary Farts or your six *Normal Farts*, you have a full complement, and you should push those cards together into one stack to indicate to other players that you have a full complement of that type of fart.

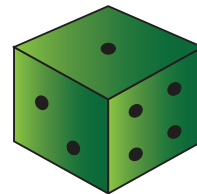


The cards that “go dead” are: *Air Freshener*, *Blow it Out*, *Can’s Empty!*, *Catch & Release*, *Oski’s Golden Fart*, *Gas Mask*, and *Resurrect*—and *Fart Juice* when played as a card that “goes dead”.



“Dead pile”—after use, any card with the expression “Goes dead” must be placed face up in a separate pile called the “dead pile”. If a *Fart Juice* is used as a card which goes dead, it must be placed in the dead pile. Players may look through the dead pile at any time. Cards in the dead pile are never shuffled back into the draw pile (unless the *Resurrect* card is played to move a dead card back to the discard pile). However, you cannot Resurrect *Oski’s Golden Fart*.

“d6”—means a six-sided die.



“Discard”—when you throw out cards to the discard pile at the end of your turn you say: “I discard...” or “I chuck out...” or “I don’t want...” and then you name the cards being discarded.

“Discard pile”— the pile of face up cards made up of cards that have: (a) been thrown out, and (b) played (but not cards that “go dead”, as they go to the dead pile). Players may look through the discard pile at any time. We like to keep the discard pile messy, so it is easier to look through.

Terminology

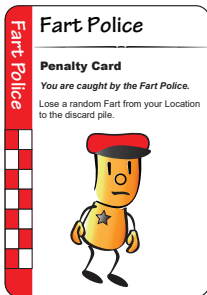
“Draw pile”—the pile of face down cards from which you are dealt 8 cards at the beginning of the game, and from which you draw cards at the beginning of each of your turns (if you have fewer than 8 cards in your hand).

“Draw to 8”—at the start of your turn you pick up from the draw pile enough cards to take your hand to eight cards.

“Drop”—when you place a fart in your Location you say: “I drop a (eg) *Dog Fart*.”

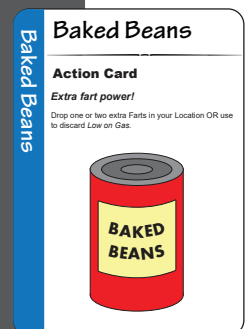


“Goes dead”—after playing, the card must be put in the dead pile. The following cards “go dead”: *Air Freshener*, *Catch & Release*, *Blow it Out*, *Can’s Empty!*, *Gas Mask*, *Resurrect* and *Fart Juice* (but only if the *Fart Juice* is played as a card that “goes dead”).



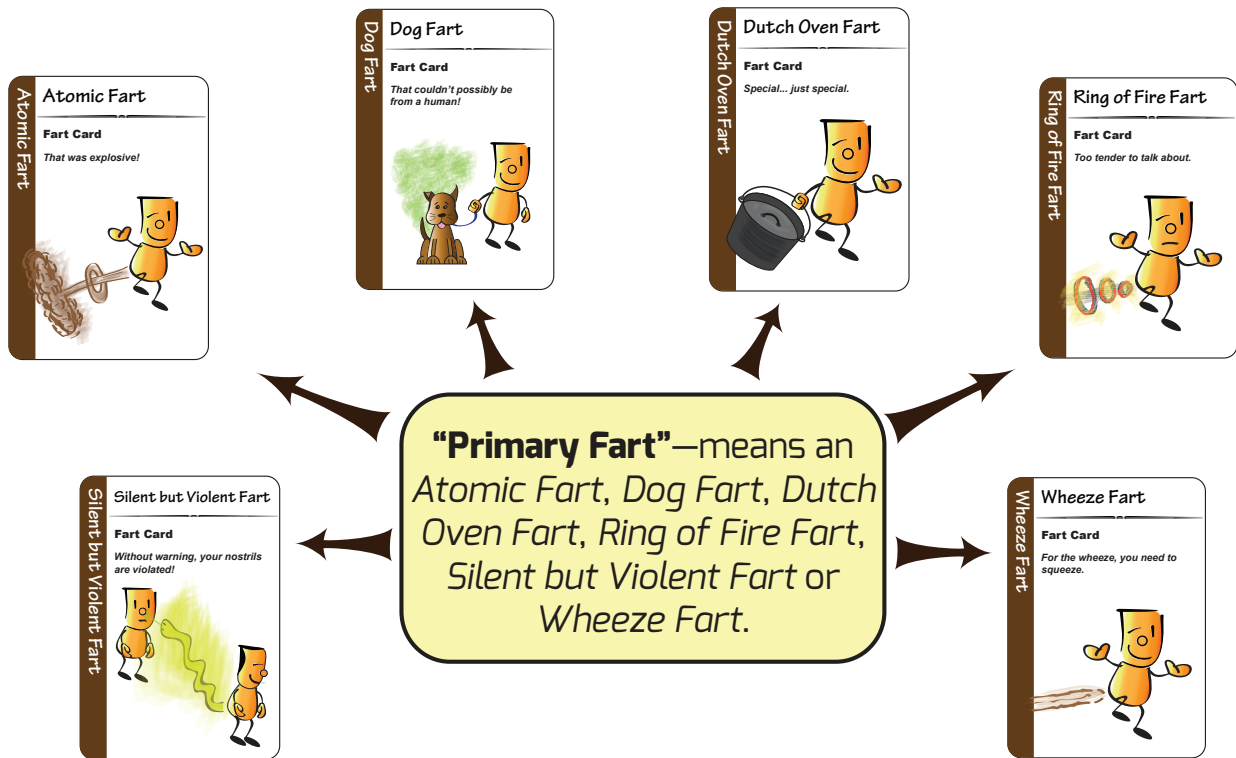
“Penalty Cards”—these affect the player who draws them from the draw pile. They are not “played” on another player. However, if you hold the *It Was Him!* card in your hand, you may use it to redirect the *Fart Police* to another player.

If you play a *Baked Beans* card you can throw out *Low on Gas*! Alternately, someone might accidentally steal the *Low on Gas* from you when *Sharting* you!



Terminology

“Played”—means placing a card face up on the playing surface. After it takes effect, it is placed in the discard pile (or the dead pile if the card says it “Goes dead”). Apart from farts that are “dropped” in your Location, only the *Lingerer* stays in play in your Location—all other cards go to the discard pile or the dead pile.



“Random” or **“randomly”**—to randomly choose a Fart to lose from your Location (as a result of a *Fart Police* or a scorched butt from a failed *Fire in the Hole!*), roll the six-sided die. If you have Farts in your Location in each of the three categories:

- on a 1 or 2 you lose your Primary Fart (unless it is *Lingerer*-protected, in which case you do not lose any farts);
- on a 3 or 4 you lose one of your Secondary Farts;
- on a 5 or 6 you lose one of your Normal Farts.

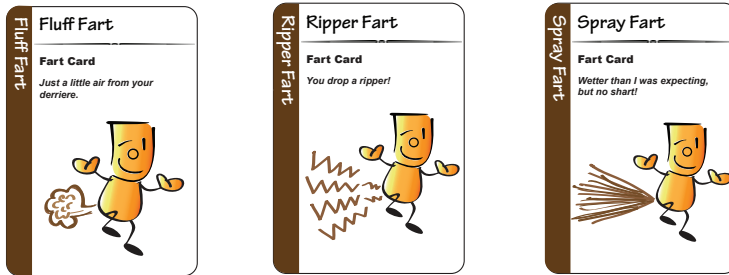
If you have Farts in two categories:

- on a 1, 2 or 3 you lose a fart to the left in your Location (if it is a *Lingerer*-protected Primary Fart you do not lose it);
- on a 4, 5 or 6 you lose a fart to the right in your Location.

Secondary Farts and Normal Farts are lost on a “last in, first out” basis.

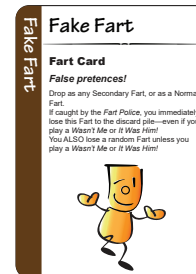
To randomly choose a card to lose from your hand when a *Shart!* is played on you, let your opponent select the card while you hold the cards, or place your cards face down on the playing surface and let him or her choose one.

Terminology



“Secondary Fart”—means a *Fluff Fart*, *Ripper Fart* or *Spray Fart* (also, perhaps, the *Ambiguous Fart* and the *Fake Fart* if they are played as Secondary Farts).

“Special Fart”—means an *Ambiguous Fart*, *Fake Fart* or *Fart Jar* (and also *Oski’s Golden Fart*).



“Steal”—when stealing dropped Farts on a successful *Fire in the Hole!* combination, you may take two dropped Farts. You may take two Farts from one player’s Location, or one Fart from one player’s Location and one Fart from another player’s Location.

If a *Fart Jar* was used in the *Fire in the Hole!* combination, you may take 3 dropped farts.

You cannot steal or lose a Primary Fart which is protected by the *Lingerer*.

You are not restricted to “last in, first out”.

You may also steal cards from a player’s hand (as opposed to from his or her Location Card) by playing a *Shart!* or a *Cut the Cheese* or *Oski’s Golden Fart*.



Card Explanations & Further Rules

Announcing your actions: When you drop a fart in your Location you must say out loud: "I drop a ..." and name the Fart. When you play an Action Card, you must say it out loud. For example: "I *Cut the Cheese* on Bob"; "I play a *Fart Soup*"; "I *Shart!* Jane"; "I play a *Fire in the Hole!*"; "I *Pull My Finger*".

When you discard cards, you must say out loud the names of the cards you discard.

For example: "I discard (or I throw out) a *Normal Fart* and a *Baked Beans*".

If you play a *Fart Soup*, you must also say out loud what card you take from the discard pile.

When you have finished your turn, you must say out loud: "I'm done," or "I'm finished," or something similar.

Tell everyone what you are doing. This is **not** a quiet game!



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.

Steal the Fart just dropped. Immediately drop that Fart in your Location, or in another player's Location. If you cannot do this, you cannot steal it!



Catch & Release: *Catch & Release* cannot be used to catch a *Fart Juice* that has just been dropped unless the *Fart Juice* is released as the **same** fart that was just dropped. A *Catch & Release* can be used, effectively, to counter a *Catch & Release*.

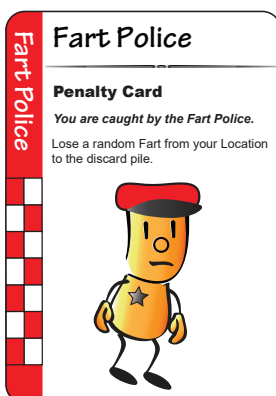
Card Explanations & Further Rules

Cut the Cheese: If you play a *Cut the Cheese*, you must not tell any opponents the contents of the hand you looked at, nor what cards you took from that hand (unless you manage to steal the *Oski's Golden Fart*, and you want to brag about it!). Similarly, your opponent must not tell anyone what was taken from his or her hand.



Fake Fart: If you are caught by the *Fart Police*, you immediately lose this Fart **from your Location** to the discard pile—even if you play a *Wasn't Me* or *It Was Him!* You **also** lose a random Fart **unless** you play a *Wasn't Me* or *It Was Him!*

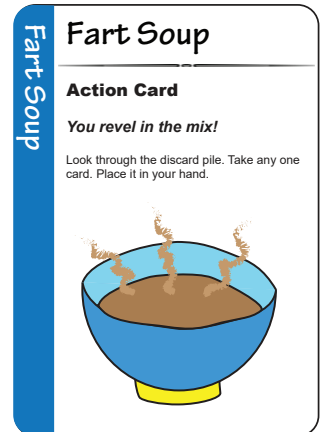
If you are still holding this card in your hand (rather than having already “dropped” it in your Location) when you pick up a *Fart Police* card, then you are not affected by the liabilities of this Fart card. The *Fart Police* operates as normal on any fart cards in your Location.



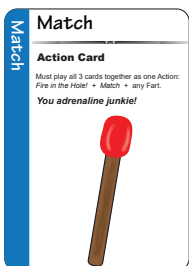
Fart Police: Refer to the previous description of “random” and “randomly”. If you draw a *Fart Police* on the initial deal, keep it in your hand. On your turn you Draw to 8 (if you need to), and then you play the *Fart Police* (which won't affect you because you will not have dropped any farts - but someone might *Shart* it from you before your turn!)

Card Explanations & Further Rules

Fart Soup: When you play a *Fart Soup*, you must inform the other players what card you take from the discard pile. At the start of your turn, if you need more cards than are in the draw pile (to take your hand to 8 cards), then the discard pile is shuffled and becomes the new draw pile. If you need precisely the number of cards left in the draw pile, then you have the option of playing a *Fart Soup* before the discard pile is shuffled and placed as the new draw pile. That *Fart Soup* is also shuffled into the new draw pile.



+



+

Fart Jar
 or any
 other *Fart*

Fire in the Hole!: When stealing dropped Farts on a successful *Fire in the Hole!* combination, you may take two dropped Farts. You may take two Farts from one player's Location, or one Fart from one player's Location and one Fart from another player's Location.

If a *Fart Jar* was used in the *Fire in the Hole!* combination, you may take 3 dropped Farts.

You cannot steal or lose a Primary Fart which is protected by the *Lingerer*.

You are not restricted to "last in, first out".

If a *Fart Juice* is stolen, it may be dropped in your Location as a "free" drop only if it is dropped as the *same type* of Fart it represented in your opponent's Location, or it may be dropped as any Fart using one of your two usual drops. It may also be retained in your hand for later use.

If the *Fire in the Hole!* combination backfires—you **randomly** lose a fart from your Location. Refer to the previous discussion about "random" and "randomly".

Secondary Farts and *Normal Farts* are lost on a "last in, first out" basis.

Card Explanations & Further Rules

Some call it “hand management”. I call it “fart management”!



Hand: Usually, you will start your turn by picking up from the draw pile enough cards to take your hand to eight cards (“Draw to 8”). If you already have eight cards, you cannot pick up any cards from the draw pile. If you have more than eight (which can only happen if you have played *Oski’s Golden Fart*), you cannot pick up any cards from the draw pile. At the start of your turn, you may play any Interrupt Cards you have before you draw to eight—but you cannot discard at the start of your turn to enable you to pick up more cards—you discard at the end of your turn.

Interrupt Cards are the green ones... remember...

Interrupt Cards: You cannot play an Interrupt Card (or a *Fart Juice* as an Interrupt Card) after an opponent has played, or has declared that he or she is playing: a *Shart!* (until after a card is selected from your hand); or a *Cut the Cheese* (until after a card is selected from your hand); or *Oski’s Golden Fart*.

This rule is intended to stop the “dumping” of Interrupt Cards or *Fart Juice* cards after the above cards are played or declared, but before they are actioned.

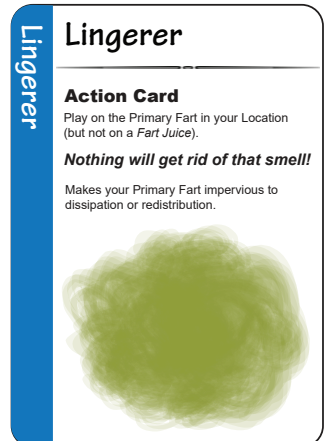
At the start of your turn, you may play any Interrupt Cards you have before you Draw to 8.

Card Explanations & Further Rules

Lingerer: If an opponent plays a *Catch & Release* or an *Air Freshener* on a dropped Primary Fart before you play the *Lingerer* on that fart, you lose that fart. If you want to protect that fart, you should drop that fart and play the *Lingerer* at exactly the same time.

The *Lingerer* may only be played on your Primary Fart—not on a *Fart Juice* acting as your Primary Fart.

If you have the *Lingerer* protecting your dropped Primary Fart, and you draw a *Fart Police* which you can't counter, the d6 roll is still distributed amongst all your categories of farts, but if it lands on the *Lingerer* and Primary Fart, that fart is safe and the *Fart Police* leave empty-handed (unless you also had a dropped *Fake Fart*, which you automatically lose).



Oski's Golden Fart: *Oski's Golden Fart* is a hybrid card - although it is a *Fart Card*, you play it like an *Action Card*, but it does not use up your one action (ie you may play *both* the *Oski's Golden Fart* and one blue *Action Card* on your turn).

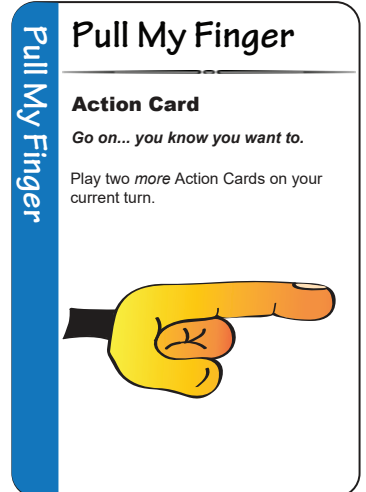
If an opponent counters with the *Gas Mask*, you cannot look at, or take, any of that opponent's cards. From each other opponent you may take none, one or two cards from his or her hand (**not** from his or her *Location Card*)—your choice.

This means that you do not have to take the *Low on Gas* (if your opponent only has that card, or that card and one other card), but you may take the *Low on Gas* if you want to.

If you play *Oski's Golden Fart*, you must not tell any opponents the contents of the hands you looked at, nor what cards you took from those hands. Similarly, your opponents must not tell anyone what was taken from their hands.

Card Explanations & Further Rules

Pull My Finger: If you want to play *Pull My Finger*, it must be played as the first Action Card played on your turn. For example, after playing a *Cut the Cheese*, and stealing *Pull My Finger* from an opponent, you cannot then play *Pull My Finger* to enable you to play a further Action Card that turn. However, you may play *Oski's Golden Fart* and then play *Pull My Finger* on the same turn.



Shart!: You must not tell any opponents what card you stole (unless you manage to steal *Oski's Golden Fart*, and you want to brag about it!). Similarly, your opponent must not tell anyone what was taken from his or her hand.