

 Kosch

 Lukas Siegmon

FYFE



RULEBOOK



FYFE is an abstract tile-laying game for 2 to 5 people by Kosch.

In FYFE, players decide for themselves how much they want to score in each position on their boards! Place pieces as effectively as possible to score the most points before your opponents do the same!

GAME COMPONENTS

personal components
in 5 colors:



1 player board each
(with supply for 2 tokens)



7 lucky charm tiles each

15 scoring boards each:



Front
(half sun = score not yet fulfilled)



Back (whole sun = score fulfilled)



125 wooden tokens



5 wooden lucky charm tokens



10 x joker tiles



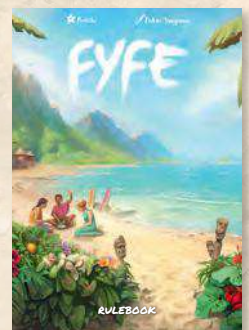
20 x 5 point bonus tiles



15 x **FIRST!** bonus tiles



1 bag



1 rulebook

GAME SETUP

1. Give each player their personal components: 1 game board, 15 scoring boards and 7 lucky charm tiles in a single colour. Each player lays the pieces out in front of themselves.
2. Put all the tokens - including the lucky charm tokens - into the bag.
3. Place the 15 **FIRST!** bonus tiles, the 5 point bonus points, and the joker tiles face up in the center of the table.



Setup for 4 players

OVERVIEW

The aim of the game is to fill your player board with tokens and scoring boards to maximise as many scoring opportunities as possible. A game always lasts exactly 25 rounds. The player with the most victory points at the end of the game will be the winner.

THE TOKENS

The tokens each contain 3 different pieces of information:

1 colour,



1 number and

1 2 3 4 5

1 symbol.



There are 5 tokens in each of the various combinations.



COURSE OF A ROUND

1. DRAW A TOKEN FROM THE BAG (COMPULSORY)

In the first round of the game, each player draws 2 tokens from the bag and places these openly in their personal supply. In subsequent rounds, everyone draws exactly one token and places it on the available supply space. In the final round, i.e. the 25th round, new tokens are not drawn, but the remaining token in the supply will be placed.

Play takes place simultaneously. To ensure everyone is playing at the same pace, decide on one person at the beginning of the game who will oversee the token bag. It will be this person's task to make sure everyone is on the same turn. The bag will be passed around the table during each round and only when the bag is back in the original person's possession will play proceed onto the next phase.

IMPORTANT: You do not put the drawn pieces onto your player board at this stage, only into your supply! It is possible that any lucky charms drawn will influence whether and which tokens you can place on the board.

2. ACTIVATE LUCKY CHARM (ONLY IF A LUCKY CHARM TOKEN WAS DRAWN IN STEP 1)



If a player draws a lucky charm token, it is placed in the centre of the table. A new token must be drawn as a replacement. Only the first lucky charm token drawn in a round will be used. Therefore, if extra lucky charm tokens are drawn by other players, place these back into the bag and draw a replacement token.

If a lucky charm is drawn again, shuffle it back into the bag and draw a replacement. Repeat this step until a token is drawn that is not a lucky charm. Then once everyone has their tokens, return the bag to the person in charge of it.

Every player (that is, even the players that did not draw a lucky charm tile!) may now activate one of their unused lucky charm tiles and perform its ability this round. Each tile may only be used once per game and is turned face-down after use. You may always skip using a lucky charm. At the end of the game, you will receive the indicated victory points on each unused lucky charm.



Each lucky charm allows players to perform a special action that is carried out before, during or after a piece is placed on the board. (For details, see "Lucky Charm", p. 6)

3. PLACE TOKEN (COMPULSORY)

Place exactly 1 of your two tokens from your supply on an empty space on your player board. "Empty" means that there must be no other piece on that space. Pieces do not have to be placed adjacent to each other and tokens can be placed anywhere on your board.

The other token remains in the supply.


NOTE: Pay attention to any potential influence of your lucky charm as well as the scoring boards already on your display.



4. PLACE SCORING BOARD (IF NECESSARY)

Each player now checks whether a scoring board is already pointing from the edge of the player board to the token just placed. This can be vertically, horizontally or from one of the two diagonals at the top of the board.

If there is no scoring board pointing to the new piece, one must be placed: Place one of your remaining scoring boards at the edge of the board so that it points along the row/ column/ diagonal where the token has just been placed.

Always place the scoring boards with the half sun  facing up. This indicates that the scoring objective shown on the board is not yet completed. The number in the sun tells you how many points you will receive for successfully fulfilling the scoring objective by the end of the game.

NOTE: You may place more than one scoring board at any time, including in rows/ columns/ diagonals where you have not placed a piece this round. However, this usually only limits your options and shouldn't be done without great consideration!

ATTENTION! Once a scoring board has been placed, it is fixed and may no longer be exchanged or moved! (Exception: see "Lucky Charm".) Therefore, you can only use each scoring board once per game.



5. SCORING AND CHECK FOR BONUS POINTS (IF POSSIBLE)

SCORING BOARDS

You may turn over all scoring boards that have been completed in this round so the whole sun is showing. At the end of the game, you will receive the points shown in the sun for each completed scoring board.



If one player is the first and only person to complete a certain scoring board in this round, they will receive the corresponding **FIRST!** bonus tile and place it on the respective board. Each **FIRST!** bonus tile is worth 3 points at the end of the game.



If several players fulfil the same scoring board at the same time in a round, no one receives the bonus. Remove the corresponding **FIRST!** bonus tile from the game.

BONUS POINTS

If someone fulfils 2, 3 or even 4 scoring boards at the same time in a round by placing a single tile, the following bonus points are earned as a reward:

- 2 lines at the same time = 5 bonus points
- 3 lines at the same time = 10 bonus points
- 4 lines at the same time = 20 bonus points



Take the corresponding amount of bonus points as 5-point markers.

NOTE: If you notice that you have already fulfilled a scoring board in an earlier round without turning over the scoring board, you may do so afterwards. If the corresponding **FIRST!** bonus tile has already been claimed by another player however, then it remains where it is.

END OF THE GAME

As soon as all 25 squares of the player boards have been filled with tokens, the game ends. Add up all the points earned through completed scoring boards along with any bonus points and remaining unused lucky charms. The player with the most points will be the winner! In the case of a tie, all tied players share the victory!

LUCKY CHARMS



Return both tokens in your supply back to the bag and draw 2 new ones.



Move a piece (not a joker!) to another empty space on your board.



Swap a piece already on the board with a piece from your supply.



Fulfil a scoring board with only 4 instead of 5 of the matching conditions. However, there must still be 5 tiles in the row/ column/ diagonal.



In this round, place one of your two tiles face down on a free space on your board and place a Joker tile on it. The token is now a 'Joker' and counts as any colour, number, or symbol for all rows/ columns/ diagonals it affects from now on.



Turn a face-up tile on your board over in its spot and place a Joker tile on it. This tile is now a 'Joker' and counts as any colour, number or symbol for all rows/ columns/ diagonals it affects.

NOTE: Scoring boards fulfilled with this tile in previous rounds are still considered fulfilled.



Put aside a scoring board that has already been scored. You will receive its points at the end of the game as usual. You must immediately place another unused scoring board in the now vacant space and it can be scored now if possible.

THE SCORING BOARDS

A scoring board pointing to a row/ column/ diagonal can only be scored if its requirements are exactly met.

★ symbol 🍌 colour # number

EXAMPLE: 2x number 3 and 3x number 4.



2 identical and 3 other identical symbols/ background colours/ numbers (i.e. a full house) in any order.



Same symbol/ same background colour/ same number in any order.



Different symbols/ different background colours/ different numbers in any order.



All background colours AND all symbols AND all numbers must be different. Therefore, each colour, number and symbol must be used exactly once to fulfil this score. The order is not important.



Symbols in the order shown.



Any 5 tokens - in any order.



Background colours in the order shown.



The numbers 1 to 5 or 5 to 1 in the correct order.



EASIER GAME

If you want a easier game, we recommend returning the following lucky charm tokens and scoring boards to the box before starting the game:



GAME SUMMARY

The game is played over 25 rounds.

1.



Each player draws 1 token from the bag places it into their supply. (compulsory)

REMEMBER:

- In the first round, players draw 2 tokens and put them both in their supply.
- Do not draw a token in the final round.

2.



Resolve lucky charms if drawn.

3.



Each player places 1 of their two tokens on their player board. (compulsory)

REMEMBER: In the final round, the remaining token in each supply must be placed.

4.



Place 1 of your unused scoring boards if there is no scoring board pointing to the newly placed token.

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