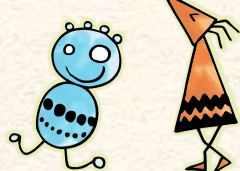


FOOL!



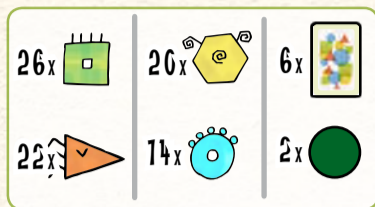
A trick taking game for 4-8 players. Ages 8 and above.

AIM OF THE GAME

In **Fool!**, you try to get rid of all your cards quickly. You do not need to win every trick, but your goal should be to play a card in every trick. If you play the **worst card** in a trick, you are befooled! You must pass during the next trick and cannot get rid of a card.

CONTENTS

- 88 Playing cards (82 cards in four colors, and six of value "1")
- 2 Overview cards
- 2 **Fool!** discs



GAME PREPARATION

According to the number of players, place the matching Overview card in the center of the table. The Overview card shows the required number of Playing cards (the cards for the four colors and the "1s") and **Fool!** discs to play the game. Remove the Playing cards not used for the game and place them back into the game box.

Depending on the number of players, place one or both **Fool!** discs in the center of the table.

Shuffle the Playing cards and deal them evenly to all players, so each player receives 12 cards in their hands. With 8 players each player will only receive 11 cards.

You will need paper and a pen for scoring.

The player to the left of the dealer is the start player of the first round!

PLAYING THE GAME

In each round you play several tricks, until one or more players have emptied their hand by playing their last card.

The start player begins the trick by playing any card from their hand. The color led is referred to as the **lead color**. Following the start player, in clockwise order, each opponent also plays a card. If a player has a card in hand of the same color as the **lead color**, they must play that card. This is referred to as **following the lead color**. If a player's hand is void of cards which match the **lead color**, they will be forced to play a different color card. This is referred to as **shedding a color**.

The player playing the **highest value** in the **lead color**, **wins** the trick. In each color, the cards all have different values, so there is always a definitive winner of a trick.

The player playing the **worst card** is befooled! They take the **Fool!** disc and must sit out and pass during the next trick. With 7-8 players, the two players playing the **worst cards** each take one of the **Fool!** discs and both must pass!

Determining the worst card:

- If all players follow the **lead color**, playing cards of the same color, the **worst card** has the lowest value.
- If one or more cards are **shedded**, the **shedded** card with the lowest value is the **worst card**. If several cards are **shedded**, with the same lowest value, the last of these played cards is the **worst card**. This can happen, when players **shed** cards of different colors.

The winner of the trick places the trick face down to the side and begins the next trick by playing any card from their hand. **Don't be the Fool!** The player(s) in possession of the **Fool!** disc are not allowed to play a card during the current trick, but will be free to play in the following trick.

During the entire round, all players must hold their cards in such a way that all players can check the total number of cards in their hand!

Beware of the "1s"!

The "1s" are wild and always adopt the **lead color**. Thus, a player always follows the **lead color** when playing a "1"!

The player **may** play a "1" even if they have cards of the **lead color** in their hand. They **do not have** to play a "1" if they no longer have a **lead color** card in hand.

Playing a "1" is considered the lowest card in the **lead color**. With this in mind, the gameplay challenge to all players is to try to play their "1s" in the same trick when other players are **shedding**.

If the first player plays a "1", the next played card determines the **lead color** to be followed. If that second card is also a "1", the third card played determines the **lead color** to be followed. In rare cases, if all players play a "1", the first player wins the trick and the last player is befooled!

EXAMPLES

Anne, Paul, Rachel, and Camille play a game of **Fool!**. Camille is befooled and took the **Fool!** disc in the last trick.

Anne Paul

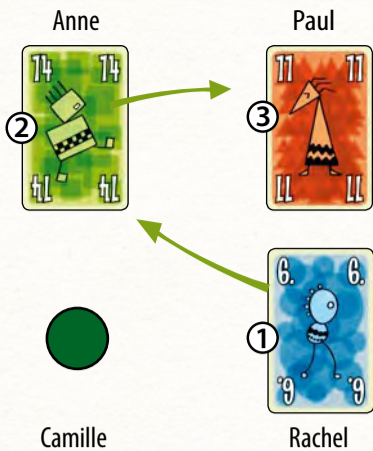
Camille Rachel

(A) Anne plays the first card, Paul and Rachel follow blue, and Camille passes. Paul played the **worst card** and is befooled. Rachel wins the trick with the highest card.

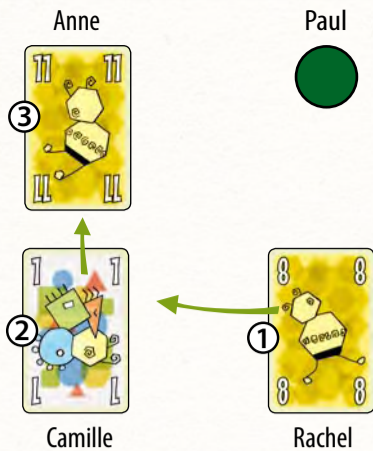
Anne Paul

Camille Rachel

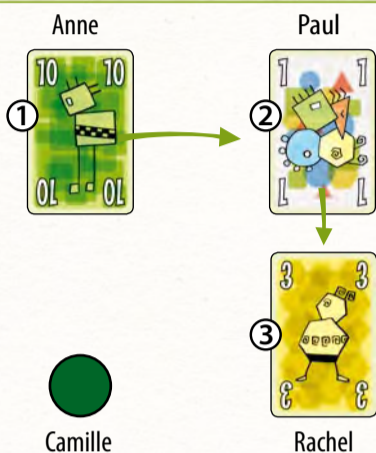
(B) Rachel plays the first card. Camille is the only player who must shed a color and is befooled. Rachel wins this trick again.



(C) Again, Rachel plays the first card. Paul is befooled, as compared to Anne he is **shedding** the lower valued card. Rachel wins the third trick in a row.



(D) Camille's "1" follows yellow. Still, she is befooled, as Anne follows yellow with the highest value **lead color** card and even wins the trick.



(E) Anne plays the first card. Paul follows green with the "1", while Rachel sheds a yellow card. Rachel is befooled, takes the **Fool!** disc and must pass during the next trick.

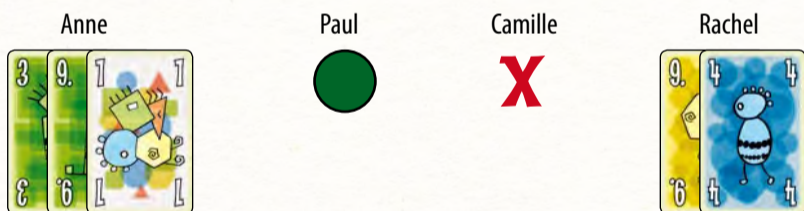
END OF THE ROUND

The round ends after one or more players have emptied their hand by playing their last card. In this last trick, the players still need to take the **Fool!** discs.

SCORING

Players score negative points if they have cards remaining in their hand. For non wild cards, they score the sum of the face values as negative points. For each "1" they score 5 negative points.

If a player has emptied their hand having played their last card on the last trick, they score 10 positive points; unless they are befooled and took the **Fool!** disc in that last trick. Only then, the player scores 0 points.



At the end of the round, Anne scores 17 negative points, Rachel scores 13 negative points. Camille and Paul both played all their cards, but thanks to his **worst card** Paul is befooled and took the **Fool!** disc. Camille scores 10 positive points and Paul scores 0 points.

THE NEXT ROUND

The previous start player is now the dealer and shuffles all cards. The new start player is the player with most negative points. In the case of a tie, the tied player closest in clockwise order to the previous start player becomes the new start player.

GAME END

The game ends when either:

- Any player has scored 80 negative points or more,
- "10 positive points" has been scored 6 or more times by any/all players. Just make a tally on your score sheet.

The player with the most points wins **Fool!** This may be the player with negative points closest to zero.

