



FUGU

A game by: Flavio and Riccardo Foches
 Illustrated by: Crocotame
 License: studiogiochi

CONTENTS

- 75** Cards (from 1 to 75)
4 Scorecards



OBJECTIVE

Score points by strategically placing cards in your reef. Bannerfish love to stick together, so keep them close to their buddies. Pufferfish prefer their space. Octopus and Coral also have their own preferences, so place them wisely.

SETUP

Depending on the number of players, play with the following cards:

- 4 players:** Take all cards.
3 players: Remove cards numbered **58** to **75** and return them to the box.
2 players: Remove cards numbered **40** to **75** and return them to the box.

Place a **Scorecard** in front of you. Shuffle the cards and place **3** cards face-up in the center of the table. Then deal **18** cards to **each player**. Place them face-down in a row in front of you.



Hint: Cards should **not** overlap, or only overlap **as little as possible** to ensure easy handling. Make sure you can insert and remove cards without disturbing the order.

Note: Once you are more experienced, or when travelling, you may hold your cards as a small face-down deck in one hand.

HOW TO PLAY

The player who can hold their breath the longest goes first. Play proceeds clockwise. Take your turn as follows:

- Take 1 of the 3 face-up cards from the center to place into your row.
- Replace 1 face-down card in your row with the card you took, placing it in one of the 2 ways:
 - You can place it in the desired position **number-side up** if its number fits the ascending order from left (lowest) to right (highest)
 - You can ignore the ascending order and flip the card 180° to place it **anchor-side up** in the desired position. Anchors can be placed anywhere in your row to replace a face-down card. However, they will be worth **minus points** at the end of the game.
- Flip the face-down card you replaced in your row and place it face-up in the center. There are now 3 face-up cards in the center again.

Note: The first card is always placed number-side up.

Warning: **Never** change the order of cards already in your row.

END OF THE GAME

At the beginning of your turn, you may choose to pass and end your game, **even if you still have face-down cards**. You will take no further turns. If you have no face-down cards left, you must end your game. Other players continue until the last player passed or has no more face-down cards.

SCORING

Check your row to calculate your points. **Do not change the order or rotate any cards**. For easier scoring, count each player's points in the following order: Bannerfish, Pufferfish, Octopus, Corals and minus points for Anchors.

Each type of card scores differently. All your face-down cards score 0 and remain in place as separators. You **also score cards that are anchor-side up**. Minus points will be deducted later.



Bannerfish want to gather: a group consists of **2 to 4+ adjacent Bannerfish**, no other face-up or face-down cards between them:

- **1 Bannerfish:** 0 points
- **2 Bannerfish:** 2 points
- **3 Bannerfish:** 5 points
- **4+ Bannerfish:** 9 points



Pufferfish prefer to be alone: a Pufferfish with **no fish adjacent** scores 3 points. If adjacent to **any other fish:** 1 point. If it is between **2 fish:** 0 points. Pufferfish

dislike having Bannerfish or another Pufferfish next to them, **but face-down cards, Corals, and Octopuses don't bother them**.

Example: Paul has 3 adjacent Bannerfish next to 1 Pufferfish: the group scores 5 points, and the Pufferfish scores 1 point because it touches another fish. Mia performs better: she has a Coral between the group and the Pufferfish, so she scores 5 + 3 points.



Paul

Mia



Octopus want to hide in the Corals: an Octopus between **2 Corals of any color:** 4 points. If adjacent to only **1 Coral:** 2 points. If not next to any Corals: 0 points.



Corals like variety: check all your Coral cards and count how many complete **sets of pink + green + yellow** you have, regardless of their position. Each set of 3 different Coral colors: 3 points.

Example: Paul has 2 pink, 3 green and 4 yellow Corals. That's 2 complete sets = 6 points.



Anchors (anchor-side up): Now, count how many Anchors you have. Each Anchor scores minus points. If you have several, **add up** all the minus points per card, regardless of their position:

1st card: -1 point | **2nd card:** -2 points
3rd card: -3 points | **4th card:** -4 points
5th card: -5 points and so on...

Example: Mia scored 28 points for the Bannerfish, Pufferfish, Octopus and Corals, including any rotations. Now she focuses on her Anchors. She has 3 Anchors in her row which gives her a total of -6 minus points (1 + 2 + 3). Her score is reduced from 28 to 22.

The player with the highest score wins. In case of a tie, the player with fewest Anchors wins. If there is still a tie, share the victory!

Score sheet, solo mode rules and FAQ at hello.helvetiq.com/fugu



Example A: There's a 6 Bannerfish in the center that Claire wants to take and place between her 4 and 12. She replaces the face-down card between the 4 and the 12 with the 6, placing it number-side up (because it fits the ascending order 4 < 6 < 12). Finally, she turns over the replaced face-down card and places it face-up in the center. She grouped the Bannerfish and will receive 2 points when scoring.

Example B: There's a 6 Bannerfish in the center that Claire wants to take and place between her 66 and 75. She replaces the face-down card between the 66 and the 75 with the 6, placing it anchor-side up as an Anchor (even if it would fit in the ascending order between 4 and 12). Finally, she turns over the replaced face-down card and places it face-up in the center. It was a strategic choice to group her Bannerfish, to receive 9 points when scoring, even though she will also receive -1 minus point.

Special thanks go to all the playtesters, especially Dvd, Emma, Fede, Je, Kynj, Livia, Michele, MisterX.



Translation and corrections: Translation Circus (Amaia Wilson Frade)