

FUGU

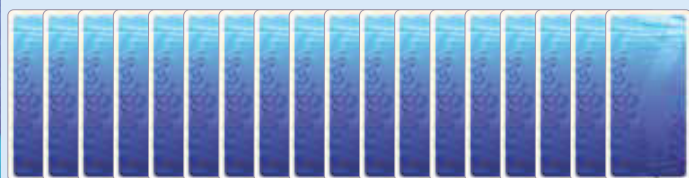
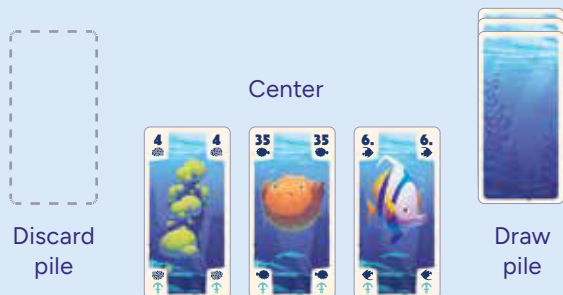
SOLO
MODE

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



SETUP

- Remove cards numbered **40 to 75** and return them to the box.
- Shuffle the cards and reveal **3** cards face-up in the center of the table.
- Draw **18** cards and place them in a face-down row in front of you. Make sure you can easily insert and remove cards from your row without disturbing the order.
- Place the remaining cards as a face-down draw pile next to the 3 cards in the center, leaving some additional space on the table.



Note: Once you are more experienced, or when traveling, you may hold your cards as a small face-down deck in one hand. For more information, read our FAQ explainer at hello.helvetiq.com/fugu

GAMEPLAY

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 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).

b) 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. This is the indication card: it indicates which of the 2 previous center cards you must discard. Place it in the center and check the number on it:

a) If the indication card's value is **19 or lower**, discard the **lower-numbered** card (of the two other center cards).

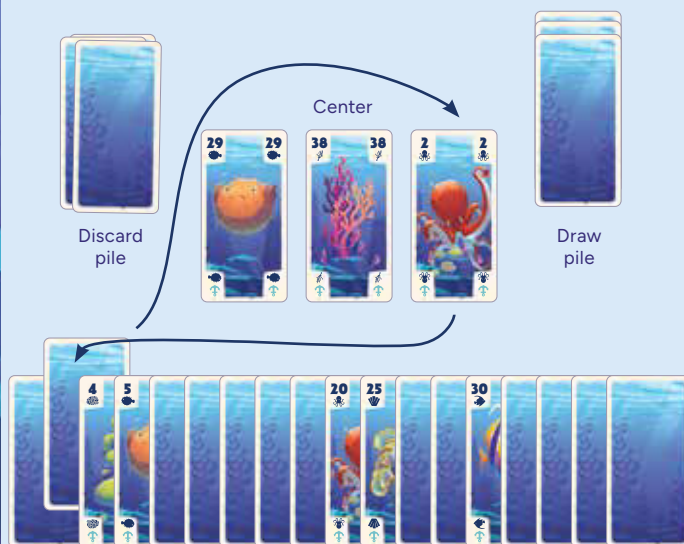
b) If the indication card's value is **20 or higher**, discard the **higher-numbered** card (of the two other center cards).

- Reveal the top card of the draw pile and place it on the empty spot in the center. There are now three cards again: the one that was not discarded, the one that was flipped face-up from your row (the indication card) and the one you refilled from the top of the deck.

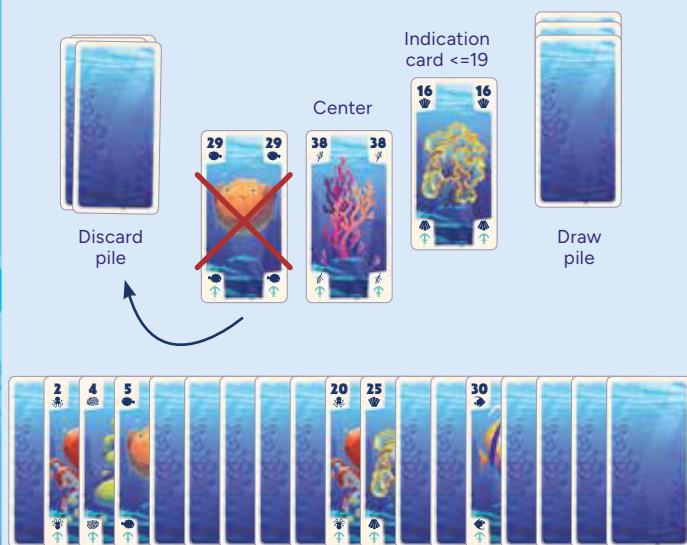
Note: Always place the first card into your row number-side up.

Important: Never change the order of the cards already in your row, and **never** discard the indication card that you revealed during that turn.

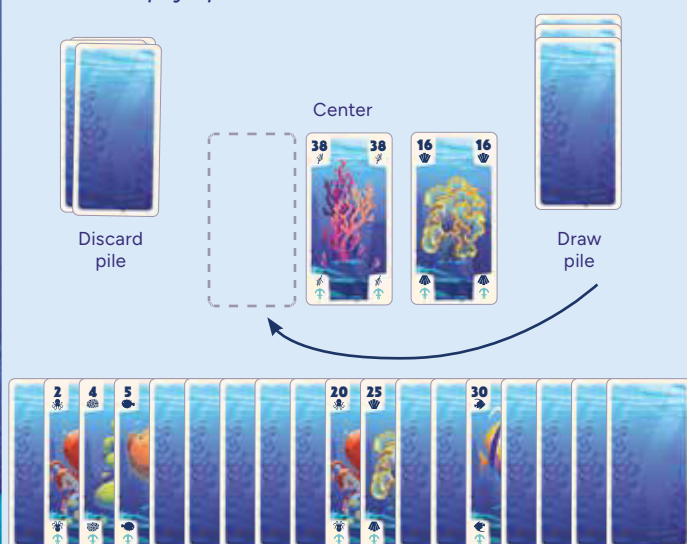
Example: The cards in the center of the table are 29, 38, and 2. You take the 2 and swap it with a face-down card from your row.



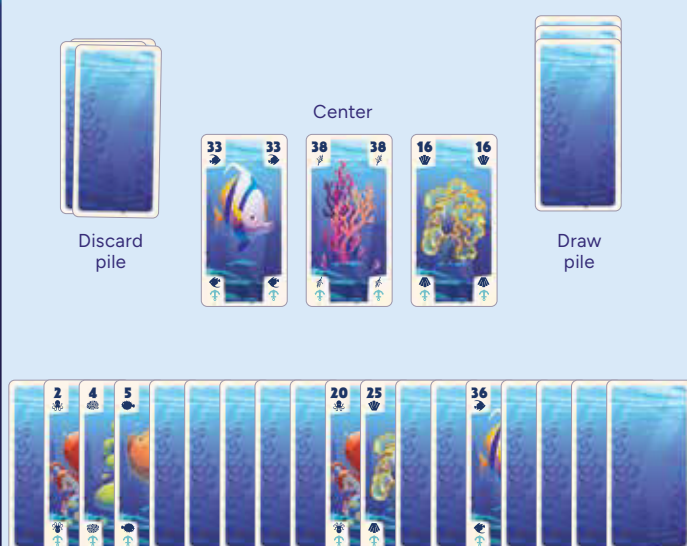
Then, you reveal the replaced card and use it as the indication card. It is a 16. Since this is less than 19, you discard the lowest-value card of the two remaining. In this case, it is the card numbered 29.



Reveal the top card of the draw pile and refill the other empty spot with it.



Now there are 3 cards in the center again.



Start your next turn as described above.

END OF THE GAME

You may choose to pass and end your game at any time. Watch out: you get **1 minus point for every face-down card remaining in your row**. If you have no face-down cards left, you must end your game.

SCORING

Scoring is carried out according to the regular rules. Additionally, you get **-1 point** for each face-down card.



Example: Leni decides to end her game. She scores 27 points for her sea creatures:

Bannerfish (5+9) = 14 points

Pufferfish (1+3) = 4 points

Octopus (4+2) = 6 points

Corals (1 set of pink + green+ yellow) = 3 points

But she also gets 5 minus points:

2 Anchors (-1 + -2) = -3 points

2 Face-down cards (2 × -1) = -2 points

In total she scored 27-5 = 22 points.

Ready for the moment of truth?

Check where you've ranked:

25+ points: Fish whisperer alert! You've mastered it and the Okinawa Sea calls you by name.

24–20 points: Nice work! You glide through water like a fish, feeling the ocean's rhythm.

19–15 points: Not bad! You've got some natural instincts, but there's still plenty to learn before you can call yourself a true sea expert.

14–10 points: You're just dipping your toes in! There's plenty more to discover before you're ready to navigate the underwater world.

9–0 points: Splash! It looks like dry land is more your comfort zone. Maybe hiking mountains suits you better than exploring the sea!



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