

# Rule Book

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## Backstory

Auntie has come over to share her homemade fudge, oh no! This means she's bringing her county fair winners: broccoli fudge and fish fudge... No one can say no to Auntie, but she's so old that she won't notice what's on your plate, or what's not on your plate! Take turns making excuses for giving away the fudge you don't want, the county fair fudges, but watch out for others reacting to your excuses! At the end of the day, you want the least amount of horrible fudge. So, do your best to get rid of your fudge and hope that the others don't give you the worst of their own fudge.

## Objective

Players take turns dishing out their fudge.

The player with the fewest fudge points when all fudge has been drawn wins.

## Included Components

122: Cards

40: Fudge Cards

5: Opt cards (Pure Fudge)

6: 1pt cards (Almond-Banana Fudge)

8: 2pt cards (Lemon-Craisin Fudge)

9: 3pt cards (County Fair Broccoli Fudge)

12: 4pt cards (County Fair Fish Fudge)

72: Action Cards

12: Give, Swap, Burden, Ask Auntie, Interrupt, Deflect

10: Event Cards

Rule Book

4: Cheat Sheets

***~Be a good friend and share Auntie's fudge!~***

## **Setup**

1. Shuffle the Fudge, Action, and Event decks.
2. Deal 12 action cards per player.
3. Place decks within reach of all players.
4. Shortest player starts, and for the first round all players draw 2 fudge cards.
5. When everyone has taken a turn, the round ends. At the start of every round, every player draws a fudge card.

## **Turn Overview**

1. At the start of each turn, draw one Action card.
2. Active player can play up to two Excuse cards, unless another player plays and Interrupt card, in which case the active player can play up to one Excuse card.
3. Active player plays a card towards targeted player, the card enters the discard pile in the middle of all the players.
4. If targeted player plays a Deflect card, then targeted player chooses a new target.
5. Excuse card plays out and, if possible, the active player may play another Excuse card towards another target player and step #4 may play out again.
6. When all actions have been played, or active player skips, then the turn ends.

## **Ending the Game**

The game ends when all fudge cards have been drawn.

For shorter games, choose between five and eight rounds.

## **Alternate Playstyle**

Try playing without drawing Fudge every round for a more difficult time.

Instead of playing till all Fudge has been dolled out, play for around ten rounds.

Be careful not to let your friends know what Fudge you have!

## Card Details

Excuse cards are only played by the active player and come in four varieties.

- Give, where active player gives one owned fudge card to target player
- Swap, where active player swaps one owned fudge card with target player
- Burden, where target player draws one fudge card
- Ask Auntie, where active player draws an event card and all other players draw a fudge card

Reaction cards can only be played by non-active players and come in two varieties.

- Deflect,
  - Can only be used when targeted by active player
  - Allows targeted player to choose a different target
  - Only one Deflect can be used per Excuse
- Interrupt,
  - Can only be used before active player plays an Excuse card
  - Only one can be played per turn
  - Reduces the amount of actions active player can take by one

Event cards, drawn when an Ask Auntie card is played, have two defining features. An action and a target.

- Action
  - Give one chosen Fudge card
  - Take one random Fudge card
- Target
  - Left: from player on the left
  - Right: from the player on the right
  - Auntie: from the Fudge card stack
- Event cards cannot be Deflected

## Example Turns

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Player 1 draws an action card and plays the Excuse card Burden against Player 3.

Player 3, lacking any Deflect Reaction cards, is forced to draw one fudge card.

Player 1, knowing he only has a 1pt and 2pt fudge card skips his second action.

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Player 2 draws an action card and before playing anything,

Player 4 plays an Interrupt Reaction card.

Player 2, now only able to play one card this turn considers between a

Give and Ask Auntie card, but ultimately plays the Ask Auntie.

Player 1 plays a Deflect card, preventing themselves from drawing a fudge card.

Players 3 and 4 draw a fudge card and Player 2 draws an Event card.

Event card tells Player 2 to give one fudge to the player on the left.

They grab their 3pt fudge card and hand it to Player 3.

Having played their only action for the turn, Player 2 says they end their turn.

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## **Frequently Asked Questions**

**Q:** When can I play the Deflect card?

**A:** Whenever you are targeted by an Excuse card that was not deflected.

**Q:** What happens when there is not enough Fudge to draw for the last round?

**A:** No one draws a Fudge, the round plays out, and the game ends.

**Q:** What happens if there are no Fudge cards left to draw in the last round and someone plays a Burden or Ask Auntie?

**A:** No one draws a Fudge if there is no Fudge, and if there is not enough Fudge for all players to draw when an Ask Auntie is played, then only the Event card is drawn and played out.

**Q:** What if we run out of Event or Action cards?

**A:** Shuffle the discard piles when needed.

# Documentation Notes

## Version 0.1

- Game designed with Give, Trade, Steal, Ask Auntie, Deflect, and Deny cards
- Fudge cards implemented at 60 total cards
- Prototype created using cardstock

## Version 0.2 (After solo playtesting)

- Trade card renamed to Swap.
- Steal and Deny cards removed
- Prototype changed materials to printer paper

## Version 0.3 (After first group playtesting)

- Reduced total number of Fudge cards to 40
- Reworked ratio of Action cards
- Reworked ratio of Fudge card points

## Version 0.4 (After second group playtesting)

- Added Event cards
- Reworked ratio of Action cards to all be 1:1
- Reworked ratio of Fudge card points 5:6:8:9:12

## Version 0.5 (After third group playtesting)

- Increased number of Action cards by 12
- Rule Book created
- Cheat Sheet created
- Upgraded prototype card material

## Version 0.6 (After 1st rulebook playtest)

- Rule Book updated to include new questions and answers along with missed details

## Version 0.7 (After 2nd rulebook playtest)

- Rule Book updated and clarified

## Version 0.8 (After 3rd rulebook playtest)

- Rule Book updated to final version

## Version 1.0 (Final Finishes)

- Presentable Rule Book designed
- Packaging solution finalized