

FART

Contents

55 fart cards, score pad, pencil

object of the Game

The object is to score the least points by getting rid of your cards before your opponents.

Preparation

Write each player's name on the score pad so that a running total can be kept of the scores.

Shuffle and deal five cards to each player. Place the remaining deck face down to form a draw pile. The top card of the draw pile is turned over to begin a discard pile.

Note: if a 'special card' is turned over to begin the discard pile, tuck it back into the deck and draw a new card.

Playing the Game

Starting with the person to the left of the dealer, players take turns matching the card on the discard pile, either by color or by type of fart. Unlike some card games, there is NO need to discard a card just because you are able to. You may choose for strategic reasons to hold onto a card for future use.

When playing the card you MUST make a fart sound (by any means) that matches the type of fart on the card (or say the name instead if you are bashful). For example, a Teeny Weeny may be a short squeak, while a Wet Rasper could be a slobbery squelch. Failure to make a fart noise results in a player having to pick up two cards as a penalty!

If you cannot or choose not to place a card on the discard pile, you must take a card from the draw pile. If you draw a playable card, you may play it immediately, if you wish.

If the draw pile is used up, leave the top card from the discard pile and shuffle the other cards to form a new draw pile.

The moment you discard your second to last card, you must yell 'LAST FART' before the next player picks up or discards a card. Failure to say 'LAST FART' results in a 4 card penalty. But only if you are called out!

Special cards



Pass the Wind

After this card has been discarded, the next player misses their turn. If however, this player has their own Pass the Wind card, they can play it now, and the next player misses their turn instead. These cards may only be played on a matching color or on another Pass the Wind card.



Silent But Deadly

This card reverses the direction of play. These cards may only be played on a matching color or on another Silent But Deadly card.



Barn Burner

After this card has been discarded, the player may swap their hand with any other player. The person who had their cards swapped resumes play, taking the next turn. The player discarding a Barn Burner card does not need to swap hands with someone else, if they feel it is not in their interest to do so. These cards may only be played on a matching color or on another Barn Burner card.



Butt Trumpet

After this card has been discarded, the next player must draw 2 cards AND miss their turn. If however, this player has their own Butt Trumpet card, they can play it now to avoid both the pick-up penalty and the missed turn. The penalty is cumulative and is increased by 2 more cards for the next player. These cards may only be played on a matching color or on other Butt Trumpet cards.



Thunder Pants

After this card has been discarded, the next player must draw 3 cards AND miss their turn. They cannot escape the penalty by playing another Thunder Pants card and MUST take the penalty unless they have a Gas Mask card - see below. These cards can be played on any color or on another Thunder Pants card (if played on another Thunder Pants card, the penalty is not cumulative). The player who discards this card chooses the color to continue play.



Gas Mask

A player can use this card to reverse the effects of a Thunder Pants card. It bounces the penalty back to the person that originally played the Thunder Pants card. You can also play the Gas Mask card on any other card, where it has no effect. This card does NOT reverse the direction of play. The player who discards this card chooses the color to continue play.

Scoring

The first player to get rid of their cards gets zero. Other players earn points for the cards left in their hand. Points are awarded as follows:

colored Fart cards	5 points
Pass the Wind cards	10 points
Silent But Deadly cards	10 points
Barn Burner cards	10 points
Buff Trumpet cards	20 points
Thunder Pants cards	30 points
Gas Mask cards	40 points

Winning the Game

After 5 rounds, the game is over and the player with the lowest score wins the game.

Playing with music!

When you want to play an even more frantic game, download the MP3 of fantastic fart polka music!

www.outsetmedia.com/fart

Once downloaded, listen to the first 17 seconds multiple times until all players can recognize the sounds. You will need to commit the sounds to memory because you will hear them at random throughout the game.

Wet Fart (0:03) - Change Directions

If it's your turn after this fart is heard, you *may* change the direction of play. Take your turn as normal, then yell "CHANGE" if you want to change directions or "CARRY ON" if you want play to continue in the same direction.

Pant Explosion (0:03) - Pick Up 2 cards

If it's your turn after this fart is heard, you *must* take 2 cards from the draw pile. After you have taken 2 cards you can take your turn as normal.

Windy Miller (0:15) - Swap Hands

If it's your turn after this fart is heard, you *must* swap your whole hand with the player whose turn it was before you. After you have swapped hands you can take your turn as normal.

Once all players have committed the sounds to memory, start the game by fast forwarding to 0:18 on the track to start playing.

The player who is affected by the fart sounds is the player due to play a card immediately after the full sound effect has been completed.

This variant will make the game even more frantic! If at anytime a mistake occurs press pause until the mistake is resolved.