Jediñ FOLL

A card game of reflection, strategy, and laughter

Goal of the game :

Mode 1: Reach **exactly 20 points** using numbers 0–5 and +/– signs in one calculation line. Use 1 **"Jediñ Foll"** card.

Mode 2: Reach **exactly 30 points** using numbers 0–9 and +/– signs in one calculation line. Use 1 **"Jediñ Foll"** card.

Mode 3: Reach **exactly 100 points** using numbers 0–5 and all operation signs in two lines. Use both **"Jediñ Foll"** cards.

Mode 4: Reach **exactly 100 points** using numbers 0–9 and all operation signs in two lines. Use both **"Jediñ Foll"** cards.

Gameplay :

Card distribution : Each player starts with 7 cards in hand.

First player : The player with the highest total value from their yellow cards starts the game.

On your turn :

Player must play 2 cards from your hand:

Either into your own play area,

Or into an opponent's play area,

Or into the discard pile.

After playing your 2 cards, draw 2 new cards (from either the draw pile or the discard pile) to return to 7 cards in hand.

Once per turn, you may discard 1 card from one of your calculation lines without it counting as an action. This lets you readjust your setup with no penalty.

You may choose to remove one entire calculation line (either the ×/÷ line or the +/– line) from your own play area and place it in the discard pile. This helps you reorganize or adjust your setup, but you forfeit your turn.

Mode 3 et 4 :

Players must build two separate calculation lines:

 One line for × and ÷,

 One line for + and –.

The results of the two lines are added together, unless the +/– line result is negative. In that case, subtract that value from the ×/÷ total.

If a division yields a decimal, round up to the next whole number (e.g., 3.2 becomes 4).

Evaluate each line strictly from left to right.

Winning Conditions :

The first player to reach the exact target for the chosen mode wins the game.

Before declaring victory, a player must verify their total. If an error is detected, each other player chooses one card from the player's calculation line and removes it to the discard pile.

A player cannot declare victory if isolated cards (cards not integrated into a valid calculation) remain in their play area.

Tip : For extra fun, limit response time to a maximum of 1 minute per turn.

Draw and Discard Rules :

Visible discard :

The discard pile is always visible. Players may draw from either the draw pile or the discard pile.

Rebuilding the draw pile : When the draw pile is exhausted, turn over the discard pile and form a new draw pile. The game continues until a player reaches the target score.

All cards that are replaced or removed go to the discard pile. When an entire line is removed, the player may choose the order in which the cards are placed into the discard pile.

Summary of Card Types :

Yellow Cards (80): Represent digits 0 to 9. Can be used only in your own play area **or to replace an existing yellow card in your own line. Replace signs with signs, and numbers with numbers (i.e., you cannot replace a number with a sign or vice versa).**

"Jediñ Foll" Cards (2): Force an opponent to remove one entire calculation line from their play area.

These cards disrupt opponents and slow their progress.
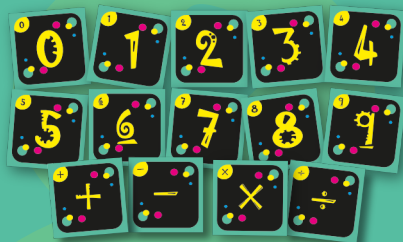
Pink Cards (14) : Each pink card is unique and may **replace a card (yellow or pink) either in an opponent's play area or in your own.**

Once placed, the pink slot remains pink until the end of the game or until that entire line is removed.

Pink cards are essential for disrupting opponents' plans and maintaining control over your own setup. Use them strategically.

Important : When changing operation signs, ensure the two calculation lines do not use the same category of signs, and never place two signs together that are incompatible for the same line.

"Multiple Choice" Cards (6) : Allow you to choose one digit or one operation sign among several available options. They provide great flexibility to adapt to the current situation.

Solo mode:

Yes, you can play Jediñ Foll solo ! This is a strategic challenge where you must reach the chosen mode's exact target before the draw pile is exhausted.

Setup : Randomly shuffle 30 cards from the full deck and place them face down to form the draw pile.

Start with **7 cards in hand.**

Each turn:
- Play 2 cards from your hand.
- Draw 2 new cards to return to 7 cards in hand.
- Immediately flip the next card from the draw pile :
 If it is a pink card or a "Jediñ Foll" card, apply its effect immediately.
 If it is a yellow card, place it directly in the discard pile and continue playing normally.
The discard pile is face down in solo mode, which makes recovering cards impossible.
You must reach the exact target before the draw pile runs out.

If the draw pile is exhausted before you reach the target, you lose.

Have fun and good luck with your Jediñ Foll games !