




TOOT!™

BASIC RULES & EXAMPLES

   = By themselves, these cards are **NOT** TooTs.

RED YELLOW BLUE

ANY 2 of these primary colored cards together, form a **SINGLE** TooT.

EXAMPLES :     ETC.

These are TooTs!

   = These cards by themselves are TooTs!

PURPLE ORANGE GREEN

- Also, a **1** placed on **TOP** of exactly **ONE** TooT becomes **ONE** TooT.
- A **2** placed on **TOP** of exactly **TWO** TooTs becomes **ONE** TooT.
- A **3** placed on **TOP** of exactly **THREE** TooTs becomes **ONE** TooT.
- A **4** placed on **TOP** of exactly **FOUR** TooTs becomes **ONE** TooT.
- An **X** card is wild and can represent **ANY** other card. You must state what it represents.
- Also, a **NUMBER** card can **NOT be placed on TOP** of another card of the **SAME** number: 1 can't be placed on a 1, 2 can't be placed on a 2 etc.

That's it!






SAMPLES & EXPLANATION

ALL GAMES require players to play and combine cards into ONE (and **ONLY ONE**) TooT. Here are some samples:



 A 1 placed on **TOP** of **ONE** TooT (the Yellow & Blue) becomes ONE TooT.


 A 2 placed on **TOP** of **TWO** TooTs (the 1 on **TOP** of the Yellow & Blue and the Orange by itself) becomes ONE TooT.

 A 3 placed on **TOP** of **THREE** TooTs becomes ONE TooT. (The 2 on **TOP** of 2 TooTs represents **ONE** TooT, the PURPLE is a TooT, and X represents another RED (or yellow or blue) making that pair a TooT. **All of these cards are stacked on top of each other since they all now represent ONE TooT!**

 **This is important!**

COMMON ERRORS

 GREEN is a TooT and the RED/BLUE combination is a TooT. But, these **DO NOT** combine into **ONE** TooT. You would need a  on top of them.


 A 2 placed on **TOP** of 2 TooTs **DOES** equal a TooT but, you can **NOT** directly place a 2 on another 2. The solution in **THIS** example is to place the 2 on top of the ORANGE TooT **FIRST** and then place those on top of the OTHER TooT (which has a 2 on top). IF a 2 had been placed on **TOP** of 2 ORANGE cards (making 1 TooT) the play would **NOT** be possible since the 2 could not go on either TooT.



TOOT!TM

GAME RULES

TooT Cards: 1s =8 2s =8 3s =3⁷
4s =1 Xs =5

	=7		=7		=7
	=5		=3		=3

Can combine with
another deck!

Progressive TooT

NEEDED: *Scratch paper and pencil for scoring.*

GOAL: Be the player with the **LOWEST** score at the end of the game.

Note: *This game consists of "ROUNDS". First, a 4-card round then, a 5-card round etc., progressing to a 10-card (or more) round.*

SET-UP : Each player is dealt 4 cards.

THE PLAY :

- Each player takes a turn at attempting to use ALL cards in **ONE TooT**.
**See TooT Basic Rules & Examples*
- Any cards that are NOT used in the **ONE (largest)** TooT are counted against the player at 1 pt. each.
- Any TooT that was made by a player is taken off the table after the player is finished. In other words, the TooT made by any player can **NOT** be used in the next player's turn.
- All cards that were used for this round (**the 4 card round**) are gathered and set aside. Or, after **any** round they may be re-shuffled into the deck.
- Next, each player is dealt **5** cards and, again, the players take turns attempting to use as many cards as possible in the making of **ONE** TooT. **If multiple TooTs are made, only the **ONE** largest TooT is used and, the remaining cards count against the player.*
- The rounds **PROGRESS** with **6, 7, 8, 9** and **10** cards being dealt. Or, up to **12**, if desired. *(More decks may be required.)*

The WIN : When all rounds are completed, the player with the **FEWEST** points WINS! **TOOT! TOOT!**



TOOT!TM

GAME RULES

TooT Cards: 1s =8 2s =8 3s =3

4s =1 Xs =5

 =7  =7  =7
 =5  =3  =3

**Can combine with
another deck!**

Fluke TooT

NEEDED: 1 die (Included)

GOAL: Be left with the fewest cards at the end of the game.

SET-UP : Shuffle the cards and place the deck in the middle of all players.

THE PLAY :

- The first player rolls the die and draws the number of cards that corresponds to the number rolled on the die.
- This first player then attempts to use any, or all, of these cards in making and leaving **ONE** TooT.
- Any cards that are not used **remain in the player's hand**.
- The first TooT that is made **REMAINS** on the table and all subsequent play **must combine into this single TooT**.
- Players take turns rolling the die and attempting to use any or all cards that were drawn.
- Play continues in this manner until all cards have been drawn.
- Play goes around one last time, allowing players to play any last card or cards.

The WIN : The player with the **least** amount of cards at the end...**WINS!**

TOOT! TOOT!



TOOT!TM

GAME RULES

TooT Pursuit

NEEDED: *Scratch paper and pencil for scoring.*

GOAL: Earn points by adding to the TooT on the table - continuing to leave a SINGLE TooT - and have the most points when all cards are used.

SET-UP : Shuffle the cards and place the deck in the middle of all players.

THE PLAY :

- The first player draws a card. If it is a TooT (*Purple, Orange, Green, or an X*) it is laid on the table and the player earns a point. If the card is **NOT** a TooT, it remains in the players hand - no point.
- The TooT that is started is NEVER removed from the table. It is only combined with other cards to continue to represent just ONE single TooT.
- For each turn, players draw **ONE** card and play the card or cards that combine with the TooT on the table and leave **ONLY** the ONE TooT

EXAMPLE : *First, a purple is played. After a few rounds of just drawing, a 2 is placed on top of a Red/Yellow combination and the purple. (A 2 on top of two TooTs becomes A TooT) This player earns a point. Another player places a 1 on on top of this new TooT. And a 1 on top of exactly one TooT, is a TooT - a point is earned. The next player places a 2 on top of two TooTs - then a 1 on top of that 2 and finally a 2 on top of that 1 because there is that **ONE** TooT, that the the player just played, AND the one that has been on the table. And, a 2 on top of two TooTs is... A TooT. A point is earned. Again, ALL of this now represents **ONE** TooT! (you might have to lay this out and read this a few times.)*

- Play continues in this manner with each player taking a turn at drawing a card and adding cards to the table, and to the TooT on the table, that can combine to still leave just the **ONE** TooT.







SCORING : Each time a player is able to add a card, **or cards**, and leave just the one TooT, **ONE** point is earned - regardless of how many cards were used. (*Record on scratch paper*) **So, only ONE point per turn is possible.**

The WIN : When all cards have been drawn, players each have one more chance to play their remaining cards. When all cards that can be played are played and the points have been awarded, the player with the **MOST** points WINS! **TOOT! TOOT!**



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GAME RULES

TooT Cards: 1s =8 2s =8 3s =3
4s =1 Xs =5  =7  =7  =7
 =5  =3  =3

**Can combine with
another deck!**

Speed TooT

GOAL: Be the **FIRST** to use **ALL** of your cards in completing **ONE** TooT.

SET-UP :

- Cards are shuffled and each player is dealt 7 cards.
- The remaining cards are placed in the middle of all players.
(face down)

THE PLAY :

- Players countdown - 3, 2, 1...GO!
- On "GO!", players turn over their cards and attempt to arrange them into **ONE** TooT.
- If unable to do this with the 7 cards that were dealt, players may draw cards, at any time - in any order, from the pile in the middle.
- Cards are **NEVER** discarded, only added to the hand, and must **ALL** be used in the making of the **ONE** TooT.

The WIN : The first player to use **ALL** of his/her cards in making **ONE** acceptable TooT, WINS! **TOOT! TOOT!**

- * *The winning player must be able to review and verify the TooT.*
- * *If there is an error discovered (a 2 on top of a 2 etc.) there is **NO** winner and the round must be played again.*
- * *A tally of wins can be recorded and a goal may be set for an ultimate winner. Example : First to get seven wins.*

