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40 FART CARDS

4 BAKED BEANS CARDS

4 CABBAGE CARDS

5 LIGHT A MATCH CARDS

1 SILENT BUT DEADLY® CARD

OBJECT

The object of the game is to be the first player to discard all his cards.

BEFORE YOU PLAY

There are 10 different types of farts in the deck. Each fart type has four colors (blue, yellow, red, purple).

There are additional special-play cards. **Silent But Deadly**, **Baked Beans**, and **Cabbage** make players pick up extra cards. **Light a Match** negate the effects of the “Pick Up” cards. These cards will be better described later in the instructions.

The player with the “smelliest gastrointestinal issues” deals the cards. The player to the dealer’s left plays first. Play moves clockwise around the table.

Deal 7 cards to each player.

Place the remaining cards face down at the center of the table. This is the draw pile. Turn over the top card. This becomes the discard pile.

PLAYING THE GAME

Players must discard 1 card onto the discard pile by matching the fart type or by matching the color on each card. **Light a Match** and **Silent But Deadly** cards are not color-coded, and can be played at any time.

If a player can indeed play a card, he must discard. **THE HOARDING OF CARDS FOR FUTURE PLAY IS NOT ALLOWED.** This includes **Light a Match** cards.

Players must say the name of each card (or make an appropriate sound effect) as cards are discarded. There is no penalty for forgetting to do so.

If a player is unable to discard, he must draw 1 card from the draw pile. If the new card can be discarded, the player must do so. If the new card cannot be discarded, play continues to the left.

If the draw pile runs out of cards, shuffle the discard pile and create a new draw pile, while leaving the top card of the discard pile visible.

When a player has only 1 card left, he must declare “low on gas” aloud before the next player discards a card. If a player forgets to do so, when he attempts to discard his last card he is penalized 2 cards.

"PICK UP" CARDS

If a **Cabbage** card is discarded, the player to the left must draw 1 card from the draw pile before playing.

If a **Baked Beans** card is discarded, the player to the left must draw 2 cards from the deck before playing.

If a **Silent But Deadly** card is discarded, the player to the left must draw 5 cards from the deck before playing. This card is not color-coded, and can be played on any card. The player who discards the **Silent But Deadly** card must select a new color when play continues.

All "Pick Up" cards are cumulative with each other. For example, if Player A discards a **Cabbage** card, Player B must pick up 1 card. If Player B then

discards another **Cabbage** card, Player C must pick up 2 cards. If Player C discards the **Silent But Deadly** card, the next player must pick up 7 cards. There is no limit to how many cards a player must pick up.

NOTE: After a player has picked up his 'penalty' cards, if he is unable to discard, he must draw 1 more card from the draw pile.

LIGHT A MATCH

Light a Match cards negate the effects of the various "Pick Up" cards. These cards are not color-coded, and can be played on any card. For example, if a player is required to pick up 7 cards but discards a **Light a Match** card, the player is not penalized and

play continues as normal. The player who discards a **Light a Match** card must select a new color when play continues.

FINISHING THE GAME

When a player has discarded all his cards, he is the winner. All other players are losers, there is no second place!



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INSTRUCTIONS