



Grace gets the best roll in the game and steals 3 Gold Coins from the Dragon's Pile and 1 from Lola's Stash and then goes again with all 4 dice.

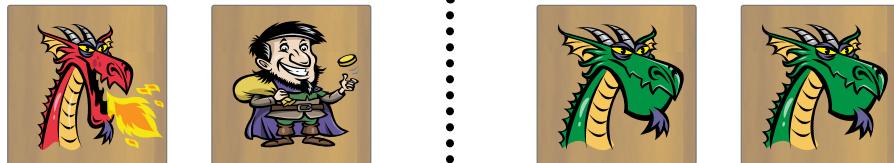


Without something to counter at least 1 of the 3 Dragons, her turn would be over and the Loot goes back to the Gold Pile. The Wizard counters the Red Dragon and Grace chooses to end her turn, deciding that having to keep two Dragons and rolling again is risky business.

Lola's Turn Again. She rolls 2 Green Dragons, 1 Treasure Chest, and 1 Wizard. She gets 1 Gold Coin from the Gold Pile into her Loot. The Wizard does not help as none of the Dragons are red. Ever the chance taker, she rolls the 2 remaining dice. 1 Red Dragon and 1 Fandooble! With 3 Dragons rolled and nothing to counter them her turn is over, the Coins in the Loot goes back into the Gold Pile, and the dice go to Grace.



The Wizard does not take out the Green Dragons so they stay. 1 Gold Coin is taken from the Pile to Lola's Loot She rolls again with 2 dice.



With 2 Green Dragons parked on the sideline and a Red Dragon in the new roll and neither a Knight or a Wizard to take out either color Dragon, Lola loses the Gold Coins in the Loot, they go back to the Pile and it's Grace's turn.

Winning. Lola and Grace play until the Gold Pile is gone. Whoever has the most Gold wins the game.

Questions, Comments/ info@mindtwisterusa.com. Credits/ Mike Richie offers a special thanks to his wife Holly, Tony Mag, Mathias Ringstrom, Monica Lucas Mag, and Chris Caron. Playtesters: Bouviers, Cranneys, Seebers, Wilsons, Wilds, and the Kendall Family. Art by Fian Arroyo.

FANDOOBLE

The only thing more fun than stealing gold from a Dragon... is stealing it from your friends!



WARNING
CHOKING HAZARD – contains small parts
 not for children under the age of 3
 COMPLIES WITH ASTM F963-03

PLAY GUIDE

FANDOOBLE

The only thing more fun than stealing gold from a Dragon... is stealing it from your friends!

HOW TO PLAY / RULES

Fandoodle is a wildly fun and fast party game for 2-6 players. Race against your opponents to steal all of the Gold Coins from the fearsome Dragon. Wizards and Knights will help you along the way, but you never know when they'll show up (so hard to find good help these days). Keep an eye on that rascally scoundrel Fandoodle though; he'll steal your hard stolen Gold Coins and give it to someone else before you can say "Don't steal my Gold, rascally scoundrel Fandoodle." Watch out though, roll three Dragons and you lose the Gold you just stole; roll three Red Fire Breathing Dragons, and you are really out of luck!

Game Inventory: 3 Dragon/Treasure Dice, 1 Fandoodle/Wizard/Knight Die, a bag of 80 Gold Coins, and this Rule Booklet. Hmm, if you don't have this rule booklet, how do you know you're missing it?

Setup: Deal each player some Gold Coins. How many? Glad you asked. If 2 people are playing, each player gets 10. If 3 or 4 people are playing, give everyone 5 a piece, and if you have 5 or 6 players, each player gets 3. These coins are your Stash. Put the rest in the center of the table.

Game Terms: Just so we're all on the same page.

Dragon's Gold Pile: The Pile of Gold Coins in the center of the table.

Loot: Gold Coins that you are taking from the Dragon's Pile or that you are stealing from another player during the course of your turn but that you have not yet put in your Stash, which happens when you successfully end your turn.

Stash: The Gold Coins that you own which are right in front of you. When your turn is successfully over, you put Coins from your Loot (assuming there are any) in your Stash and they are yours.

Gameplay: Now let's play! Figure out who goes first. That player rolls all 4 dice.

For every Treasure Chest rolled, steal 1 Gold Coin from the Dragon's Pile and place it in your Loot (but not in your Stash). For every Fandoodle rolled, steal 1 Gold Coin from any opponent and place it in your Loot. You may roll the dice as often as you like in your turn. Simple right? Not so fast!

Strangely enough, Dragon's don't like their Gold treasure being stolen. For every Dragon rolled regardless of color, you can't re-roll that die. If you at any time have 3 Dragons rolled on the table and nothing to counter those Dragons, all of the Gold Coins in your Loot go back into the Gold Pile. If all 3 of those Dragons are red, then all the Gold Coins from your Loot and Stash go back

into the Pile and you are left with nothing (though you're not out of the game). Ouch! How does one fight such dastardly beasts? With Knights and Wizards of course!

You may notice that the fourth die has no Dragons on it. This one has Fandoodle, Knights, and a Wizard. This die is rolled every single time you roll, no matter what. If a Knight is rolled, he may counter or "take out" 1 Green Dragon, meaning you can now pick up that die and roll it again if you choose. If a Wizard is rolled, he counters 1 Red Dragon.

Rather than going on and on and on, here is a sample of game play.

Play Example: Lola and Grace are playing. Lola goes first and rolls the dice. She gets 2 Treasure Chests, 1 Green Dragon, and 1 Fandoodle. She then takes 2 Gold Coins from the Gold Pile and it becomes her Loot, a small pile separate from her Stash. She also takes 1 Gold Coin from Grace's Stash and places it in her Loot. Since she has 1 Green Dragon, she cannot re-roll that die but decides to press her luck by rolling the other 3 dice. She rolls and gets 1 Red Dragon, 1 Green Dragon, and 1 Knight. She uses the Knight to counter one of the Green Dragons so she is not out but decides to end her turn there. She places her Loot into her Stash; 3 Gold Coins and pass all the dice to Grace.



Lola's First Dice Roll; this gets her two gold coins from the Dragon's Gold Pile and one from another players Stash. The Green Dragon stays and Lola can choose to re-roll the remaining three dice.



Lola's Second Dice Roll; the Knight takes out 1 of the Green Dragon's and Lola could have continued to roll with 2 dice but chooses to end the turn and pass the dice to Grace..

This is the Green Dragon from Lola's first roll that just stays on the sideline while the second roll occurs.

Grace's Turn. She gets 3 Treasure Chests and a Fandoodle! Best roll you can get! She steals 3 Gold Coins from the Gold Pile as well as one from Lola's Stash and that becomes her Loot. With no reason not to roll again, Grace goes again. This time she rolls 2 Red Dragons, 1 Green Dragon and 1 Wizard. 3 Dragons would end her turn with no Loot at all but she uses the Wizard to counter the Red Dragon and ends her turn by putting the 4 Gold Coins into her Stash.