

JORDY ADAN



**A very spicy trick-taking card game. Choose your dip.**

## COMPONENTS

- ▶ 45 Nacho cards divided in 3 different suits (1, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14)\*
- ▶ 15 Spicy Cards
- ▶ 1 Rulebook

*\*Numbers 1, 2, 3, 5, 8 and 13 are also FIBONACHOS.*

## INTRO

Fibonachos is a trick-taking card game created by Jordy Adan, author of Cartographers and other games.

## SETUP

To start the game, shuffle all **NACHO CARDS** then deal cards equally to all players. Any remaining cards are set aside.

Shuffle the **SPICY DECK** and reveal the top card. That will be the value of the first trick. After every trick, the player that won the trick gets that **SPICY CARD** for his final scoring.

The player on the dealer's left starts.

## PLAYING

Fibonachos is played over three rounds. In the end of third round, whoever has the most points wins the match.

The starting player starts the game by choosing one card from their hand and playing it.

When playing a card, the following rules apply:

- ▶ *Any card can be played as the first card of a trick. This card determines the trick's "lead suit".*
- ▶ *All cards played in the trick must be from the same suit as the trick's lead suit. (match the color of the first card). If none of your cards match the lead suit, you may play any card from your hand.*

When each player has played a card, whoever played the highest card in the lead suit wins the trick. That player takes the **SPICY CARD** and will start the next trick by revealing the top card from the **SPICY DECK** and then playing one card from their hand.

When all the cards have been played, the round is over.

## TRUMP CARDS

The **FIBONACHO CARDS** (numbers 1, 2, 3, 5, 8 and 13) **CAN** be trump cards. Whenever, in a trick, two or more **NACHO CARDS** are played, the trump is activated.

The highest **NACHO CARD**, then take the current trick.

In case, two **NACHO CARDS** are tied for the highest, the last one played will take the trick.

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## PLAYING OFF-SUIT CARDS

Whenever a player is not able to play a card on the lead suit, that player must play a card of another color. Off-suited **FIBONACHO CARDS** CAN be trumps provided there are 2 or more **FIBONACHO CARDS** in the trick in any color.

Off-suited cards that are not **FIBONACHOS** cannot win a trick.

## SCORING

When a round ends, every player sum their **SPICY** and write their score down.

### BONUS

If a player scores a **FIBONACCI NUMBER** (take a look at the scoring reference table in the end of this rulebook), instead of scoring that amount of points, that player will score the next **FIBONACCI NUMBER**.

*Example:* if a player scores 8 **SPICY**, his actual scoring for that round will be 13, as can be seen in the reference scoring card.



## TAKING NO TRICKS

If a player manages to lose all tricks in a round, getting no **SPICY CARDS**, that player scores 34 points for that round.

## END GAME

At the end of the third round, players summ the points they scored each round. The player with the most points wins the game.

## SCORING REFERENCE TABLE

Whenever a player gets the exact amount of **SPICY** as there are in the table below, that player's actual score for the round is the subsequent number.

*Example:* Joan got 5 **SPICY** in the past round. For that round Joan scores 8 points.

0 🔥	34 pts	5 🔥	8 pts
1 🔥	2 pts	8 🔥	13 pts
2 🔥	3 pts	13 🔥	21 pts
3 🔥	5 pts	21 🔥	34 pts

## CREDITS

Game Designer: Jordy Adan

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