

JORDY ADAN



2-5 ages
10+
30'

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

COMPONENTS

- ▶ 51 Nacho cards divided in 3 different suits (1, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15 and 16)*
- ▶ 15 Spicy Cards (3x "0", 3x "1", 3x "2", 3x "3" and 3x "5")
- ▶ 1 Rulebook

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

INTRO

Play nacho cards to win tricks and earn SPICY for your nachos. If the amount of SPICY you have is a fibonacci number, earn even more SPICY!

Fibonachos is all about the fibonacci numbers, a mathematical sequence where each number is the sum of its two previous numbers.

The fibonacci sequence is a part of many aspects of the game. As well as nachos, because who could resist such a tasty combination?

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.

In a 2 player game: Shuffle the NACHO CARDS, then deal 9 to each player. Also deal 11 cards to each player, facedown, forming their own private deck.

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.

In a 2 player game: tricks are composed by 4 cards. Players alternate taking turns until the trick is finished. Whenever a player plays a card, that player draws a card from their personal deck. When 8 tricks have been played, the game ends.

GEEKS N' ORCS

TRUMP CARDS

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

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

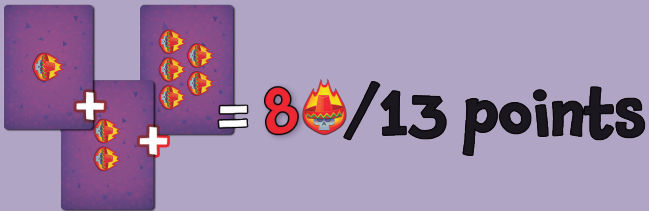
In case, two **FIBONACHO CARDS** are tied for the highest, the last one played will take the trick.

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 the same amount of points as the higher scorer of that round.

END GAME

0		= max pts	5		8		pts
1		2	8		13		pts
2		3	13		21		pts
3		5	21		34		pts

At the end of the third round, players sum 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.

CREDITS

Game Designer: Jordy Adan

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