



Phoncards® Game Rules

Game	F \overline{OO} ! = “First One Out” (pronounced like “zoo”)
Level	Intermediate to high
Deck(s)	Both decks, including “Wild-Jokers” cards
Players	2 to 6 (or teams)
Ages	8 to 108
Duration	Depends on your luck!
Goal(s)	To enhance players’ ability to spell and strategize

DIRECTIONS

OBJECT: There are two ways to win this exciting game:

1. Be “the **F**irst **O**ne **O**ut” by using the correct two (2) cards to form the word “F \overline{OO} !”
2. Or, be the first player to discard all of his/her cards.

SET UP: All players stand or sit around a desk or table.

There are seven (7) “special” cards in the game (Figure 1):



Figure 1 The seven “special” cards used in F \overline{OO} !

The Three Winning Combinations to Form F $\bar{O}\bar{O}$!:

1. "F" + "O \bar{O} " = "F $\bar{O}\bar{O}$!"

Card 4 (the "f" card) paired with card 46 (the "oo" card) spells "F $\bar{O}\bar{O}$!" (Figure 2)

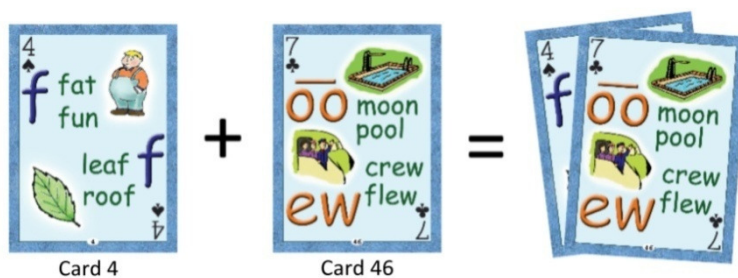


Figure 2 Cards 4 and 46 paired to form F $\bar{O}\bar{O}$!

2. The "Special King" to form F $\bar{O}\bar{O}$!

Card 106 "Silent E" card is also called the "Special King" wildcard and has special powers! (There is only one!)

It can replace the "F" card (Figure 3):

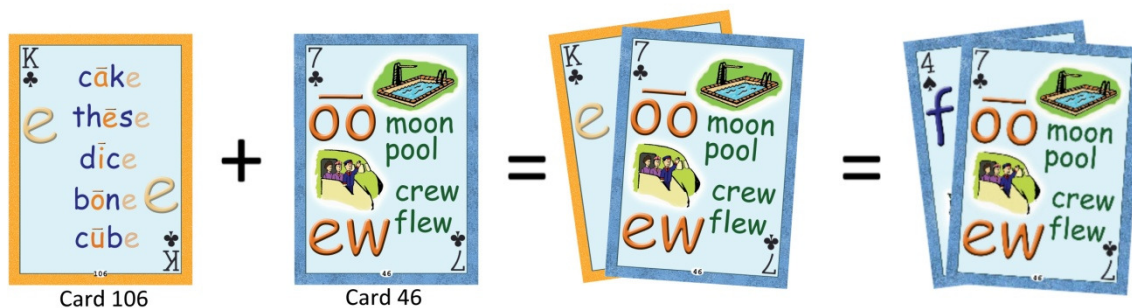


Figure 3 Card 106 and card 46 paired to form F $\bar{O}\bar{O}$!

3. The “Special King” to form FOO!

The “Special King” can replace “OO/EW” to form FOO! (Figure 4)

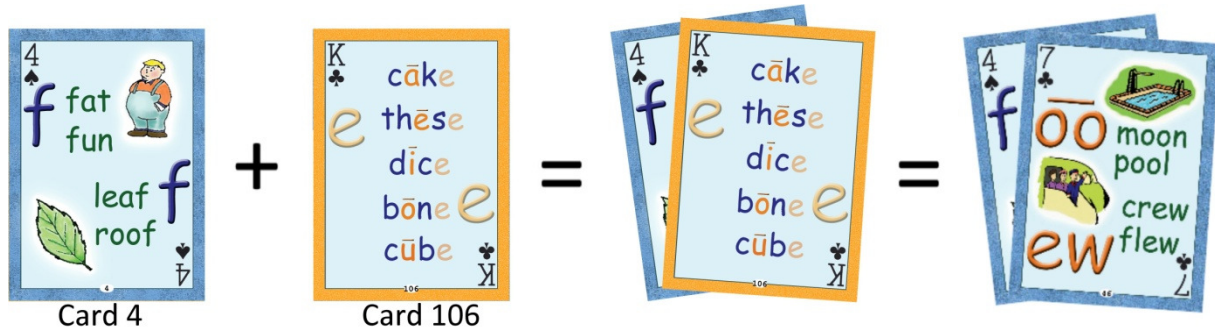


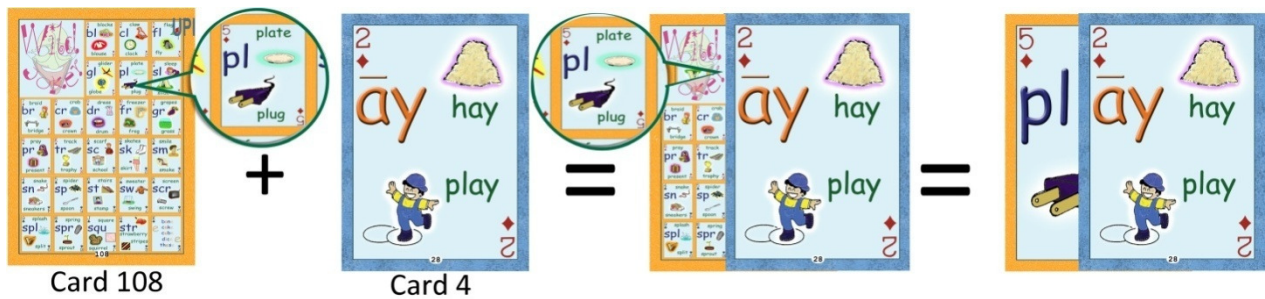
Figure 4 Card 4 and card 106 paired to form FOO!

How to Use the Four Wildcards in FOO! (Figure 5) :



Figure 5 The four Wildcards

The four (4) Wild/Joker cards have all the individual **Phonics Target Sounds (PTS)** on them and can be used to form any word except FOO!



Any PTS on the Wild/Joker can be combined

TO PLAY:

Step 1. Choose a dealer and deal out eight to ten (8-10) cards to each player (depending on the number of players). The remainder of the deck is placed face-down in the center of the table. This becomes the “Draw” pile. The top card is turned face-up and placed next to the “Draw” pile. This card becomes the start of the “Discard” pile and can also be used to spell a word.

Step 2. The player to the left of the Dealer goes first. Each turn consist of two parts:

Part A. Spelling:

Each player must spell a word using the cards in his/her hand. The face-up card next to the “Draw” pile may also be used to spell a word.

During the game, if the face-up card next to the “Draw” pile is used, then the next top card from the “Draw” pile is turned up to become the next playable card; it is placed next to the “Draw” pile.

If no word can be spelled from the cards in the player’s hand, the player then draws from the “Draw” pile until a word can be spelled.

The player then places the spelled word down on the table to show everyone.

The Dealer collects the cards from the player who just spelled a word and begins to form the “Stock” pile, setting the cards off to the side.

This pile will be used if the “Draw” pile runs out of cards.

CHALLENGE:

If any player feels a spelled word is incorrect, the word can be “challenged.”

If the “challenged” word is determined to be correct, the challenger must draw two (2) cards as a penalty.

If the “challenged” word is determined to be incorrect, the player who spelled the word wrong must draw two cards as a penalty.

PART B. Discard

One or more cards must be discarded after a player spells a correct word; cards are placed face-up on the “Discard” pile in ascending or descending sequential order.

For example, if a “4” is showing in the “Discard” pile, then a “5” or a “3” can be played (discarded) from the player’s hand.

Players try to continue discarding in ascending or descending order for as long as possible.

However, if a player does not have a higher or lower card than the one showing in the “Discard” pile, the player must pick up from the “Draw” pile until he/she can place down at least one playable card to complete their turn. In this case, the player needs a “5” or “3”.

Players can continue discarding any sequence of cards until no more cards can be discarded in either ascending or descending order.

Players want to discard all cards to win the game by having no cards! Therefore, players should strategically scan their cards in order to discard a sequence of cards.

This unpredictability is what makes FÖÖ! a wild and exciting game!

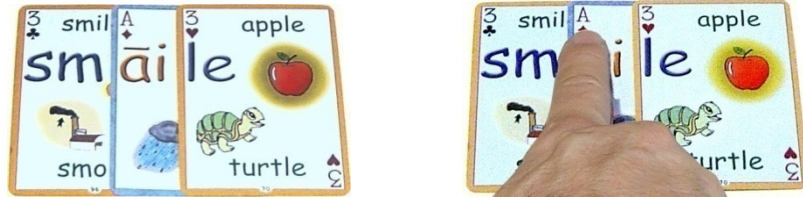
After both Parts A and B of Step 2 have been completed, players take turns repeating Step 2 until there is a winner!

TO WIN:

The object of the game is to be the first to spell “FÖÖ!” with the correct cards; or, be the first player to discard all of his/her cards!

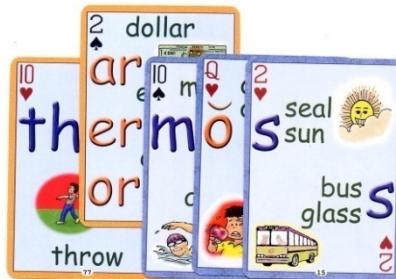
Notes:

Rules and Tips:



- ✓ Allow or disallow fingers to block out individual letters.
- ✓ Allow or disallow the use of proper nouns.
- ✓ Individual card sounds can't be used alone.
(For example: the "old" and "sure" card)

How you can make a word with three individual PTS on one card.



How to use Phoncards to make a word