

## USED CARDS

A card is considered “used” if there are chips on both corresponding spaces on the board. If you pick a used card on your turn, simply discard it and pick/announce a new card. If you are holding a used card during your turn, you must verify the card is used, before placing it in your discard pile and picking a new card to maintain five cards. Players can only replace used cards on their turn.

## TEAMS

Team play can be enjoyed if there are 6 or 8 people who want to play the game, where players divide into 3-4 teams of two, each player is dealt three cards (instead of five), and teams/team members alternate turns. Table talk is not allowed and teammates cannot play a chip on their teammate’s turn.

## NOTES ON PLAY

- Keep your cards hidden and maintain five cards at the end of every turn.
- Start every turn by picking a card. End every turn by playing a chip.
- An “open” space is one that is not covered by a chip. (Two chips cannot occupy the same space.)
- When a new card is read aloud, players are encouraged to help identify where the corresponding spaces are on the board.
- You can use one of your locked chips as part of another foursome.
- Some games end quickly. Others go to the bitter end. If you’re enjoying the game, play again!
- If you place a chip on the board that creates more than four-in-a-row, you get to choose which four chips are part of your foursome, so long as you’re not using more than one previously locked chip as part of your new foursome.

If you have any questions/comments about this game,  
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# MAJOR WOODY’S WILD FOURSOMES



**AGES 17+ • 2-4 PLAYERS (OR TEAMS)**

## WELCOME!

Who wants to say things like “Anita Kock” and “Ima Hoare”? You do! But first, let’s get technical with a quick summary of what this game is all about, followed by some easy rules.

Strategically play cards and place chips on corresponding spaces to create “foursomes” (rows of four, same-colored chips), while also blocking your opponents from creating foursomes. The first player to score the required amount of foursomes wins the game. So...get ready to meet a bunch of dirty named characters and good luck getting a foursome!

## CONTENTS

- Gameboard (two black and two red spaces per 20 characters)
- 92 Playing Cards (two black and two red cards per 20 characters, plus 12 Major Woody cards)
- 128 Chips (32 per four colors)

## SET-UP

1. Unfold the board in the middle of the play area.
2. Players select chip colors and keep their chips in their play area.
3. Shuffle the cards and deal each player five cards. Players should look at their cards, but keep them hidden from other players.
4. Place the remaining cards facedown in the middle of the play area. (If there are more than two players, you can split the deck and place 2-3 facedown piles around the board.)
5. Players should spend 30 seconds reviewing their cards and where the two corresponding red/black spaces are on the board...while plotting the best way to get four chips in a row. It helps to organize your cards by border color. Major Woody cards (see inside) do not correspond to spaces on the board.
6. The shortest player goes first and follows the rules inside.

## ON YOUR TURN

**Start every turn by picking a card. End every turn by playing a chip.**

1. Pick the top facedown card and read aloud the border color and the name on the card (e.g. “Red, Jack Schitt” or “Black, Wilma Dikfit”).
  - If you pick one of the 12 Major Woody cards, simply say, “I got a Major Woody,” and skip to #3. Don’t reveal which Major Woody card you picked.
2. Other players announce with a quick “Nope” or an excited “Got it” if they have that same card (meaning the same border color/name AND it’s not a Major Woody card). If a lucky player has the card you picked, read the GOT IT! section below. Otherwise, continue with #3.



**GOT IT! -** If another player has the same card you read aloud (same border color/name, and it’s not a Major Woody card), he/she plays the card face-up in their play area and places one of their chips (full-color side up) on an open, corresponding space on the board. That player then picks a new card from the facedown pile to maintain five cards, and the player who started the turn gets to play a chip per Step 3.

3. You get to play ANY one of your cards by placing your selection facedown in your play area. Announce the border color/name of the card you’re playing, and place one of your chips (full-color side up) on an open, corresponding space on the board (same border color/name).
  - You do not have to play the card you just picked!
  - If you pick a Major Woody card, no other player can play a card on your turn.



**Every time you place a chip on the board, you are trying to do one of two things:**

- Score or get closer to scoring a “foursome” with four of your chips in a row vertically, horizontally or diagonally
- Block your opponents from getting a foursome

4. Once you play a chip on the board, your turn is over. Do not pick a new card! You should end every turn with five cards in your hand.
5. Play continues clockwise with players trying to complete foursomes (see FOURSOMES section) until one of the following happens:
  - In a 2-player game, the first player to get three foursomes wins.
  - In a 3-player or 4-player game, the first player to get two foursomes wins.
  - If there are no more cards in the facedown deck and/or no more chips to play, the player with the most foursomes wins. If two or more players have the same number of foursomes, the game ends in a tie and players are encouraged to play a new round.

## FOURSOMES

A foursome is any row of four, same-colored chips (vertical, horizontal or diagonal) across ANY four connected spaces on the board. Once a player creates a foursome, all four of the chips in the foursome are turned over to the “X” side and “locked”. Players cannot remove locked chips from the board. Players are allowed to use one locked chip as part of another foursome.



## MAJOR WOODY CARDS

- **WILD (5 cards)** – Allows a player to place a chip on any open space on the board.
- **REMOVE (3 cards)** – Allows a player to remove any chip on the board, except a “locked” chip that is part of a foursome.
- **STEAL (2 cards)** – When another player calls out a new card that you don’t have in your hand, you can quickly play a STEAL card which allows you to place one of your chips on the corresponding space. You must play the STEAL card before (a) the player who read the card aloud plays a chip on the board or, (b) another player declares they have the card that was called OR plays the other STEAL card.
- **SWAP (2 cards)** – The RED SWAP card allows a player to swap any one of their chips on a red space with any other player’s chip on a red space. The BLACK SWAP card allows a player to do the same action with chips on two black spaces. Chips that are already part of a foursome cannot be swapped.