

# Twisty Passages

A Game for the Fanucci Deck

by Dave Howell

For two to ten players.

## Object of the Game

To empty your hand of cards.

## Setup

Deal each player a hand of eight cards. Each player will have a “stack” of cards that they play in front of them. At the beginning of the game, their stack is empty. Place the remainder of the deck where all players can reach it, and leave room for a discard pile nearby.

## Playing The Game

On your turn, you may optionally *take an action*, then, if you can, you may *play a card*.

### Playing a Card

To play a trump card, simply place it on the discard pile. Suited cards are played onto your stack. For the first play of the game, play whatever card you like out of your hand onto your stack. On subsequent turns, you may *only* play a card onto your stack if it is the same *rank* (number) or *suit* (symbol). For example, if the top card of your stack is a trebled Fromp, legal plays would be any other Fromp, or a 3 of any other suit.

### Taking an Action

Before you play a card, you may take an action. The two actions are *draw* and *trade*.

**Draw:** Draw a card from the draw pile and put it in your hand.

**Trade:** To trade cards, tell another player “I’m trading with you,” and pass them one card. The card you pass to the other player must be selected according to the following rules:

1. If you have a card that would be a legal play on their stack, you must pass that card. (If you have more than one card that would be a legal play, you may choose which one to pass.)
2. If you do not, you may pass a trump card.
3. If you have neither, you may not trade with that player.

Before the other player looks at the card you passed to them, they must select a card from their hand and pass it to you. The other player must also select a card according to the following rules:

1. If they have a suited card that would be a legal play on your stack, they must pass that card. (If they have more than one card that would be a legal play for you, they may choose which one to pass.)
2. If they do not, but they have a trump card, they must pass you the trump card.
3. If they have neither, they may pass you any card they wish.

Once the trade is completed, each player puts the card they received into their hand. Now, if you can play the card you received, you may do so.

## Winning

When one player plays their last card, they have won the game. You can keep score of how many hands each player wins if you like.

## Strategy Hints

### Arranging Your Hand

When learning the game, start by arranging your hand by rank. This will make it easy to spot sets of numbers. For example, if your hand is 0, 2, 2, 3, 6, 6, 6, 7, then you know you've got a sequence in 2's and in 6's. Then look at your hand for suits. If the above hand were 0 Face, 2 Fromp, 2 Ear, 3 Time, 6 Fromp, 6 Zurf, 6 Time, 7 Face, then you'd want to rearrange your hand to put the longest playable sequence together: 2 Ear, 2 Fromp, 6 Fromp, 6 Zurf, 6 Time, 3 Time; and have 0 Face, 7 Face separate. Then you can start playing the hand with 2 Ear and just work your way across until you have to draw or trade.

### Trading

Assume Player A has 7 Lamp on his stack, and Player B has  $\infty$  Book. If you have an  $\infty$  Rain and the Lobster trump, but no 7's or Lamps, you should probably trade with Player A, to whom you can pass the Lobster. Trump cards can be discarded, but cannot be used to connect up the next sequence with the one on the stack, so they're generally not as useful as a playable suited card.

On the other hand, if you have a 4 Lamp on your stack, and Player A traded with Player B last turn but didn't play a card, you probably want to trade with Player B, since you know that Player A doesn't have any Lamps, or they'd have played one.

You almost never want to trade with a player with only one card. They might be able to play their last card, or they might not, but if you trade with them, you have guaranteed that they can play or discard their last card on their next turn.