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Fonnjo Foon
A Dice Game

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Rules

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This is a very preliminary version of the rules - I plan on writing a better version in the future.

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Equipment:

10 standard 6-sided dice, in 4 colors.

The specific colors don't matter.

1 die of color 1.

2 dice of color 2.

3 dice of color 3.

4 dice of color 4.

A standard deck (or decks) of playing cards can be used for scoring.

Alternatively, pen and paper may be used to score.

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The die of the single color is a monster called "Fonnjo". Fonnjo is having a monster party.

The other dice represent other monsters.

There are 2 locations in the game - the Party and the Dungeon.

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To begin a turn, roll all 10 dice. The Party and Dungeon are empty at the beginning of the round.

Any time you roll, you will need to move at least one die from the roll into the Party.

To move a die into the party:

Fonnjo can move into the party if at least one other die in the roll matches the same number as Fonnjo is showing. For example, if Fonnjo is a 4, and one of the other dice is a 4, those two can pair up and move into the party. This pair is called the "Fonnjo Group".

Similarly, and 2 dice of the same color showing the same number can pair up and move into the party. For example, 2 purple dice are showing 6's - they can pair up and move into the Party. This pair is called a "Reserve Group".

Any die which matches the number on a Group already in the Party and join that Group. Say there is a Reserve Group of 2 brown dice showing "1" in the Party- then ANY rolled die which is showing "1" can move into the party and join the pair. Note that Fonnjo can join a Reserve Group, in which case that Reserve Group instantly becomes the Fonnjo Group.

After any roll in which one or more dice are moved into the Party - you can "take a picture" - you take your score and the turn is over. Your score is equal to the number of dice in the "Fonnjo Group - the group in the Party that contains Fonnjo. You cannot take score until Fonnjo is in the Party. Say, for example, that Fonnjo shows "3" and has 4 other dice also showing 3 in its group in the party - the score would then be 5 (Fonnjo plus the 4 other dice). The particular number showing does not have any effect on the scoring. None of the other groups in the party have any effect on the scoring either. Note that the score can be built up over multiple rolls in a turn (see below).

Whenever you roll the dice and you cannot move any of those dice into the Party, you go "Foon" - your turn is over and you lose all score accumulated during that turn. However, you can recover from Foon in the following circumstance: if there is a Fonnjo Group in the Party, and also at least one Reserve Group in the Party, you can enter "Crisis Mode". In Crisis Mode, the first thing you do is send all of the dice you just rolled to the Dungeon - these dice are out of play for the entire rest of your turn. There is no way to get these dice out of the Dungeon until the end of the turn. Then, you select ONE Reserve Group of dice from the party and roll them. Once you roll them, you are out of Crisis Mode - and the roll acts as a regular roll of the dice. Of course, you can enter Crisis Mode again right away! You continue your turn as normal - although of course with a reduced set of dice - as few as 4!

Whenever you roll the dice and move one or more dice into the Party, and it result in all the available dice being in the Party with no dice left to roll, this means the party can continue for Another Day. You can choose to "take a picture" take score, and end your turn. Or, you can record the current score (number of dice in the Fonnjo group), and then pick up all the dice in the Party for Another Day of Partying. Roll the dice (except any that might be in the Dungeon) and play continues as normal. There is no limit to the number of days the party can last, and each day, score is accumulated, and can be taken if you "take a picture" and end the turn. However, if you reach "Foon", ALL points accumulated for that turn are lost.

Remember, any time you roll all the dice - be it at the start of the turn, or on a subsequent round within the turn, you can roll a "Big Foon" - no dice can enter the party - and your turn ends with no score as in a regular "Foon".

Note: In all cases where "rolling dice" is mentioned, it can also just be a single die that is rolled.

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Whenever you roll, remember that the only requirement is that at least one die must move into the Party (on the first roll of the turn or a subsequent round, a single die cannot enter the Party because a pair is needed to start a group). Beyond that, nothing is compulsory. The choice of how many or how few of the matching dice you move into the Party is a big part of the strategy of the game.

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Solitaire game can be played to try and get as high a score as possible in a set number of round. Using the deck of cards, set aside the 12 face cards and use them to record 12 rounds going by, Use cards to score - the number on the card represents the number of the score (a 5 of hearts would be 5 points). Face cards can be 10. Jokers can be 50. Aces can be 1. Also, face-down cards can be counted as a value as well, such as 10.

For multiple players, play can be for a certain number of rounds, or to reach a certain score.

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or fonnjofoon.com for more info.

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I would love for people to discover and play this game. I encourage you to create sets for yourself and other people, computer versions, variations, etc - commercial or non-commercial, it's all good. All I ask is that you give me credit as the original deisgner of the game (see license above). Also, I would love to hear from you about your experiences with the game. If you do create a version of the game for release - be it a physical set, a computer game, or whatever - I would love to hear about it, and maybe you could send me a copy as well... just email me...

I have not done extensive playtesting of this game, so also let me know what you think could be improved in the rules. Also - I think this game is well-suited to rule variations, which could be a lot of fun...

Play Fonnjo Foon!!

-Frank

P.S. The name "Fonnjo Foon" relates to the setup of the game... see if you can figure it out...

SAMPLE TURN

Fonnjo: 

Monsters: 

FONNJO FOON

PARTY DUNGEON

ROLL

Action: Roll

FONNJO FOON **1**

PARTY DUNGEON

ROLL

Action: Move

FONNJO FOON **2**

PARTY DUNGEON

ROLL

Action: Roll

FONNJO FOON **3**

PARTY DUNGEON

ROLL

Action: Move

FONNJO FOON **4**

PARTY DUNGEON

ROLL

Action: Roll

FONNJO FOON **5**

PARTY DUNGEON

ROLL

Action: Move

FONNJO FOON **6**

PARTY DUNGEON

ROLL

Action: Roll

FONNJO FOON **7**

PARTY DUNGEON

ROLL

Action: Move

FONNJO FOON **8**

PARTY DUNGEON

ROLL

Action: Roll

FONNJO FOON **9**

PARTY DUNGEON

Another Day

ROLL

Action: Move

FONNJO FOON **10**

PARTY DUNGEON

Temporary Accumulated Score: 5

ROLL

Action: Roll

FONNJO FOON **11**

PARTY	<i>Temporary Accumulated Score: 5</i>	DUNGEON
ROLL	ROLL	
Action: Move	FONNJO FOON	12

PARTY	<i>Temporary Accumulated Score: 5</i>	DUNGEON
ROLL	ROLL	
Action: Roll	FONNJO FOON	13

PARTY	<i>Temporary Accumulated Score: 5</i>	DUNGEON
ROLL	ROLL	
Action: Move	FONNJO FOON	14

PARTY	<i>Temporary Accumulated Score: 5</i>	DUNGEON
ROLL	ROLL	
Action: Roll	FONNJO FOON	15

PARTY	<i>Temporary Accumulated Score: 5</i>	DUNGEON
ROLL	ROLL	
Action: Move	FONNJO FOON	16

<p><i>“Take A Picture” End turn and take score</i></p> <p><i>Temporary Accumulated Score: 5</i></p> <p><i>Plus 4 points in current round.</i></p> <p><i>This turn scores 9 points.</i></p>	17
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