

FRED™ Game Rules

The object of FRED™ is to avoid elimination and collect 4 Credits as you draw from the Deck of Tests.

The Deck of Test contains 78 cards divided evenly into the following categories: Torture, Foul, Spazz, Crank, Powder Puff, and Laze.

Shuffle the Deck of Tests and place it face down in the middle of the players—ideally 4 to 8 people. The stupidest player goes first.

At the start of their turn, a player draws the top card and reads it silently. Some tests require secrecy. If secrecy is not necessary, the card is read aloud. The player then attempts to complete the test on the card they have drawn.

If a player completes the test to the satisfaction of the other players, they remain in the game. Additionally, a completed test may be worth Credit as indicated on the card. If a player earns Credit, they keep that card as a tally.

Tests worth No Credit must still be completed to remain in the game.

If a player is not willing or able to complete the test to the satisfaction of the other players, they are eliminated from the game.

If a player cannot complete a test due to things beyond their control, the card is considered a dud. That player must draw again.

Duds, failed tests, and No Credit cards are placed in a discard pile after being played.

FRED™ Game Rules

Continued

After attempting a test, a player's turn concludes with Credit, No Credit, or elimination from the game. Play continues to the left. The first player to collect 4 Credits wins.

If ever there is a rule conflict or dispute, the players pick the most FRED-like interpretation.

The included sand timer is the official measure of a FRED minute.

CAUTION

FRED™ is a lot of things. It is humiliating, stupid, and painful. It is NOT intended to be dangerous. Please, make a fool of yourself, but don't do anything foolish that could seriously hurt you or another person.

Check www.fredthegame.com for the latest on FRED™

Rules Version: April 2007

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An official Deck of Tests includes a total of 78 cards
divided evenly between 6 categories.

You can customize your Deck of Tests by swapping out cards
from other FRED decks as long as you play with 13 cards
from each category.

The 6 categories in an official FRED Deck of Tests are:

Torture Cards - uncomfortable tests

Foul Cards - revolting tests

Spazz Cards - awkward tests

Crank Cards - mischievous tests

Powder Puff Cards - easy tests

Laze Cards - self-serving tests

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