

# Zeke's Nose: The Card Game

## **Goal:**

This is a fixed card game (all players share one deck and one discard pile) for 2 to five players. The goal of the game is to end up with an Adult Nose filled with Nose Hair. At the same time, you will try to fill your opponent's Nose with foreign objects and prevent their Nose from evolving.

## **Cards:**

Nose – There are five Nose levels: Newborn, Toddler, Adolescent, Teenager, and Adult.

Nose Hair – Cards representing nose hairs.

Object – Things to be stuck into a nose; see “Object cards” below.

Uh Oh! – Cards representing random events.

## **Setup:**

Shuffle the deck and start with a hand of 5 cards. Decide who goes first.

## **Turn:**

Your turn will consist of the following steps:

- 1) Draw 2 cards from the deck.
- 2) Evolve your nose if you wish (must be completely filled with Nose Hair; once per turn)
- 3) Play any Object or Uh Oh! Cards you wish.
- 4) Play up to one Nose Hair card.

## **Nose cards:**

Nose cards are where everything happens. Each represents Zeke's nose at a different stage in his life. Each player begins with a Newborn Nose card, with a capacity of 2. Your goal is to fill up every slot in your Nose card with Nose Hair and remove any Objects stuck in. Once your Nose is full of Nose Hair, you can evolve it (play the next level Nose from your hand), increasing the capacity. Once you have an Adult Nose filled with Nose Hair, you win!

Note that, when evolving, all existing Nose Hair remains.

## **Nose Hair cards:**

These are inserted into Noses, usually your own (although you may insert them into any player's Nose). Most take up one slot, but some special hairs may take up more than one. Nose Hair cards play for free as the last thing in your turn.

The Nose Hair cards include: Trimmed hair, Long hair, and Curly hair.

## **Object cards:**

Objects represent items that can be inserted into Noses, and take up slots. Usually, you will insert Objects into opponent's Noses to prevent them from playing Nose Hair cards. Each Object has a cost for play (discard this many cards from your hand), a cost for removal (the nose's owner discards this many cards from hand), and the number of slots

taken up. Some objects (such as Crayon) may also have other effects (such as allowing free removal). When objects are removed, they are discarded.

The Object cards include: Penny, Nickle, Dime, Quarter, Crayon, Finger, Marble, Pencil, Booger, and Peas.

### **Uh Oh! cards:**

These cards represent events that can either help you or hurt your opponents. Each has a cost for play (discard this many cards from your hand), and some may require other play costs (such as discarding some of your Nose Hairs).

The Uh Oh! cards include: Doctor, Tweezers, Trimmers, Kleenex, Buried Deep, Eat 'Em!, Sneeze, Nose Job, Nosebleed, Runny Nose, and Spare Change.

### **Decking:**

When the deck runs out, shuffle the discard pile into a new deck.

### **Trading:**

Trading cards is allowed, since someone may have a card you need.

### **Um... what the hell?**

This card game is based off a joking comment by Zeke (<http://www.zekeweeks.com>) on my journal, where he suggested I create a "Zeke's Nose" card game. So here it is, Zeke. Are you happy?

### **Feedback? \*shudder\***

If you want to contact me to tell me how... uh... engrossing (ouch) the game is, feel free to contact me at [site@alanv.org](mailto:site@alanv.org) or through the Zeke's Nose: The Card Game website at <http://zekesnose.alanv.org>

Also, since the game hasn't been tested yet, I'd appreciate feedback. Does the game play well? What changes should be made? Should the deck be rebalanced? Send me your gameplay comments so I can make changes!

### **Copyright:**

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### **Printing cards:**

This is a fixed card game, so there is only one deck. To create it, print copies of each card as follows:

- 5 copies of each Nose card (for a total of 25 cards)
- 30 copies of Trimmed Hair
- 20 copies of Long Hair
- 10 copies of Curly Hair
- 5 copies of each Object card (for a total of 50 cards)
- 3 copies of each Uh Oh! card (for a total of 33 cards)

Then, shuffle all cards except the 5 Newborn Nose cards to create the deck.