



YURI LANOVENCHIK

14+ 2-9 players 15-30 min

WHAT THE FOMPLEZOOK?!

GAME RULES

What do you pack for a **SLAYCATION**?

What does a **GRUMPLING** taste like?

How do you imitate the call of a **NIGHTINGALE**?

And, most importantly, what the **FOMPLEZOOK**?!

«**WHAT THE FOMPLEZOOK?!**» is not a rhetorical question, but a nonsensical party game of word association! hilariously explain absurd words, avoid obvious clues, confuse your friends, and be surprised by their unexpected guesses.

By the end of the game you might not understand each other any better, but one thing's for sure:
you won't be bored!

AIM OF THE GAME







Get more points than anyone else by taking turns explaining and guessing silly non-existent words through associations.

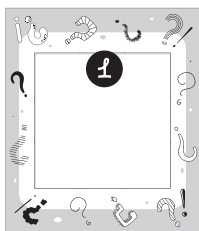


COMPONENTS

- **1 Game Board** | double-sided
- **1 Answer Frame**
- **9 Player Tokens**
- **104 Word Cards** | double-sided
- **58 Guess Cards** | in 9 colors
PINK, ORANGE, GREEN, PURPLE, BROWN, LIGHT BLUE, GRAY — numbers 1-6;
RED, BLUE — numbers 1-8 (numbers 7-8 are used in the 2-player mode only).

GAME SETUP

- 1 Set up the Answer Frame.**
Place it in the middle of the table, in reach of all players.
- 2 Set up the Game Board.**
Place it nearby, flipping it to the side, corresponding to the number of players ( for 2 players,  for 3 or more players).
- 3 Shuffle and reveal the Word Cards.**
Place 8 () or 6 () top Word Cards from the pile next to the numbers along the sides of the Game Board any side up.
- 4 Form a draw pile.**
Place the pile with the remaining Word Cards nearby on the table.
- 5 Take your set of Guess Cards.**
Each player chooses a color and takes 1-8 () or 1-6 () Guess Cards of this color.
- 6 Place your Player Tokens on the scoring track.**
Each player places a Player Token of their chosen color on the "0" space of the scoring track on the Game Board.
Return all unused Guess Cards and Player Tokens back to the box.



GAME SETUP
FOR 4 PLAYERS

PLAYING THE GAME

During the game, each player in turn becomes the **PUZZLER** and explains a secret word to the other players, who become **GUESSERS**.

The player who can imitate the call of a **MIGHTINGALE** the best becomes the first Puzzler. After that, proceed clockwise.

EACH TURN CONSISTS OF 3 STEPS:

1. PREPARATION

2. EXPLANATION

3. SCORING

The steps play out differently, depending on your role.

4-9 PLAYERS

IF YOU ARE THE
PUZZLER

IF YOU ARE A
GUESSER

1. PREPARATION

Shuffle your Guess Cards, randomly draw 1 of them and look at the number on it. Don't show it to anyone else!

Next, find the word under the same number next to the Game Board. This is the mystery word you need to explain to the other players.

Set the chosen Guess Card aside face down.

Read the words on the 6 Word Cards next to the Game Board.

2. EXPLANATION

Describe the made-up word from the Word Card using real words so that **some (but not all!) players can guess what it is.**

For example, to explain the word "NIGHTINGALE", the Puzzler **may** say:

"This creature has a lot of power and a beautiful voice."



Remember the following **restrictions**:

- ▶ You may not use words that sound similar to the chosen word or any of the words next to the Game Board.

"This is a nightingale that is mighty."



- ▶ You may not hint at the first letter of the word or its number.

"Microwave, mouse, milk... these words have something in common with the one you're trying to guess."



- ▶ In any other controversial case, the Guessers may vote. If the majority agrees that the Puzzler has cheated, the Puzzler receives a penalty of **-1 POINT**.

Try to guess which word the Puzzler is describing. Once you've made your decision, **quickly place your Guess Card with the chosen number face down in the Answer Frame**. If someone else was faster, place your card on top of theirs. In the end, all players' Guess Cards should form a **single pile** in the Answer Frame.

IMPORTANT: *As soon as your Guess Card is in the Answer Frame, your choice is made, and you may not change your guess!*

Has someone already played their Guess Card? Or have you said everything you wanted to say? **Count down loudly from 5 to 0, then move on to scoring.**

All Guessers must play their Guess Cards before the countdown ends — otherwise, they won't earn any points!

3. SCORING

Reveal your chosen Guess Card with the number of the mystery word to the other players. Then take the pile of Guess Cards from the Answer Frame and **flip it face up — without changing the order.** Return each card to its owner one by one (from top to bottom), announcing the results.

Your score depends on how many players guessed the mystery word correctly. You get:

(4-5 PLAYERS)

+3 POINTS, if at least 1 player (but not all of them!) has guessed the word.

-1 POINT, if all players have guessed the word.

If no one has guessed the word, you don't get or lose any points.

(6 OR MORE PLAYERS)

+3 POINTS, if at least 2 players (but not all of them!) have guessed the word.

-1 POINT, if all players have guessed the word.

If only 1 player has guessed the word, or no one has, you don't get or lose any points.

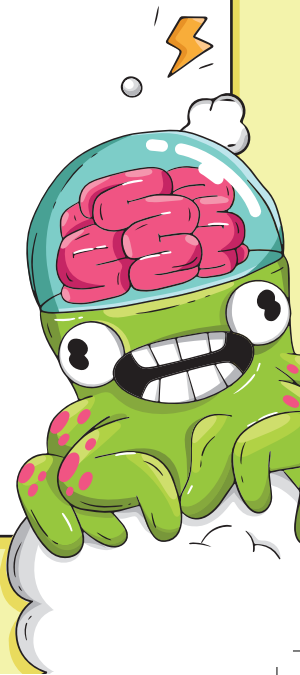
If your guess is correct, you get points!

+3 POINTS, if you are the **1st** correct Guesser.

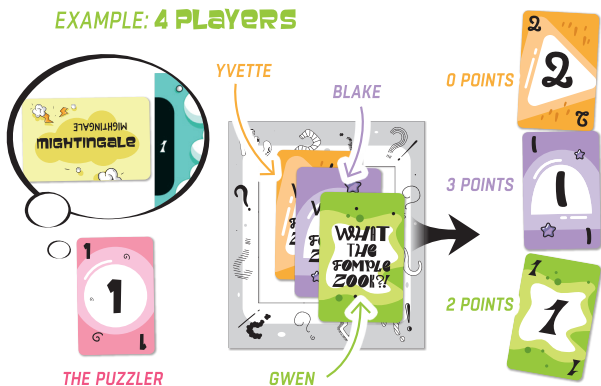
+2 POINTS, if you are the **2nd** correct Guesser.

+1 POINT for all other correct Guessers.

If you didn't guess the word or didn't play your Guess Card before the end of the countdown, you get **no points**.



EXAMPLE: 4 PLAYERS



The Puzzler is explaining the word “NIGHTINGALE” (number 1).

Yvette thinks that “BISON” (number 2) fits the description, and she’s the first to place her Guess Card with the number 2 in the Answer Frame.

The Puzzler finishes their explanation and starts the countdown.

Blake and *Gwen* place their Guess Cards with the number 1 in the Answer Frame — *Blake* slightly faster than *Gwen*.

The Puzzler reveals their chosen Guess Card with the number 1 on it and flips the pile of cards from the Answer Frame.

The top card is *Yvette*’s — her guess is incorrect, so she earns no points.

The next card belongs to *Blake*, and his guess is correct — he earns +3 POINTS.

Last is *Gwen*’s correct Guess Card — she earns +2 POINTS.

The Puzzler earns +3 POINTS, because several players (*Blake* and *Gwen*) have guessed the word correctly, but not all of them (*Yvette* hasn’t).

Players mark their points on the Game Board by moving their tokens forward the corresponding number of spaces.

Now you may discuss the mystery word — why the Puzzler described it the way they did, and what the Guessers were thinking. This will help everyone better understand each other and get on the same wavelength for future rounds!

Flip the Word Card with the mystery word. If both sides of the Word Card have already been used, place this card back into the box and replace it with the top card from the draw pile.

The next player clockwise becomes the new Puzzler, and the game continues.

3 PLAYERS

If you're playing with 3 players, follow the rules for 4–9 players, with the following adjustments:

IF YOU ARE THE
PUZZLER

IF YOU ARE A
GUESSER

1. PREPARATION

Randomly draw **2 of your Guess Cards**.

2. EXPLANATION

Describe **both** mystery words (corresponding to the numbers on your Guess Cards) so that your explanation **thematically connects them**, and **each word is guessed by at least one player**.

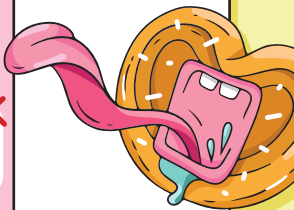
For example, to explain the words **"NIGHTINGALE"** and **"FLOPCORN"**, the Puzzler **may** say:

"This creature can be lured with this disappointing snack". ✓

In addition to the usual restrictions, you must not explain the words separately:

"The first word is a creature with a lot of power and a beautiful voice, and the second one is an unpleasant food item". ✗

You need to guess both mystery words and place 2 Guess Cards in the Answer Frame. You may play the cards in any order, either both at once, or one after the other.



3. SCORING

After finishing your explanation, move on to scoring as usual. You get:

+4 POINTS, if each word was guessed at least once, but there is at least one incorrect guess in the stack (unplayed cards are not taken into account).

-1 POINT, if both players correctly guessed both words.

In all other cases, **you don't earn or lose any points**.

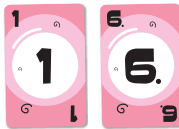
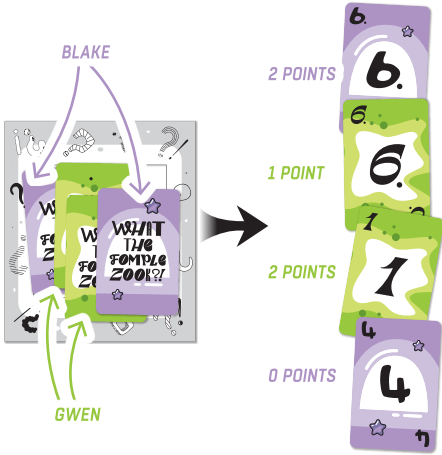
For each correct guess, you get:

+2 POINTS, if you were the first to guess the word.

+1 POINT, if you were the second to guess the word.

If you didn't guess the word correctly, **you don't earn any points**.

EXAMPLE: 3 PLAYERS



THE PUZZLER

The Puzzler is explaining the words “**MIGHTINGALE**” and “**FLOPCORN**”, under **numbers 1 and 6**. *Blake* is the first to place a Guess Card with the **number 6** in the Answer Frame — however he wants to think a bit more about the second word. Meanwhile, *Gwen* places both of her Guess Cards with the **numbers 1 and 6** in the Answer Frame.

The Puzzler begins the countdown, so *Blake* chooses a random number in a hurry and places a Guess Card with the **number 4** in the Answer Frame.

The Puzzler reveals the chosen cards — **numbers 1 and 6** — and flips over the pile of guesses. The top card is *Blake's* guess of **6**, which is correct, so he earns +2 POINTS. Next is *Gwen's* card, also with the **number 6**, so she earns +1 POINT. Then comes *Gwen's* card with the **number 1**, which is also correct — she earns +2 POINTS. The final card is *Blake's* guess of **4**, which is incorrect — **no points** for that one. In total: *Blake* earns +2 POINTS and *Gwen* earns +3 POINTS.

The Puzzler earns +4 POINTS, because each word was guessed at least once (“**MIGHTINGALE**” by *Gwen*, “**FLOPCORN**” by both *Blake* and *Gwen*), but there was one incorrect guess (*Blake's* guess for “**MIGHTINGALE**”).

END OF THE GAME

The game ends when each player has taken the role of the Puzzler **twice** (with **3–5 players**) or **once** (with **6–9 players**).

The player with the **most points** wins!

If two or more players are tied for the highest score, they share the victory.



2 PLAYERS

When only two players sit down to play **WHAT THE FOMPLEZOOK?!**, it's no longer about competition, and the game becomes **cooperative**.

Your shared goal is to score as many points as possible by taking turns explaining words to each other against the clock.

GAME SETUP

Set up the game as usual, with the following changes:

- 1 This time, you won't need the Answer Frame.
- 6 Place just **one player token** of any color on the scoring track.
- 7 Set a **timer for 1 minute**.



PLAYING THE GAME

Follow the rules for 4–9 players, with the following adjustments:

IF YOU ARE THE
PUZZLER

IF YOU ARE THE
GUESSER

1. PREPARATION

Shuffle your 8 Guess Cards and place them in a face-down pile in front of you. Once both players are ready, start the timer.

2. EXPLANATION

Look at the top card of your Guess Cards pile without showing it to the Guesser. Find the word with the same number next to the Game Board and describe it. After that, place the Guess Card face down to the side.

In this mode, you **don't need to confuse the other player** with your explanations. Still, the game **restrictions** — not using related or similar-sounding words, etc. — continue to apply.

Now, try to guess the word the Puzzler is explaining.

Once you've come to a decision, place your Guess Card with the chosen number face down in front of you.

Repeat this step, placing new Guess Cards on top of the previous ones, until the time runs out or you've explained all 8 words.

Continue placing Guess Cards face down in a pile in front of you.

3. SCORING

Flip over both of your Guess Card piles without changing the order of the cards and compare the top cards. You, as a team, earn **+1 POINT** if the numbers on the cards match. Otherwise, you neither earn nor lose any points. Continue the scoring in this manner until you've compared all pairs of cards.



Mark your points using the token on the Game Board. Then, flip all the Word Cards near the Game Board (or replace them with new ones if both sides have already been used) and switch roles. The game continues until each of you has been the Puzzler **twice**. At the end of the game, see how many points you've earned and check your score!

0-12 

Well... looks like things got a bit tricky! Did you mean to board that **DESPAIRCRAFT**? We recommend discussing your associations more often after guessing — this will help you connect better and improve your score!

13-22 

A worthy effort! Keep trying to explain words more concisely, and the main prize will be yours to your **SATISFACTION!**

23+ 

Congrats, you two are most definitely a couple of **KNOWFLAKES!** Next time, try setting the timer for a shorter interval to make the challenge even more fun!

Game designer: Yuri Lanovenchik
Illustrator: Lula Dmitrieva
Project manager: Anastasia Filonova, Polina Basalaeva
Proofreader: Maria Kravchenko
Head of editorial team: Anastasia Durova
Layout: Anna Medvedeva
Production manager: Kristina Balakirova



Red Cat Games LLC
51/1-14, Komitas Ave,
Yerevan 0014, Republic of Armenia
mail@redcatgames.am
www.RedCatGames.am
©2025 All rights reserved.

**YOUR
LOGO**

Your text your text your text your text
Your text your text your text your text
Your text your text your text your text
Your text your text your text your text
www.yourtext.com

