



CARD GAME RULES

GOAL OF THE GAME

Be the first to shout “FOMO!” by collecting 4 identical face-down number cards. Only your face-down cards count toward winning.

HOW TO PLAY

Shuffle and deal each player 4 face-down cards, which they are **not allowed** to look at, and 4 cards in hand to play with.

Place the rest of the deck as a draw pile and create a discard pile by placing one card face up. Play moves clockwise.

On their turn players can do one of the following:

- Discard 1 from their hand and draw 1 from the draw pile.
- Swap 1 number card from their hand with 1 of the face-down cards. The replaced card always goes to the discard pile.
- Play an action card from their hand and take 1 from the draw pile.
- Take 1 number card from the discard pile into their hand and discard 1. If the discarded card is an action one, it has no effect. Action cards only count if they are the first card you play.

Remember: you should always end with 4 cards.

Important: It’s strictly against the rules to take a face-down card and place it into your hand. This prevents action cards moving from your face-down set into your hand.

WINNING THE GAME OF FOMO

If at the start of your turn, all 4 face-down cards are identical numbers, shout “FOMO!” If correct, you win. If not, you’re out. No draws, the first FOMO wins.

Note: If you just collected 4-of-a-kind by placing the last needed number card into your hidden set, you must wait for your next turn to say “FOMO!”

ACTION CARDS

SEEN – Look at all 4 of your hidden cards or all 4 of another player’s.

Edge case: If you choose another player, keep the information secret and don’t change the order of their face-down cards.

GHOSTED – The next player skips their turn.

Edge case: You can only play one card per turn, so Ghosted cannot stack.

PLOT TWIST – Exchange all four face-down cards between players.

Edge case: It doesn’t have to involve your own cards. Any of the targeted players may play “Cancelled” to block this action.

CANCELED – Block an action card that targets you (Seen, Swap, Plot Twist).

Edge case: Cannot stop Ghosted or Throwback. If you play Canceled against the player right before you, the turn skips you and continues to the next player.

THROWBACK – Take any 1 card from the discard pile into your hand.

Edge case: You can’t place the card into your hidden set immediately, as that would count as two actions.

SWAP – Exchange one face-down card between any two players

Edge case: Neither player sees the swapped cards.

EDGE CASES AND PENALTIES

- Only number cards count toward winning. You cannot collect 4 action cards.
- If the deck runs out → Shuffle the discard pile to form a new draw pile.
- If you make a wrong FOMO call → You are eliminated and the game goes on.
- When using Throwback action card you can’t lift the whole pile in secret but you can pick a card as quickly as you can to prevent others from seeing it.
- If a player forgets to draw a new card at the end of their turn, they must immediately take one from the draw pile as soon as they realize the mistake or when another player points it out – no penalty.
- If a player ends their turn with more than 4 cards in hand, they must immediately discard the extra card and skip their next turn as a penalty.

BOX CONTENTS

86 cards as follows:

- Action cards: 8 **Seen**, 8 **Ghosted**, 4 **Canceled**, 4 **Plot Twist**, 4 **Swap**, 4 **Throwback**
- Number cards: 9 different numbers (0–8), 6 copies each



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