

Downloadable Rules

<https://qr.jinvi.us/?q=SquareFuzem-Rules>



JINVI™
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Square Fuz'em™ by JinVi™
Batch 2026-01A

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**WARNING: Choking hazard. Not
suitable for children under 3 years**

Made in China

SQUARE™
FUZ'EM

Build, Fuz'em, Score



Setup

- Shuffle the cards.
- Put 4 cards face-up in a square, as shared build piles.
- Deal 2 cards to each player.
- Put the rest face-down to draw from.

Wilds

A Wild can count as no match or as any card.

Fuz'em

You can fuze a Square when the top cards of all 4 piles:

Match in one attribute

OR

Do not match at all

Your Turn

1. Draw 2 cards, play 2 cards
2. Place cards one at a time onto any pile.
3. Fuze a Square when you complete it.

When you Fuze

Collect the 4 cards that formed

the Square. That reveals the next top cards. If another Square appears, Fuze it too.

Wild Swap

When you complete a Square, except for an all-Wilds, a player may swap out 1 Wild from it with a matching card from their hand. Both players score!

Match End

Finish the round when the last card is played.

Scoring

Highest score wins.

+1 Per Square with Wilds

+3 Per Square with no Wilds

+10 Per Square with All-Wilds