

SUBJECTS ON THE DICE:

RED DIE



Sex



Sex toys



Drugs



Super
Sperm



Drunken
nights



Death

GREEN DIE



Punishments



Crime



Prison
Kidnapping



Vacations



Aliens



Monsters

BLUE DIE



Accidents



Bananas and
other fruit



Poop



Health
issues

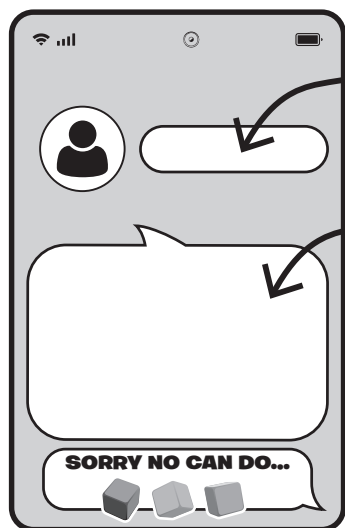


Toxic
gases



Money

How to fill in the customizable cards:



Fill in a name

Fill it with a very
silly request.



www.creativetoyz.pt

@adult \$#!ts

PARTY GAME

HOW TO PLAY:



3-6



18+



30 min.



INSTRUCTIONS:

•Aim of the game:

The player with the most points wins. Players get points for the most hilarious excuse given to dodge an awkward situation presented in a message.

•Setting up the Game:

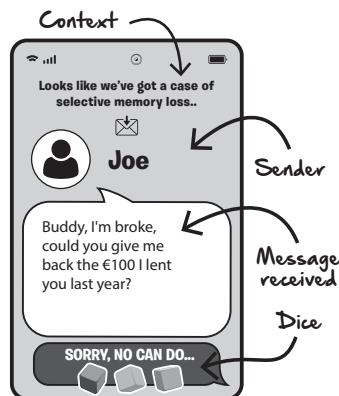
- Stick the 6 stickers on the faces of each of the 3 dice provided. One color per die.
- Each player is given 1 notepad and 1 pencil.
- A set of message cards is placed in the middle of the table, face down.
- The 3 dice cards are placed face up so that everyone can see them.

•How to play:

- The youngest player takes the top card from the pile and reads it aloud, then places it in the middle of the table so that all the other players can read it for themselves.
 - The same player then rolls the die or dice pictured at the bottom of the card. They may have to roll 1, 2 or 3 dice. These dice tell players key subject areas that **MUST** be included in the excuse they will then write in their notebook. If an answer does not touch on the subject(s), it will be rejected and not considered in the vote.
 - Then all players write their best excuse to dodge that specific situation in their notebook.
 - Next, all players turn the page over and give it to the player selected as the reader for that round, who shuffles all the excuses before reading them aloud.
- All players including the player who read the excuses vote for their favorite. The player with the most votes keeps the message card. The role of reader then passes onto the player to the right of the player who just read, and the next round begins.

•Scoring:

- Each card collected is worth as many points as the number of dice pictured on it. Each card may therefore be worth 1 point (1 die), 2 points (2 dice) or 3 points (3 dice).
- The player who gets to 10 points first wins.



- Each **CARD** is composed of the **context**, which helps to understand the situation, the **sender** who sends you the **message** and the **dice** (red, blue, green or combinations of these colors.) that define the subject/s of your reply/s.

- Players will have to respond to this request on their notepad:

Example:



SORRY NO CAN DO...

You already know I have a new girlfriend... She's a pervert, made me spend all my money on vibrators and BDSM scenes. She's been crazy, turned me into a sex monster. There is so much action that I spend my days with flatulence. I'd like to give you your money back, but I can't...

- **WARNING:** Write in legible handwriting, otherwise the reader will not understand what is written and thus jeopardize the vote. Apologies cannot take up more than 1 page of the notebook.
- Response time should not exceed 1 minute.
- You can put the 6 customizable cards into play, filling them with names and situations that are familiar to you to make the experience even more hilarious. Instructions on reverse.
- **Contains:** 217 message cards; 10 customizable cards; 3 dice subject cards; 3 dice; 6 pencils; 6 notepads used to write excuses.