STANDARD 2-6 PLAYER GAME LOADOUT

Each player starts with 1 Defence Card, 1 Skip Card, 1 Counter Card and 1 Dummy Grenade Card.

The aim of the game is to build as many defence cards in your hand as possible to ensure your survival.

For 2 player games, remove these cards:
REVERSE THE ORDER & YOU CHOOSE

THE RULES

Players must take turns picking a card from the deck in clockwise order from the dealer, the dealer is voted for by group decision or coin toss if just 2 players.

EVIL BABY CARDS

If you draw an Evil Baby Card, you are out if you don't have a Defence or Counter Card to play. The Evil Baby Card always goes back into the deck and then the deck is shuffled.

DEFENCE CARDS

When you draw this card from the deck keep it in your hand for when you need to use it. If you play a Defence Card, you must discard the Defence Card after use.

COUNTER CARDS

When you draw this card from the deck keep it in your hand for when you need to use it. You can play a Counter Card instead of a Defence Card if you have one in your hand when you draw an Evil Baby Card. Choose any player to send the Evil Baby Card to and they must face him immediatly.

SKIP CARDS

When you draw this card from the deck keep it in your hand for when you need to use it. You can use a skip card to miss your go, you must discard the card upon use. You must present the skip card before you pick up a card on your turn.

ATTACK CARDS

When you draw this card from the deck keep it in your hand for when you want to use it. Present this card to another player to pick up an extra card on their go, the card must be presented during their turn but before they have picked up their card. Multiple attack cards can be used by mulitple players at once.

Important: When drawing extra cards, cards must be drawn 1 at a time and each turn completed before drawing the additional cards.

JUMP SCARE CARDS

When you draw this card from the deck you must discard one of your cards immediately. If you have any cards in your hand, you must discard one of them as soon as you draw this card type.

GOO GOO VOODOO CARDS

When you draw this card from the deck you can choose whether or not to use it.
These cards change the rules of play, if you draw one of these, you can choose to use the special abilty the card offers, then card is discarded.

DOUCHE BAG CARD

When you draw this card from the deck you must discard all of your cards immediately.
If you have any cards in your hand, you must discard all of them as soon as you draw this card type. There is only 1 card of this type in the game and definitely the most annoying card you can run into.