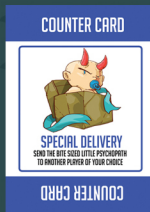


# STANDARD 2-6 PLAYER GAME LOADOUT

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. If the Evil Baby Card ends your game, the Evil Baby Card must be discarded.

## 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 and re-place the Evil Baby Card back into the deck then shuffle.



## 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 cannot use a Skip Card once a card is drawn or if you are forwarded an Evil Baby via Counter Card.



## 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 before 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. A maximum of 3 Attack Cards can be played per attack, multiple players can attack at once.

**Important:** When drawing extra cards, cards must be drawn 1 at a time.

## 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 must follow the instruction immediately.

When you draw a Goo Goo Voodoo Card you must follow the instruction on the card immediately after drawing it then discard it.

This card type alters the rules of play

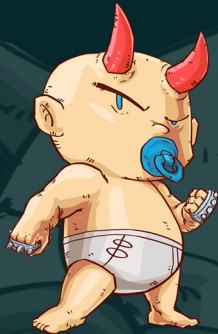
## DOUCHE BAG CARD

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 draw.





# GAME MODES

## **ROULETTE: 6-12 PLAYERS**

- 1) Players start with no cards in their hand.
- 2) Evil Baby Cards are never discarded.
- 3) Last player alive wins.

## **TIME ATTACK**

- 1) Attack Cards removed from start up load-out.
- 2) Attack Cards must be played immediately, attacker must choose another player to pick up a card, afterwards, the order of play goes from the player who was attacked.

## **BEAT THE BABY: SOLO**

- 1) Counter, Skip, Jump Scare, Douchebag & Goo Goo Voodoo Cards are discarded when drawn.
- 2) To win, stay alive long enough to collect all 10 Attack Cards and use them on the next Evil Baby Card you draw.