

# Oh Shit!

A race against time for 2-4 players.

## The Story

It's that time of year again, and you are off to the mall for some holiday shopping. Being the nonchalant person you are, you have decided to wait until the last day to buy all of your presents and now have to get every item on your list before you go home. Before beginning your shopping adventure, you have decided to have some Chinese food at "Wok Like an Egyptian." You head straight for the Lunch Special featuring the "1000 Year Egg Roll". Upon leaving the restaurant you realize that 1000 years may have been a little too long for an egg roll as you feel your stomach churn and grumble. Oh Shit! You have two options, try and buy your presents and make it home as fast as possible to relieve that turmoil that is building in your bowels, or be forced to use the less than pleasant public mall bathrooms. It's a gamble, but one that you can't afford to lose. You have to get your presents and get home before you soil your pants. The race is on...

## The Game

Players start the game at "Wok Like an Egyptian" and roll the die to determine how many spaces can be moved each turn. Your impending bowel movements will be depicted on a *Poo-Meter* that slowly advances from "Squeaky Clean" to full blown "Poopy Pants" as you advance in turns. You must visit the bathroom and successfully empty your bowels or its back to the start with an added item on the shopping list as you must replace the clothes that you just soiled. The bathrooms are not always open! Each player has a collection of *Key Cards*. When you land on a bathroom space you must match the *Key Card* corresponding with the bathroom to a *Key Card* from your hand. If it's a match then you may relieve yourself and reset the *Poo-Meter*. If not, then it's one step closer to a ruined pair of pants. Once all of the items from the shopping list are purchased then it's a dash to the parking lot. The first player to buy all their items and make it to the parking lot is the winner.

## Game Items

- A *Game Board*, with the layout plan of the shopping mall, and spaces for the bathroom *Key Cards*, *Used Key Cards* and *Shopping List Cards*
- Deck of *Key Cards*
- Deck of *Shopping List Cards*
- 4 *Poo-Meters* with 4 *Poo-Pieces*
- One six sided die
- 4 *Player Pieces*

## Set Up

1. Shuffle the *Key Cards* and place one face down on each of the six bathroom spaces on the *Game Board*. Next, deal out three *Key Cards* face down to each player. Place the remaining cards on the space labeled *Key Cards* face down on the *Game Board*.
2. Shuffle the *Shopping List Cards* and deal out three cards face down to each player.

The names on the cards represent the stores that you must visit in order to purchase an item on your shopping list. Place the remaining shopping cards face down on the space labeled *Shopping List Cards* on the *Game Board*.

3. During play each player conceals the contents of his or her cards (*Key* and *ShoppingList*) from the other players. Only when the cards are played are they exposed to the other players.
4. Each player takes a *Poo-Meter* along with a *Poo-Piece*. Each player places the *Poo-Meter* in front of them so that it is visible to all other players. Place the *Poo-Pieces* on the first space labeled “Squeaky Clean” of each *Poo-Meter*.
5. Each player picks a *Player Piece* and places it on the starting point of the game board labeled “Wok Like an Egyptian”.
6. Each player rolls the die once. The player with the highest roll goes first. If there is a tie for the highest roll then those players roll again until a winner is decided. Play then proceeds in a clockwise fashion.

## **Game Play**

### **Movement:**

A turn consists of rolling the die, moving your player piece by the rolled number, buying an item or using a bathroom if possible and finally advancing your *Poo-Piece* on the *Poo-Meter*. A move is defined as one space of physical movement on the *Game Board*.

The first player to go rolls the die and moves his or her player piece the designated number of spaces on the *Game Board*. Players may not reverse direction of movement during their turn. For example, if the player rolls a two, they may not move from store 1 to store 2, and then back to store 1 again. All of the numbers represented by the die must be accounted for in the moves.

In order to purchase an item on the *Shopping List Cards* you must move your player piece on the *Game Board* to the store with the same name as on your card. You can then place that card face up in front of you declaring that you have purchased one of the items on your list. In order to land on the store, you must roll the exact number required. If the store is overshoot then the item can not be purchased. Remember, there are always several routes to take on the way to each store so you can position yourself strategically so that different rolls will let you access different stores.

Once you have rolled, moved your player piece, and finished your turn then you must advance your *Poo-Piece* one spot closer to “Poopy Pants” on your *Poo-Meter* and hand the die to the next player. If you advance the *Poo-Piece* to the final space on the *Poo-Meter* labeled “*Poopy-Pants!*” then you soil your pants. You must return to the store marked “*The Crap*” and draw another *Shopping List Card* from the stack of *Shopping List Cards* and reset your *Poo-Meter* back to “Squeaky Clean.” If you fail to move your

*Poo-Piece* at the end of your turn another player may “bust” you by saying “Oh Shit!”. If you get busted three times then you must move your *Poo-Piece* one additional space on the *Poo-Meter*.

### **Info Booths and Bathrooms:**

There are spaces on the board other than the store spaces. Some spaces are labeled *Info Booths*. These are spaces in the mall where a player may exchange one of his or her *Key Cards* for a new card from the face down stack of *Key Cards*. Once the player draws a new *Key Card* they must place the exchanged card face up on the space labeled *Used Key Cards* on the *Game Board*.

There are six bathroom spaces. If you land on a bathroom space then you must look at the card designated for that bathroom and match it with one of your own *Key Cards*. If you match the *Key Card* then you must expose both cards to the other players, puts the cards face up on the space labeled *Used Key Cards* and draws two new *Key Cards* from the stack of face down *Key Cards*. At this point you will have four *Key Cards*. You can choose one of these cards and put it face down on the now empty space for that bathroom’s *Key Card* space. It is important that the bathroom cards are never seen unless a player is trying to match the *Key Cards*. If there is no match then you must put back the bathroom’s *Key Card* face down without showing it to the other players. Only if there is a match are the cards exposed and replaced in the prescribed manner. If you are able to match them then you are free to use the bathroom and reset your *Poo-Meter* back to “Squeaky Clean.” If you are unable to match the cards then you advance your *Poo-Meter* and remain in the bathroom space until your next turn.

If a player is occupying a bathroom space no other players may land on that space. All of the other spaces may be occupied by any number of players at the same time.

### **U-muddium Cards:**

There are some wild cards mixed in with the *Key Cards*. These cards are called *U-muddium Cards*. If you have a *U-muddium Card* then you may play it at the end of your turn and not have to advance your *Poo-Meter* for that turn. Once a *U-muddium Card* is played you must place it face up in the *Used Key Card* pile and draw a new card from the face down stack of *Key Cards*. If you land on a *Bathroom Space* and find the *Key Card* to be a *U-muddium Card* then you have a free pass to use the bathroom and reset your *Poo-Meter* back to “Squeaky Clean.” You must show the card to the other players and place one of your *Key Cards* face down on the now empty *Key Card* space for that bathroom. Another way to acquire a U-muddium Card is to go to an *Info Booth* and hope to draw one instead of a standard *Key Card*.

### **Secret Passage!**

If you successfully open bathroom #6 there is a secret maintenance route that can be used on your next turn. You can pass through the secret passage as many times as your die roll will allow. Remember though that you may not reverse the direction of movement during your turn. You may move in triangular fashion between the store, the exit and the bathroom using the secret passage. Once your turn is over, you may not use the secret

passage without unlocking bathroom #6 again.

### **Running Out of Cards**

If the *Key Cards* run out during the course of the game, the deck of *Used Key Cards* must be re-shuffled and used as the new *Key Card* stack.

If the *Shopping List Cards* run out during the course of the game, players must hand in their stack of purchased *Shopping List Cards* (the cards that are face up in front of each player) and re-shuffle them to be used as the new *Shopping List Cards* stack.

### **Exit Sign**

During the course of the game, the Exit Sign will be treated as a normal space upon which players may move to and through. Players may only use the Exit Sign to get in the parking lot once they have purchased all items on their shopping list.

### **Winning the Game:**

In order to win the game you must have purchased all the items in your shopping list. Once this is achieved you must roll the exact number required to land on the exit. In order to increase your chances of landing a successful roll, you can try uncovering the secret passage thereby increasing the chances of rolling the correct number.