



Rule Book

OBJECTIVE

The objective of the Dirty Toilet Game collect 5 clean toilets and discard your poops. Yet, watch out! Your opponents will try to stop you with dirty toilets. The first player to do so, wins the game.

Each base game includes:

- 136 game cards
- Rule cards
- Access to the full rules on the website.

Note: Additional cards are available in limited exclusives and editions.

STORY

In a town called Poopville, the residents are surrounded by dirty toilets everywhere they go. They experience toilet seats covered in urine, runny diarrhea on the floors, stinky poops, and even more disgusting events. The residents are tired of the filth and destruction that continue to surround them in their town. They hope to clean their surroundings and collect as many clean toilets, as possible. Help the residents of Poopville by cleaning messy problems, discarding poops, and collecting clean toilets.

SETUP

1. Distribute the rule cards to each player to aid them in playing the game.
2. Shuffle the cards.
3. Distribute 8 cards to each player. The remaining cards are placed in a draw pile.
4. Each player should look at their cards and place any clean toilet cards visibly in front of them. Whomever has the least amount of clean toilet points starts the game. If players do not have a clean toilet or has the same number of clean toilets, flip a coin or roll a dice to determine the first player.
5. The game is played clockwise.



2-4 Players

Age 8+



START YOUR TURN

1. The **FIRST PLAYER** starts by doing any of the following moves:
 - Discard 1 poop (more, if combined with a Super Poop).
 - Cause messy problems for opponent(s).
 - Use action cards and/or power cards.
2. Players can perform any number of these actions, yet they can use only one type of card once per turn. For example, a player can only play one Dirty Toilet card per round, but can use any other action cards during the round that is not a Dirty Toilet card.
3. End the turn by drawing two cards. If the player draws a clean toilet, the card(s) must be immediately placed visibly in front of the player at all times during the game.
4. **THE NEXT PLAYER:** If the next player received a messy problem, they must solve it with the required number of cleaners. If they are unable to do so, they must then draw the number of cards indicated. If the player did not receive a messy problem, then s/he can:
 - Discard 1 poop (more, if combined with a Super Poop).
 - Cause messy problems for opponent(s).
 - Use action cards and/or power cards.
5. Again, cards can not been used more than once per turn. The player ends the turn by drawing two cards. The game continues in this fashion.



Discard poops.



Messy Problem cards have symbols requiring either cleaners to solve or to draw cards from the draw pile.



Draw 2 cards to end turn.

END THE GAME

The game ends when the first player collects five Clean Toilet points and discards all poops.



TAKE NOTE?

Remove the Dirty Tampon card if you deem it questionable. Although, some individuals find no issue with this card, this is an option for those who may be cautious.



CARD SYMBOLS

Some of the cards have symbols and words to aid players in understanding its purpose. The main three symbols are as follows:

- Red target symbol affects other players
- Blue figures symbol affects/benefits the holder
- Play anytime supports holders at any time in the game



HOW TO LAY OUT THE CARDS?

The following provides insight into how players can lay the cards out for the game. The following visual is a suggestion on how to do so:

1. Draw pile in the center of the game.
2. Discard pile beside the draw pile.
3. Rule cards that can be use to help players understand how to play the game. (Optional)
4. Clean Toilet cards are visibly displayed in front of each player.
5. Messy Problem card (Peeing Monkey): To play messy problem cards the holder places it in front of the player of his or her choice.
6. Action card (Toilet Robber): To play action cards, the holder places it in front of the player of his or her choice.
7. Action card (Dirty Toilet): To play this action card, the holder places it on top of an opponent's Clean Toilet card of his or her choice.)
8. Messy Problem card (Super Diarrhea): This player received two of the same messy problems from two different players. The player must solve both problems or draw the total number of cards.



A visual layout of a game with four players.

PLAY-BY-PLAY GAME ACTIONS

This is a play-by-play description of a game between two players, Jake and Lisa. Both players start with 8 cards.

- **Lisa's Cards:**

- A Clean Toilet
- Two Cleaners
- Two Dirty Toilets
- A Toilet Angel
- An exploding Vomit
- A Super Poop

- **Jake's Cards**

- Three 1 point Clean Toilet cards
- A Super Bleach
- Two Cleaners
- A Dirty Toilet
- A Peeing Monkey

- Both players have placed their Clean Toilets visibly in front of them. Jake has more Clean Toilet cards than Lisa, therefore, she will start the game first.
- **FIRST ROUND:** Lisa discards her Super Poop, and plays the Toilet Angel Power Card, placing it in front of her cards protecting herself from action cards. She follows by placing a Dirty Toilet over one of Jake's Clean Toilets. Then gives him an Exploding Vomit. She concludes her turn by drawing two cards. She receives a Greedy Poop and Dirty Toilet cards.
- Jake starts by attempting to solve the Exploding Vomit; however, he has only two Cleaners, but needs three. Therefore, he draws three cards and ends his turn. Once he draws the three cards, he places the Exploding Vomit in the discard pile. He receives two Air Fresheners and a Super Bleach.
- **SECOND ROUND:** Lisa starts her second turn by discarding her Greedy Man Poop. Then she places another Dirty Toilet card over one of Jake's Clean Toilets. She ends her turn by drawing a 2 point Clean Toilet Card, and a 1 point Clean Toilet card. At the end of this turn, Lisa has 5 Clean Toilet points and no poops. She is poised to win, unless Jake can stop her.
- Jake is unable to dirty her Clean Toilets or use any action cards toward Lisa due to the Toilet Angel. Therefore, he decides to give her a Peeing Monkey. He ends his turn by drawing a Super Diarrhea and Clogged Drain card.
- **THIRD ROUND:** Lisa solves the Peeing Monkey with one Cleaner Card, and places the cards in the discard pile. Since Lisa has 5 Clean Toilet points, she wins the game!

POWER PLAY

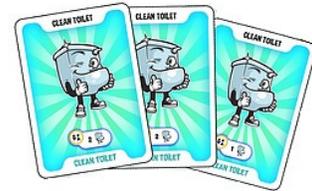
Maximize your card power by doing any of the following:

- You can exchange **2 cards** to draw **1 card**.
- You can use **2 Cleaners** as **1 Super Bleach**, and vice-versa.



PENALTY

If a player does not display all clean toilets immediately upon receiving them, they can be penalized with the removal of up to two Clean Toilet points.



FAQS

If I start the game with 5 Clean Toilet points, do I automatically win the game?

No. One full round must be played before a player can declare victory.

If a player was given more than one problem to solve, but can not solve both problems, can s/he solve one problem and still continue playing the round?

If a player is given more than one problem, s/he must solve both problems to be able to continue with the round. If unable to solve the problems, the player must draw the total number of cards indicated.

Can a player use two Dirty Toilet cards on two different players during his or her turn?

A player can only use one type of card per turn. Therefore, only one Dirty Toilet can be played per turn.

Can a Clogged Toilet remove a Dirty Toilet?

No. A clogged toilet can protect the card holder for the period of its use; however, it can not remove a Dirty Toilet. If there is a Dirty Toilet card on any of the Clean Toilets, it remains there until it is removed with a Super Bleach or other designated card.

Can a player discard 2 Super Poops at the same time?

No. A player can only discard one Super Poop and up to two Poop cards. Multiple Super Poops can not be used per turn.

LOVE THE GAME?

"Me and my friends laughed our butts off. We love the addition of the Black Diamond and Royal Flush cards."

- Kia, Playcrafter Event Attendee

"What a great game! It was perfectly fine for my 9 year old. My family enjoyed it!"

- Joyce, Teacher and Mother of Two

"An amazingly unique game! A great game night addition for us!"

- Tony, Brooklynite

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