

Who Soiled the Toilet?

Number of Players: 5-8
For ages 13+
Playtime: ~30 min.

*Contains some dirty words.

Contents

- 8 Character Cards (5 Clean Freaks/3 Dirty Devils)
- 8 Clean-Up Cards
- 12 Round Cards (with number of players)
 - 2 2-player; 3 3-player; 3 4-player;
 - 1 5-player; 3 Action; 1 Long
- 1 (Restroom) Door Card; 1 Toilet Condition Card
- 3 Restroom Floor Cards; 1 Plunger Card
- 8 Poop Chips (Brown Poker Chips)
- 2 Sticker Sheets (1 Number sheet & 1 Poop sheet)

*Before Your First Game

Take the stickers numbered 1-8 and stick one of them on the center of each of the Poop Chips (Brown Poker Chips).
Take care NOT to put 2 numbers on both sides of the same chip.
On the opposite side of the number on each chip put a poop sticker in the center. You can use any poop illustration with any number.
You should have 8 chips each with a different number and a poop drawing.

Story

When tourists visit Japan they are moved by the traditional temples and shrines and the culture, but they are equally moved by the cleanliness of the restrooms. Why are Japanese restrooms so clean?
It's a lovely phenomenon forged from the thoughtful soul of the Japanese People. It comes about because most Japanese People, when using the restroom, always consider the feelings of the person who will use it after them.

However, recently it seems that there are a growing number of people that don't share this thoughtfulness. Sadly, it seems that some such people are mixed in among today's party attendees. Actually it's not just that they don't possess the thoughtful soul, but the fact is they are a crazy breed who truly revel in creating filth, while acting like they are just normal clean people, so they can fit in at the party. It's not ideal, but let's all pitch in and help maintain the condition of the toilet until the party finishes!

Game Goal

Clean Freaks: Keep the toilet clean 3 of the 5 rounds!
Dirty Devils: Dirty up the toilet 3 of the 5 rounds!

Setup

Deal 1 Clean-Up Card (shows a sign) to each player.
Place it so the blue background is face up in front of each player.



Determine the Flow

Start by selecting the appropriate cards from the chart below based on the number of players, and then turn them poop side up and shuffle them together. Return unused Round Cards to the box.
of Players ... Round Card Configuration
5 ... 1 "2" Card, 3 "3" Cards & 2 "Action" Cards
6 ... 1 "2" Card, 2 "3" Cards, 1 "4" Card & 2 "Action" Cards
7 ... 3 "3" Cards, 1 "4" Card & 2 "Action" Cards
8 ... 1 "3" Card, 3 "4" Cards & 2 "Action" Cards

After you've shuffled the Round Cards take the top 5 cards, one at a time, and flip them face up (so the number or "ACTION" can be seen) to form one line. Return the 6th card to the box. The game is played over 5 rounds. The number represents how many players will use the restroom that round. During an "Action" Round everyone plays.

Ex:



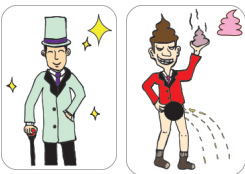
Choose the Starting Leader

Choose one player to be the first leader. The leader has an amazing power that allows them to control in which order each player feels nature's call. The player who most recently used a restroom is appointed to be the first leader. If it can't be determined because everyone is a robot and/or shy then play paper-rock-scissors to decide a leader.

Preparing the Characters

Prepare Character Cards based on the number of players.
Cards with a 'sparkle' symbol in the upper-right corner are "Clean Freaks", and cards with the 'poop' mark are "Dirty Devils".

Number of Players ... Character Card Configuration
5 Players ... 3 Clean Freaks & 2 Dirty Devils
6 Players ... 4 Clean Freaks & 2 Dirty Devils
7 Players ... 4 Clean Freaks & 3 Dirty Devils
8 Players ... 5 Clean Freaks & 3 Dirty Devils



Shuffle the Character Cards together with the character sides down, and deal one to each player. Players secretly check their Character Cards without letting any other players see. Take care that no one else sees your card until the game is over.

The Meeting of the Dirty Devils

The leader says the dialogue written below in order to have the Dirty Devil Team find out who is on their team.
The leader also acts accordingly during the dialogue.
"Everyone close your eyes."
"Dirty Devils, open your eyes and see who your teammates are."
(pause)"Dirty Devils, close your eyes."
"Everyone open your eyes."

Now only the Dirty Devils know who each other are.
Place the box in the center of the table, and we're finally ready to begin.

Start the Game!

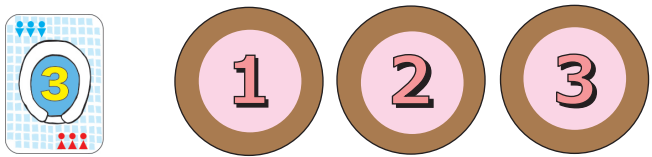
Let's review the win conditions. The Clean Freaks goal is to keep the toilet clean for 3 rounds. If the Dirty Devils dirty up the toilet 3 times they win. If one team loses 3 rounds then the game immediately ends. 5 rounds is the maximum.

The number of players that will use the restroom is written on the 5 Round Cards that are lined up. Everyone plays in action rounds.

The Flow of a Round with a Numbered Round Card

The Leader Chooses People and the Order

The leader takes a number of Poop Chips starting with 1 and going up to the number written on the Round Card. i.e. In a 3 round take the Poop Chips with 1,2 and 3 written on them. These numbers are the order players will receive their urge to use the restroom.



After consulting with the other players the leader chooses which players and in which order she wants them to use the restroom and hands them the appropriate numbered Poop Chip. No player may receive 2 chips in the same round.
(Of course it is possible for the leader to give herself one chip. It can be useful to help figure out the other players' allegiances.)
The players who now have Poop Chips should place them in front of themselves, so everyone can see them.

In Clockwise Order: Agree or Flush.

Starting with the player to the left of the leader we ask them if they accept the chosen players and chosen order or not. Pass the plunger card, starting with the "OK" side up, to each player and ask for their consent. If the plunger makes a full circle without being switched to the "NO!" side then we have a consensus. If a player doesn't agree then that player may use their Clean-Up Card to flush the leader's choices, canceling them out. In this case the player flips the plunger card to the "NO!" side and at the same time his Clean-Up Card to the used side. When a player flushes the choices then that player chooses a new leader, which must be someone other than himself, and that new leader starts back at the **"The Leader Chooses People and the Order"** step.



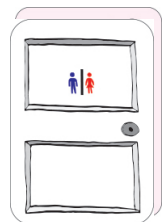
*During a game you can only use your Clean-Up Card once, so use it wisely!

When we have a consensus each player uses the restroom one at a time in order.

The players who were selected each, in turn, head for the toilet.

The leader places the Toilet Condition Card with the Clean side up and places the Door Card on top of that somewhere away from the main playing area where no players can see it (How about inside of the actual restroom in your house?).

* To save time the player with the #1 Poop Chip can do this instead.



Restroom Set

Put the Door Card on the Toilet Condition Card.

Check the Results

The last player should bring the Toilet Condition Card covered by the Door Card back with her to the playing area. She places it so that all players can see it (i.e. on top of the box), and then lifts the Door Card, so that everyone can see the condition of the toilet.



If the Toilet Condition Card is showing the clean side then the Clean Freaks win this round. Slide the Round Card down to show that the Clean Freaks won and this round has been finished.

If, however, the Toilet Condition Card shows the dirty side the Dirty Devils win this round. Flip the Round Card over to the poop side, and slide it down to show that the Dirty Devils won and this round is finished.

Ex:



After 1 round

Clean Freaks:1, Dirty Devils:0

After 2 rounds

Clean Freaks:1, Dirty Devils:1

*If the game hasn't finished then the person to the left of the current leader becomes the new leader, and a new round begins.

The Flow of a Round with an Action Round Card

In an Action Round, all players toss a Poop Chip on the toilet bowl (game box) trying to get, at least, a certain number of chips to stay on top. This is a challenge to see who can take care of business while keeping it all in the toilet bowl. Dirty Devils pretend to be Clean Freaks, but they can miss on purpose, or knock off a previous player's successful Poop Chip.

For the Clean Freaks to win this round, after all the players have played...

5 Players ... 2 or more Poop Chips must be on the toilet (game box).

6-8 Players ... 3 or more Poop Chips must be on the toilet.

... otherwise the Dirty Devils win the round.

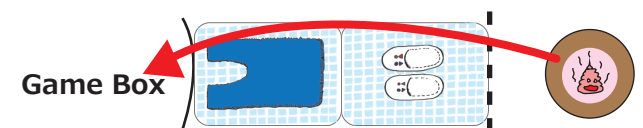
Choose the Order & Agree or Flush

The leader takes one Poop Chip for each player. After consulting with everyone the leader chooses the order everyone will toss and then passes out the appropriate Poop Chips. Just like in a normal round each player, in clockwise order, starting with the player to the left of the leader chooses to accept the order or flush. (If a Dirty Devil plays towards the end they might knock off some successful chips, so the order is important.) If a player uses their Clean-Up Card to flush the decision then they choose a new leader and start again.

As in the normal rounds the player who flushed cannot choose themselves.

In Turn Toss Your Poop

Starting with the Player with chip #1 each player in order tosses a Poop Chip at the Toilet Bowl (game box). When tossing, cards should be placed as in the diagram, so that 2 Floor Cards are lined up, leading away from the box.



Players must not cross over the far edge of the Restroom Floor Card (the dotted line in the diagram) when tossing. If a player crosses over that is considered a miss. If a player still has their Clean-Up Card they can use it before they toss to remove one Restroom Floor Card (see diagram below), so they have a shorter distance to toss from.



It's also possible to use your Clean-Up Card before another player tosses to remove one Restroom Floor Card for them. However if there is only one Restroom Floor Card remaining a Clean-Up Card cannot be used. If you fail to get your chip on the box you can use your Clean-Up Card to retoss your Poop Chip. You can alternatively use your Clean-Up Card to allow another player to retoss their Poop Chip.

*When tossing with only 1 Restroom Floor Card if the player misses and a Clean-Up Card is used for a retoss the Restroom Floor Cards are reset to a distance of 2 cards.

*If a previously successful chip is knocked off during an attempt and that attempt is retossed then the chip that was previously on the box is returned to the center of the Toilet Bowl (game box).

Was that last toss, that you saw with your own 2 eyes, the real deal?

Did they tank it on purpose? Have a good time trying to deduce who's faking.

This is the End of the Standard Rules. Be the First Team to Win 3 Rounds!

Freebie Card

We've added a bonus Action Card with "LONG" written on it. During this round use the 3rd Restroom Floor Tile, so the distance from the Toilet Bowl is even farther. We've also added an extra "2" and an extra "5" Round Card. Feel free to use these to alter the game a bit.

Finally

The game designers can not be held liable for any damage or loss from using this game. Thank you for your understanding.

Credits

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