

Poo

THE CARD GAME

THE GAME OF MONKEYS & POO FLINGING

WELCOME!

Poo is a fast-paced card game for two to eight players, requiring anywhere from five to fifteen minutes to play.

PREMISE

It's been a tough day in the monkey cage and something in the food tonight wasn't quite right. In monkey world, there's only one thing that can be done about it - fling poo!

THE GAME OF POO

In *Poo*, each player takes on the role of a monkey. You fling poo and mess with each other until only one monkey is left standing. That monkey, of course, is the cleanest one.

WHAT DO I NEED TO PLAY?

You need three things to play *Poo*:

1. A deck of *Poo* cards.
2. Some markers to keep track of how much Poo each monkey has on him. You can use pennies, beads, glass stones, or chocolate chips - whatever you've got handy. You can also keep track on a notepad.
3. A sense of humor.

THE TYPES OF CARDS

There are five types of cards in *Poo* (each card, below its illustration, states which type it is):

- *Poo Cards* and *Special Poo Cards* represent different sorts of Poo to fling at another player.
- *Defense Cards* represent ways to avoid flung Poo.
- *Mishap Cards* represent bad things that can happen to monkeys when they fling Poo.
- *Clean Cards* represent ways in which monkeys can clean Poo off themselves.
- *Event Cards* represent other things that can happen while monkeys are flinging Poo.

HOW TO PLAY

Keeping It Flying

With what's getting flung around the cage, if you pause you're going to find yourself in trouble. Each player should take their turn quickly to keep the fun and action moving. If a player is taking too long, feel free to use the "5 Banana" rule - each player has until the count of five bananas on their turn to play a card, or his turn is skipped! (One banana... two banana... three banana...)

The Object of Poo

Poo and Special Poo cards have a certain number of Poo associated with them. When they hit you, you build up that many "points" of Poo. You want to take as little Poo as possible, while dishing out as much as possible. When a player accumulates 15 points of Poo he's out of the game. The object is to be the last monkey standing!

Starting the Game

The first thing you should do is remove the two *Golden Banana* cards from the deck and set them aside. Then make sure the deck is good and shuffled. Deal five cards, face down, to each player. You can play rock, paper, scissors or flip a coin to see who starts the game - or whoever lost the last game starts.

Taking Turns

On your turn, you can choose to do any one of two things:

1. Play one Poo, Special Poo, Clean, or Event card from your hand. Some cards will allow you to play a second or third card on the same turn - see the individual card rules for these exceptions.
2. Instead of playing a card, you can choose to discard any number of cards from your hand and draw immediately back up to five total cards.

Playing Out of Turn

There are two types of cards that you may play when it isn't your turn - Defense and Mishap cards.

Defense cards are played in response to another player flinging a Poo or Special Poo card at you, and prevent you from getting hit. Some of these cards redirect the Poo at another player. Poo can never be redirected back at the player who flung it, even if he is your only remaining opponent (in which case, treat all cards with redirect rules as if they are a standard *Block* card).

Mishap cards are played in response to another player flinging a Poo or Special Poo card at any player, and cause him some degree of discomfort or harm. Only one Mishap card may be played on any single Poo or Special Poo card. The first Mishap card called out or played must be used (players can't discuss and decide which card is better to play).

Some cards will tell you that there's nothing you can do about it, and that means that Defense and Mishap Cards are useless. Stand there and take it like a monkey!

Getting Hit By Poo

If another player flings a Poo or Special Poo card at you, and you have no Defense or Mishap card to prevent it from hitting you, you take a certain number of Poo. The amount is always given on the card. If you ever reach 15 or more total Poo, you're out of the game.

However, Clean cards allow you to remove an amount of Poo, which is listed on the cards. When you choose to play one on your turn, immediately remove that many points of Poo. However, you can never get so clean that you have less than zero points of Poo on you, no matter how many Clean cards you play.

Dealing Poo to Multiple Opponents

Cards such as the *Devil Poo* or the *Snake* deal Poo to multiple opponents. In the case of cards that direct Poo back at the flinger, such as the *Slip* Mishap card, the flinger only takes the base Poo listed on the card. For example, a flinger hit by a *Slip* card when flinging the *Devil Poo* only takes 3 Poo, not 3 Poo times the number of other players. In the case of a redirect, such as a *Buddy's Face* or *Dodge* card, the target takes both his Poo and the Poo from the redirect. For example, if hit by the *Snake* and a *Buddy's Face*, a target takes 6 Poo.

The Golden Banana

The monkey gods smile on shenanigans like this. The first player who would normally be out of the game instead takes the *Golden Banana* card and returns to play with 8 Poo on him. The *Golden Banana* is then out of play and anyone else who totals 15 Poo is out. If playing with 5-8 players, add the second *Golden Banana* to play; the same person can end up using both *Golden Banana* cards.

Drawing Cards

Whenever you play a card, whether on your turn or out of turn, immediately draw a card from the deck. You should always have five cards in your hand.

Running Out of Cards

If a game lasts long enough that you draw through all the cards in the deck, remove all Clean cards, then reshuffle the discard pile and keep playing!

Winning The Game

Each time a player builds up 15 points of Poo, he's out of the game. If everyone's out of the game but you, then you win!

That's it. All the rest of the rules you'll need to know are directly on the cards. Get flinging!

2 or 3 Player Games

Several of the cards in *Poo* function best in games with three or more players. If you are playing with only two players, or once the battle is down to only two players, the following cards are modified the following ways.

- *Dodge* and *Buddy's Face* Defense cards cannot redirect Poo at the player who flung it. Treat these cards as if they were a standard Block Defense card instead. The Poo misses and hits no one.
- The *Shimmy-Shimmy Shake* Clean card only affects the other player. Both "points" of Poo go to him.
- The *Snake* does 3 Poo to the other player. The extra 3 Poo simply miss.

Check our web-site for Frequently Asked Questions (FAQs) at www.poothecardgame.com

Credits

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