

# HOW TO PLAY BABALOO!

Good evening ladies and gentlemen!

I hope you have a big bag of cans or a few pints of wine at the ready because things are gonna get pretty boozy.

Before cracking into it, all players must put their phones in the box. The first player to touch their phone at any time must move back to the start of the board. However, if a phone rings during play, whoever's turn it is may answer it and talk shite.

Play moves in a clockwise direction, starting with the youngest player. To begin, move forward one space from the Start position to the first Challenge square.

## Logistics

You can only attempt one challenge per turn. So, if you land on another Challenge square after completing a challenge, you don't pick up a card. But if you land on a Group Activity or Mystery square after a challenge, you do pick up.

If you land on a Group Activity or Mystery square when it is not your turn, you don't pick up a card right away. You wait until the start of your next turn, then you pick up the corresponding card and follow the instructions. After you've done that, you move forward one space to the next Challenge square and pick up a Challenge card.

*Capiche?*

## Squares

On Challenge squares, pick up either a mild, hot or spicy Challenge card and give it a lash. If successful, move forward one space for mild, two for hot or three for spicy. If you pass or fail on the challenge, you don't move and your turn is over. Choose carefully if your challenge involves another player, as if they refuse to get involved then you're goosed.

You may land on Group Activity or Mystery squares during the game. Here you draw the corresponding card and follow the instructions.

The presence of a ① in the bottom right corner of a card means that the challenge or rule lasts until your next turn. Unless otherwise stated, breaking a rule is punishable by taking a swig of booze.

## #Winning

The winner is the first player to reach the Finish line. Your reward for victory, as well as the satisfaction of knowing you're a proper loose bastard, is that you get to write up one of the blank cards in the box to add to the game for next time.

Submit your ideas for Challenge, Group Activity or Mystery cards to [www.babaloothegame.com](http://www.babaloothegame.com).

If we like your cards enough to include any of them in the game, we might even send you a free **Babaloo!** t-shirt.

Elaborating on basic gameplay rules is encouraged. Please drink responsibly!

**Go n-éirí an bóthar leat, a chara!**