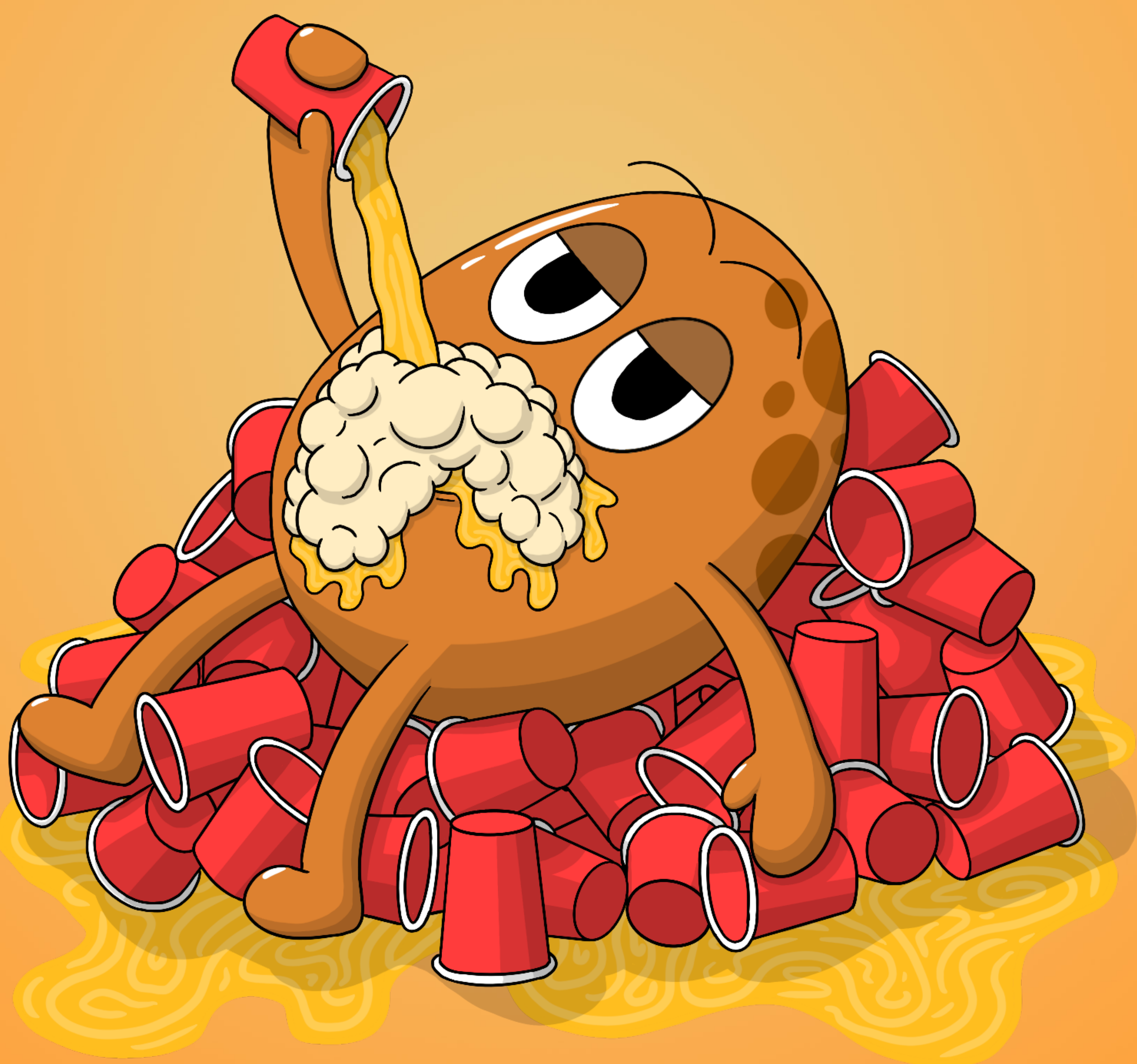


POTATATO PARTY

DESIGNED BY KEITH ENRICO



RULE BOOK

OVERVIEW

It's a wild Saturday night at Spud University. All the frat houses are trying to throw the biggest party on the block by bribing the Potato Partiers with their extravagant beer offers. Do you have what it takes to host the biggest, wildest party?

OBJECTIVE

Be the first player to reach a full final Floor. Note: depending on the amount of players, adjust this number accordingly using the chart below.

PLAYERS	3	4	5	6
FINAL FLOOR	5	4	3	2

EXAMPLE:

In a 4-player game, the game would stop when someone reaches a full fourth floor as shown below. This player would be the winner this game.



COMPONENTS

BOARD



X1

BEER CARDS



X60

=

X18

X15

X12

X9

X6

PLEDGE CARDS



X12

=

X6

X6

FRONT YARD & FLOOR CARDS



X24

X6

POTATO MEEPLES



X10

X10

X10

X10

X10

X1

POTATO SACK



X1

SETUP

- 1) Place the board in the middle of the table.
- 2) Deal all players a Restock Card and a Bribe Card. Place the remaining Pledge Cards back in the box.
- 3) Shuffle the Beer Cards and deal each player 5 cards. Place the remaining cards on the “Draw” space on the Board. Each player’s hand should now contain a Bluff Card, a Bribe Card, and 5 Beer Cards.
- 4) Let everyone pick their Front Yard Card. Place the remaining Front Yard Cards back in the box.

- 5) Shuffle the Floor Cards and deal each player one card face up for them to place on top of their Front Yard card. See example on the right. Place the remaining cards on the “FLOORS” space on the Board.



- 6) Make sure all the Potato Meeples are in the Potato Sack. Send the first wave of Potatoes down the street by blindly grabbing 2 Potatoes from the Sack and placing them on the “Group 1” space on the board. Then grab 3 to place on Group 2, and 4 to place on Group 3. Make sure to do this one Group at a time, so no one can choose which Potatoes go where.
- 7) If you grab the black Po-Po-Potato Meeple, put it aside and replace it with a new Potato from the Sack. Return the Po-Po-Potato back to the Sack once all Potatoes are on the Board.
- 8) Put the Potato Sack to the side of the board.
- 9) Once the Board looks similar to the example on the following page, you may now begin the game!

EXAMPLE BOARD SETUP:

Make sure the Beer Cards are face down on the Draw Space, the Floor Cards are face down on the Floors Space, and all the Potato Silhouettes are covered with colored Potatoes.



GAMPLAY

There are no turns in this game. Instead, everyone plays simultaneously in rounds. Here are the steps of a round:

- 1) Look at the Potatoes on the current Group that's up for grabs to see how badly you want them and how badly your opponents want them. The two Potatoes on Group 1 are up for grabs for the first round of every wave, followed by Group 2, then Group 3. After Group 3 goes, send next wave.
- 2) Everyone simultaneously plays ONE Pledge Card face down in front of themselves.
- 3) Everyone then simultaneously plays up to THREE Beer Cards (also face down) on top of their Pledge Card. Play one card at a time. You may rapidly play cards, but do not play 2 cards down in one hand motion.
- 4) Once everyone acknowledges that they are done playing Beer Cards, everyone flips their cards face up to reveal if they Bribe or Restocked, and how much Beer they played.
- 5) Depending on if you Bribe or Restocked, do the following:

IF YOU BRIBE

- 1) Add up the numbers in the top left of all the Beer Cards you laid down. That is how much beer you Bribed with.
- 2) If you Bribed with the most beer, take the Potatoes on the current Group and place them on your current Floor Card.
- 3) If you won the Potatoes, OR if you played three Beer Cards, discard those Beer Cards that were just played.
- 4) If you did NOT win the Potatoes and you played only ONE or TWO Beer Cards, take those Beer Cards back to your hand.
- 5) In the event of a **TIE**, the Potatoes on the current Group go back to the Sack and the players who tied discard the Beer Cards they played, regardless of how many were played.

EXAMPLE:

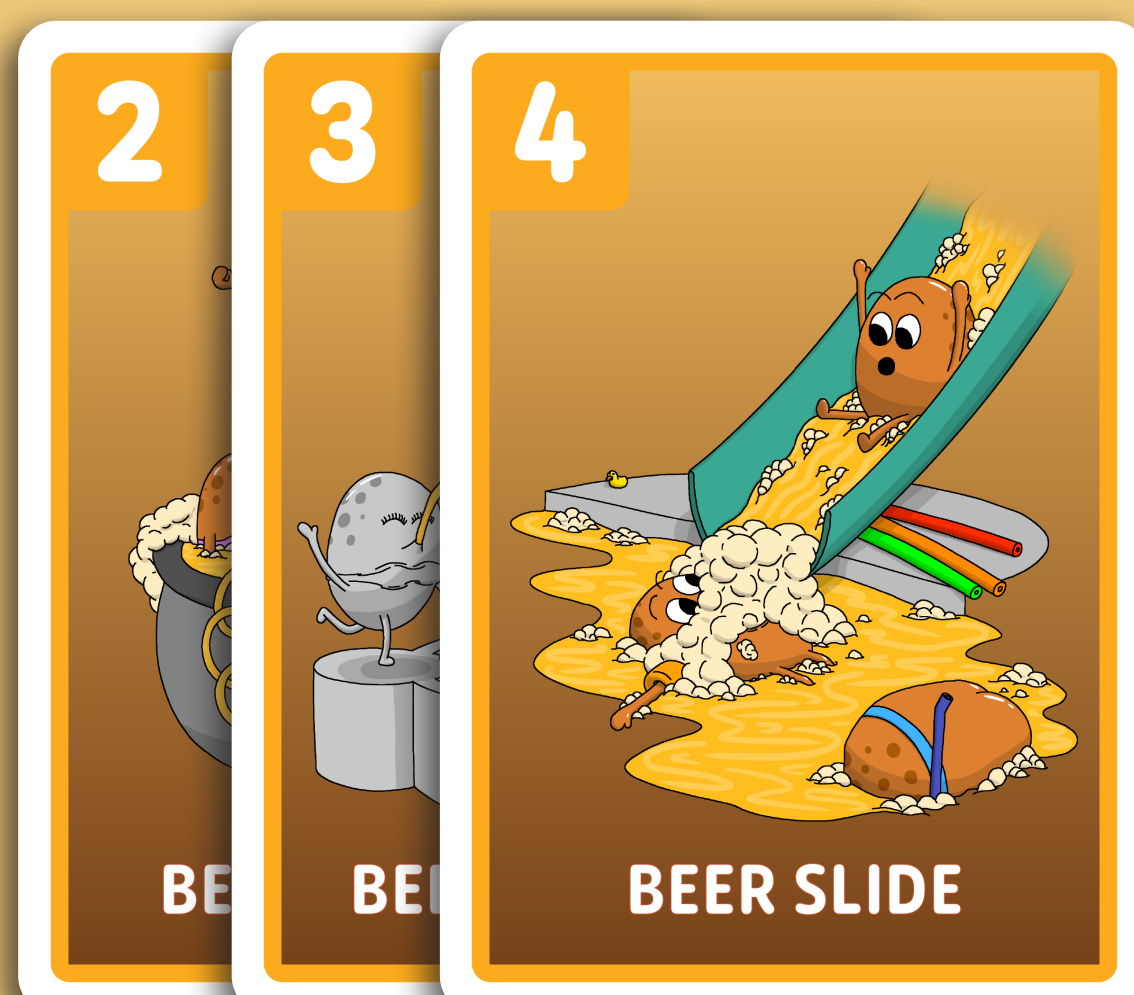
Player 1: Total Beer = 11

Player 1 takes the Potatoes and places them on their current floor. They also discard their played Beer Cards.



Player 2: Total Beer = 9

Player 2 discards their played Beer Cards since they played the max of 3 Beer Cards this round.



Player 3: Total Beer = 8

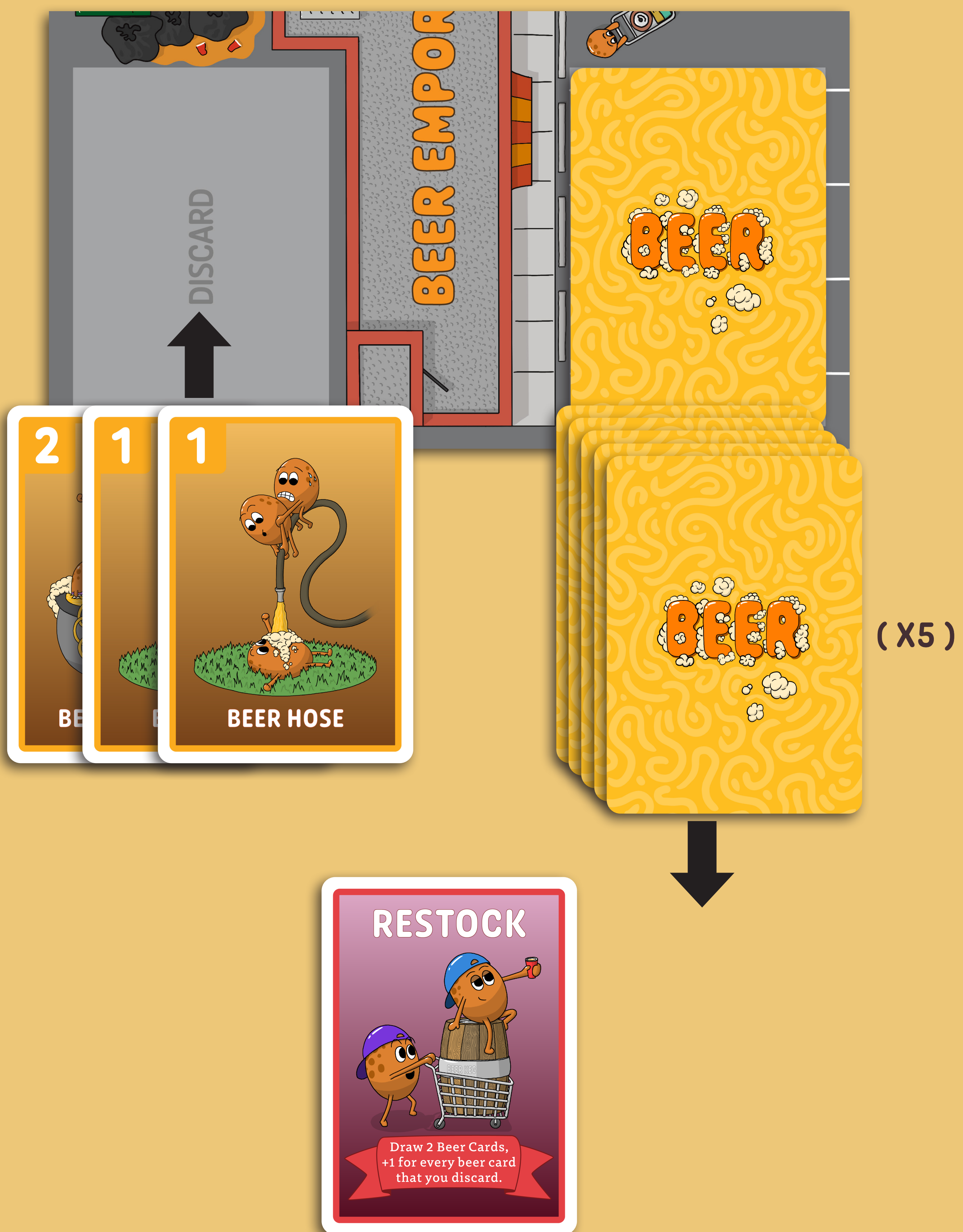
Player 3 returns their played Beer Cards to their hand since they didn't get the Potatoes and only played 2 cards.



IF YOU RESTOCK

- 1) Discard all Beer Cards that were played.
- 2) Draw 2 new Beer Cards, plus 1 for every card discarded. For example: if you played 3 Beer Cards, discard those and draw 5 new Beer Cards as shown below.
- 3) You may play the Restock Card and not play any Beer Cards.
- 4) In the event where EVERYONE plays the Restock Card, everyone discards all Beer Cards played and draws 2 cards.

EXAMPLE:



IMPORTANT NOTE

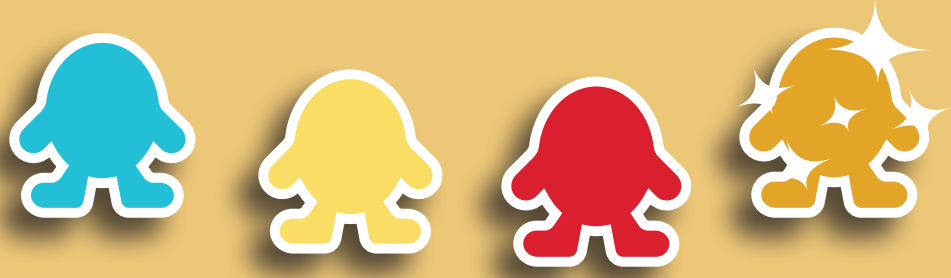
- 1) A card laid is a card played. Players may not take a card back to their hand once they play it on the table face down.

PLACING POTATOES IN PARTY

If you Bribe and win a Group of Potatoes, you place those Potatoes onto your current Floor Card. This action has rules:

- 1) Place the colored Potatoes on their corresponding colors indicated on your current Floor Card.
- 2) If you gain a gold Potato, you may place it on any colored space on your floor, but you may not move it once placed.
- 3) If you gain a Potato but don't have a spot for its color, place it in your Front Yard. This Potato can ONLY be traded.
- 4) If you fill a Floor and have extra Potatoes that don't fit, place those Potatoes in your Front Yard. These extra Potatoes cannot go into your next Floor.

EXAMPLE:



Step 1
Gain Potatoes



Step 2
Place Potatoes in Party

FILLING A FLOOR (RAISING THE ROOF)

- 1) Once all 5 spaces on your current Floor Card are covered, remove those 5 Potatoes and return them to the Sack.
- 2) Draw a new Floor Card and layer it on top of the Floor Card you just filled. Line up the bottom edge of the new card with the dotted line of the previous card to build your party up higher and raise the roof!
- 3) If you are the first player to fill your final Floor Card, you win the game! Any extra Potatoes left over in your Front Yard have no effect on this outcome.



Note: this red Potato cannot be placed into the Floor being added.

TRADING

The Potatoes in your Front Yard can be Traded at any point in the game. Here are the rules to follow for Trading:

- 1) You may Trade any number of Potatoes in your Front Yard for any number of Potatoes in another player's Front Yard.
- 2) You may Trade any number of Potatoes in your Front Yard for any number of Beer Cards in another player's hand.
- 3) You can Trade any combination of Beer Cards and Potatoes.
- 4) The players that are Trading must agree on which Potatoes and Beer Cards are being Traded before proceeding.
- 5) Potatoes Traded must immediately go into a player's Floor, NOT a Front Yard.

EXAMPLE:

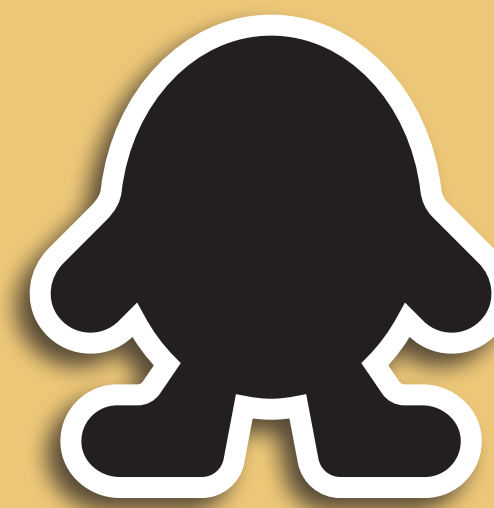


Player 1 (top) is giving Player 2 (bottom) 2 red Potatoes. Since Player 2 only has a yellow Potato for Player 1, Player 1 requests that Player 2 throws in one Beer Fountain Card and one random Beer Card to even out the trade. They agree on the trade and both benefit.



PO-PO-POTATO

The Po-Po-Potato (black Potato Meeple) manages how much Beer a player can hold in their hand. If the Po-Po-Potato is drawn, do the following:

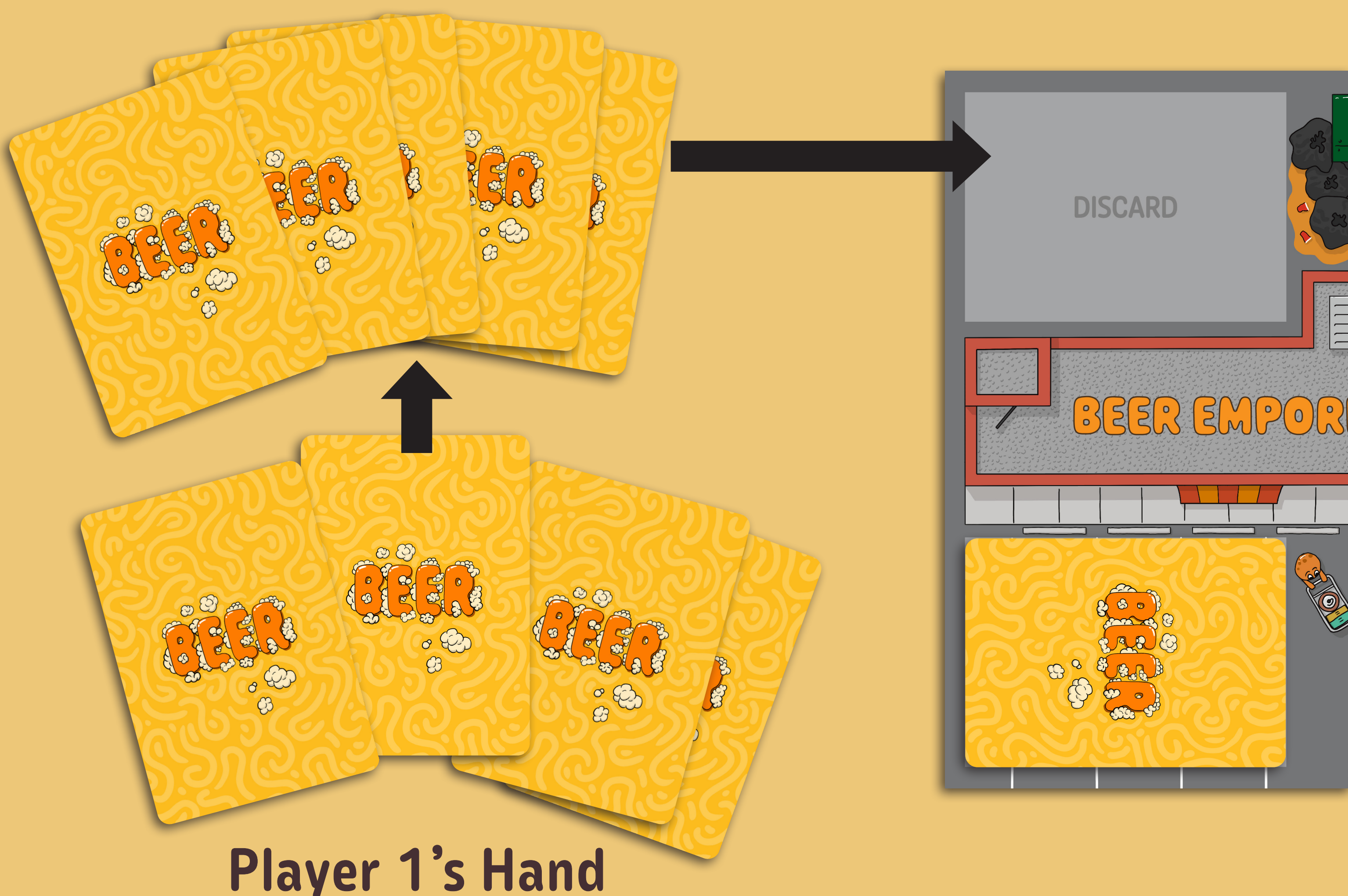


- 1) Everyone who has over 7 Beer Cards in their hand discards half of their Beer Cards **RANDOMLY**. If there is an odd number of cards, discard the larger half. For example, if a player has 9 Beer Cards, they discard until 4 remain in their hand, as shown below.
- 2) Once all players who exceeded 7 Beer Cards have been penalized, put the Po-Po-Potato to the side of the Board.
- 3) Draw another Potato to replace where the Po-Po-Potato would have gone.
- 4) Once the next wave of Potatoes have all been placed, return the Po-Po-Potato back to the Sack and continue the game.

EXAMPLE:

Player 1 had 9 Beer Cards when the Po-Po-Potato was drawn. They fan out their cards in front of them so Player 2 can randomly pick 5 of those cards to discard.

Cards grabbed by player 2



RULES REFRESHER

OBJECTIVE

Be the first player to reach a full final Floor. Note: depending on the amount of players, adjust this number accordingly using the chart below.

PLAYERS	3	4	5	6
FINAL FLOOR	5	4	3	2

SETUP

- 1) Deal everyone a Restock Card, Bribe Card, 5 Beer Cards, a Front Yard Card, and a Floor Card.
- 2) Fill the Groups on the Board with Potatoes, one Group at a time.
- 3) Mid-game: if the Po-Po-Potato is drawn, anyone over 7 Beer Cards discards half of those cards. The Po-Po-Potato is returned to the Sack after all Potatoes are on the Board.

GAMEPLAY

- 1) Simultaneously play one of your Pledge Cards face down.
- 2) Simultaneously play up to three Beer Cards face down.
- 3) Reveal what you played.
- 4) Player who Bribed with the most Beer wins the Potatoes on the current Group on the board.
- 5) Players who Restocked draw two Beer Cards, plus an additional Beer Card for every Beer Card played/discarded.
- 6) Extra Potatoes that cannot fit in your current Floor Card go to your Front Yard Card. These Potatoes can only go into other player's Floors through Trading.
- 7) Trading can happen at any moment in the Game.