

# Poop Poop



The nearby farmers are preparing to fertilise their fields, but to do so they need the help of all the farm animals. How? Each animal needs to eat, drink and ... poop, while the farmers simple need to collect it making sure their opponents don't get there before them.



A GAME BY Cinzia Praticelli and Andrea Torresin • ILLUSTRATIONS BY Cinzia Praticelli

## PURPOSE OF THE GAME

Collect all 5 of the poop cards ① of the 5 farm animals ②.

## GAME SETUP

Cut the 20 poop cards ③ into 5 decks (one for each type of poop) on the game board. Shuffle the other 52 cards ④ and deal 5 to each player, leaving the remainder of the deck face down on the board. The player who last used the bathroom starts first and then the game continues clockwise.



## GAME TURN

When it's the Player's Turn (PT) he can do one of the following three activities:

- 1) if he has a tris of an animal ②, food ⑤ and water ⑥ he can **produce a poop** ① (different from those he already has):
  - discard the 3 cards, placing them face up next to the deck
  - take the corresponding poop card ① from the relative deck
  - take 3 new cards from the deck
- 2) if he has a **special card** he can play it:
  - if he plays the **fly card** ⑦ he must identify the opponent he intends to steal the poop card from. If the opponent has a spray card ⑧, he can defend himself from the fly and the player's turn is over, and both players (PT and the opponent) after discarding their cards (fly and spray), take a new card. If, on the other hand, the opponent can not defend himself with a spray card, the PT can choose and steal a poop card (different from those he already has) and take a new card, after discarding the fly card
  - if he plays the **poop-shovel card** ⑨, this triggers a "poop storm" where heaps of poop are shovelled towards the neighbour, and so forth. The PT must indicate whether the poop cards rotate clockwise or counter clockwise. If a player (or more than one) has a wheelbarrow card ⑩, he can play it to protect himself from the poop storm and keep his poop cards. The PT takes a new card to compensate the discarded poop-shovel card, and so do the other players who played a wheelbarrow card
  - if he plays the **broom card** ⑪ he must identify the opponent he intends to sweep the poop card from. The PT selects the poop card to be eliminated and then takes a new card, after discarding the broom card, whilst the opponent has no way to "defend" himself
- 3) if the player can not produce a poop or play a special card, he **discards 1 or 2 cards** and takes the same number from the deck

### How to produce a poop



### Special cards



## END OF THE GAME

The game ends when a player, the winner, has all the 5 different poop cards ① in his hand.

## REMARKS

- The food/water card ⑫ is a Jolly that can be used as either a food or water card as required. Likewise, the fly/poop-shovel card ⑬ is also a Jolly that can be used either as a fly or poop-shovel card.
- When the deck finishes, shuffle the cards with all the discarded cards to continue playing.
- When there are 5 or 6 players, it is recommended not to use the broom card ⑪ otherwise the game will be very long. Note that it is not possible to produce a poop if all the 4 poop cards are held by other players.



## CONTENT:

- 72 cards
- 1 instruction manual



LUDO ERGO SUM

Produced by:  
CreativaMente srl  
Via A. Volta, 69  
20863 Concorezzo (MB) Italy

