

BAG OF BUTTS



2-4

20

10+

In a Buttshe!l

Bag of Butts is a "push everybody's luck game." When it is your turn to draw all the bag butts from the butt bag, you choose how many butts you want to draw per butt group. It is your goal to draw at least one butt group that earns you more butt points than you are simultaneously handing out to the other players. Choosing the lesser evil can be pretty tricky, even more so once the special butts get thrown in the mix.



When it is your turn, you announce how many butts you want to draw for which butt group before your first draw. Then you draw exactly three butt groups from the butt bag. Once you have drawn all the butts from the butt bag, you choose which one butt group you want to score. Not only you yourself though but everybody will get butt points for each of their butts in the butt group that you are scoring. The next player will then add a random special butt to the butt bag before they, too, draw all the butts. These change the game up a little bit, more importantly, each player butt is also worth an additional butt point for each special butt that is in play.

Once you reach at least 28 butt points, the game ends with the next reset. A reset happens either because a player decides against adding another special butt to the bag or because there happens to be one or more special butts in each of the three butt groups that a player draws. Just because you are the first player who reaches 28 butt points does not necessarily mean that you will actually win the game.

Components & Setup

12 player butts

1 butt bag



Take all three player butts of one color each. Put one of your player butts in front of you to show your player color. Put your other two player butts into the butt bag. If you are fewer than four players, throw one player butt of each unused player color back into the box but add the remaining two player butts to the bag.

6 special butts



Place the **six special butts** wherever they are within easy reach for everyone.

1 butt point pad + 1 pencil



If you will be the scorekeeper, take the **butt point pad** and **pencil**.

Decide on a starting player. You will take turns, one after the other, in clockwise order.

One Turn

If it is your turn, you **draw three times to draw all butts** from the butt bag. Before you draw the first butt group though, **announce how many butts you want to be in the first butt group and also how many you want to be in the second butt group**. The third butt group will automatically consist of all butts left over from your first two draws. A butt group can never consist of zero butts.

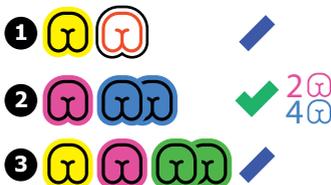
Once you have drawn all three butt groups, **decide which one butt group you want to score**. You can decide to score a butt group without any of your own butts. **You can not score a butt group that consists solely of special butts**. Also, you can not decide not to score any butt group at all.

If you are fewer than four players, you can pick a butt group that only has player butts in it that do not belong to any player. If you do this, nobody will earn butt points.



For each player butt of theirs in the butt group that you score each player (not just you) will earn one butt point, plus one additional butt point per special butt that was already in the butt bag (not just in the butt group that you are scoring).

Example: Ali's player color is pink. It is his turn, the second turn of a four-player game. (There are nine butts in the butt bag, all eight player butts and one special butt.) He announces, "Two, three, the rest!" These are the butt groups Ali draws:"

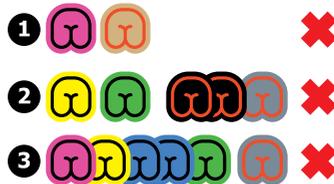


He could score any of these three butt groups. (None of these butt groups consists solely of special butts.) However, for the first butt group he would not earn any butt points, while giving two butt points to the yellow player. Instead, Ali could earn two butt points for scoring either the second or the third butt group. He would rather hand out four butt points to the blue player than two to the yellow player plus four to the green player though. Ali decides to score the second butt group.

Resets & Next Player

If you ever draw three butt groups that each include one or more special butts, an automatic reset happens. If an automatic reset happens, **nobody earns any butt points** that turn. Before you put the player butts back into the butt bag (for the next player), **remove all special butts** that were already in the butt bag up to this point. Return them to wherever they are within easy reach for everyone.

Example: It is Bella's turn. She announces, "Two, five, the rest!" These are the butt groups she draws:



There are special butts in all three butt groups. An automatic reset happens. Bella does not get to score any butt group. (Each scored player butt would have been worth six butt points.) Instead she returns the five special butts to the one remaining unused special butt and only puts the player butts back into the butt bag.

After either scoring or an automatic reset, it is the next player's turn. If an automatic reset did not just happen, the next player can voluntarily reset instead of simply playing their turn. **If the next player wants a voluntary reset, they remove all special butts from the butt bag** (and return them to wherever they are within easy reach for everyone) before they play their turn. **If the next player does not want a voluntary reset, they add one additional random special butt to the butt bag** before they announce how many butts they want to be in which butt group.

As each consecutive turn without a reset (of either kind) raises the value of each scored butt by one butt point it is fairly unusual for players to want a voluntary reset until late in the game.



One fairly easy way to determine randomly which special butt to add to the butt bag before you draw is to take all special butts that are still available into both hands, shake them, and let one special butt fall out.



Special case: It can happen that you run out of special butts to add to the butt bag. In this case, the next player does not have to add a special butt at the beginning of their turn. The value of each player butt in the butt group that this player scores will still be one butt point higher than the previous turn (i.e. eight butt points, nine butt points, and so on).

The End

Once the first player reaches 28 or more butt points, the game ends with the next reset (of either kind). Whoever has the most butt points then wins.

In case of a tie, the tied players play one quick additional game until the first reset (of either kind). The tied player who would have been next to play during the regular game is the starting player for the tiebreaker game. Whoever has the most butt points at the end of the tiebreaker game wins. In case of another tie, all tied players win.

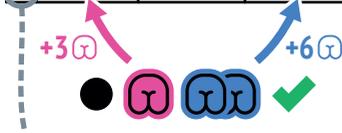
Butt Point Pad

Example: This is a three-player game. It is Eddy's turn, the third turn of this game. So far, there has been no reset in this game, i.e. there are two special butts already in the butt bag.



Eddy decides to score a butt group with one pink player butt (Cole's) and two blue player butts (Eddy's own). Cole already had two butt points, earns three, which comes to five butt points total. Eddy did not have any butt points yet, earns six butt points this turn.

	COLE	DARLA	EDDY
1	2	1	X
2	X	3	X
3	5	X	6



The first column shows that each player butt in the scored butt group earns its player three butt points this turn.

By the way, you can download additional butt point pad sheets online.



Special Butts

"No Touchy Butts"



If there is a black special butt or if there are both black special butts in a butt group, **you can not score this butt group**. Score another butt group instead.

"Bonus Point Butts"



For each gray special butt in a butt group that you score each player (not just you) will **earn one bonus** (i.e. additional) **butt point per player butt** of theirs in this butt group.

"Extra Turn Butt"



If the white special butt is in a butt group that you score, you **take an additional turn directly after your current one**. You can take multiple additional turns in a row, if you keep on scoring butt groups that include the white special butt.

Do not forget to add another special butt to the butt bag before you take an additional turn. You can not decline an additional turn, if you score a butt group with the white special butt in it.



"Catch up Butt"



If the khaki special butt is in a butt group that you score, it **counts as a (-n additional) player butt of the player who had the fewest butt points at the start of your current turn**. In case of a tie for fewest butt points, the khaki special butt counts as a player butt of each tied player.

Example: It is Frida's turn. Her player color is pink. Currently, she (alone) has the fewest butt points. These are the three butt groups that she draws:



Frida can not score this butt group because of the black special butt ("no touchy butt").



There is no special butt in this butt group. It is the reason there is no automatic reset. Frida does not want to score this butt group though as she would hand out six butt points to the yellow player (one yellow butt) and twelve butt points to the green player (two green butts) without earning any butt points herself.



Frida scores this butt group.

16
16

As she currently has the fewest butt points the khaki special butt ("catch up butt") counts as one of her own player butts. Combined with her regular pink player butt that is two of her player butts in this butt group (→ 2 x 1 butt point = 2 butt points). This turn, there are already five special butts in the butt bag (→ 2 x 5 additional butt points = 10 butt points). Both gray special butts ("bonus point butts") are in this butt group (→ 2 x 1 bonus butt point + 2 x 1 bonus butt point = 4 butt points). She earns (2 + 10 + 4 =) 16 butt points.

She also hands out 16 butt points to the blue player (two blue butts).

Since the white special butt ("extra turn butt") is in this butt group, too, she will take an additional turn. Frida will add another random special butt before announcing how many butts she wants to be in which butt group.



Art.Nr. 2101 400

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