

THIS GAME IS SHIT

INFO

ages 10 and up
2 to 6 players
15 minutes per game

Contents

1 deck of 86 action cards
1 deck of 25 poop cards
6 summary cards
this rulesheet

If you don't feel like consulting this rulesheet, just scan here for a videotutorial and much more.

INTRODUCTION

THIS GAME IS SHIT is the card game where you force your opponents to poop themselves. There are two decks of cards: the **POOP CARDS** deck and the **ACTION CARDS** deck.



This is a Poop Card



These are Action Cards

Use your Action Cards and make your opponents draw Poop Cards until they reach **CRITICAL MASS**. If you succeed and your opponents can't properly get rid of their Poop Cards, they will poop their pants and be eliminated. You win if you can eliminate them all before you reach Critical Mass.

PREPARATION

To play right away, simply follow these steps as you go through your first game:

- 1 Take out the six "Granny's Remedy for all Ills" cards, deal one to each player and remove the remaining ones from the game.
- 2 Separate the Poop Cards from the Action Cards, creating two separate decks.
- 3 Place the Poop Cards deck face up in the centre of the table; this deck will be called the **PILE OF POOP** and will be common to all players.
- 4 Now shuffle all Action Cards and **DEAL OUT 5 EACH**, face down. You can also distribute a Summary Card to each player.
- 5 Place the deck with the remaining Action Cards face down in the middle of the table; this deck will be called the **DRAWING DECK**. Remember to leave some space on the table for a discard pile.

Let's start playing!

THE PLAYER WHO POOPED LAST GOES FIRST. The game then proceeds clockwise.

AN UNSOLICITED CURIOSITY

Did you know that there is a scale which classifies the shape and consistency of poo? It is called the Bristol or Meyers' scale, and it is as disgusting as it sounds. Now you have a wonderful anecdote for the next dinners with family and friends – you're welcome.

ROUNDS

Each round consists of three phases: the **CHOICE PHASE**, the **GAME PHASE** and the **SOLVING PHASE**.

1. CHOICE PHASE

Look at your cards. At the beginning of each round, choose what to do: **RELOAD** or **PLAY**. Remember, if you decide to reload, you must declare your choice to your opponents **BEFORE** drawing your cards.

- If you choose to **RELOAD**, take as many cards from the Draw Deck as necessary to have 5 cards in your hand again (e.g. if you have 2 cards in your hand, draw 3); then go directly to the Solving Phase.
- If you choose to **PLAY**, draw 2 cards from the Draw Deck, choose one and discard the other, placing it face up on the discard pile; then go to the Game Phase.

WHAT IF THE DRAWING DECK RUNS OUT?

Many cards are discarded in this game, but don't worry – if the Draw Deck runs out, take the last played evacuation card and keep it in the discard pile in case someone wants to use a "Cut the line" card. Then shuffle the other discarded cards (this excludes the cards removed from the game) and place them face down to create a new Drawing Deck.

2. GAME PHASE

If, during the Choice Phase, you decided to play, after drawing you may proceed with your turn. Play as many cards from your hand as you want, with two limitations:

- You may only use one **INTESTINAL ATTACK** per opponent.
- If an opponent already has a **VIRUS CARD** in front of them, you may not play another one against them.

When you play a card whose action is immediate (e.g. **MORNING COFFEE**), apply its effects and place it directly on the discard pile.

If the card's action has a delayed effect (e.g. **LIQUID LAVA**), place it in front of the opponent you want to target.

Some cards indicate that they must be removed from the game after using them (e.g. **APPLESAUCE**); if that is the case, do not discard the card, but set it aside until your next game.

At the end of your turn, you may have a maximum of 6 cards in your hand; if you have more, make the most of them or you'll have to discard them.

3. SOLVING PHASE

Before the end of your turn, you have to solve the effects of the cards placed in front of you. For example, you may have to discard your **PROBIOTICS** or draw Poop Cards due to the effect of a **VIRUS CARD**.

At the end of the Solving Phase, **YOU MAY HAVE A MAXIMUM OF 6 CARDS IN YOUR HAND**; if you have more, choose the ones you want to discard.

Once your Solving Phase is over, your turn ends and the next player's turn begins.

FINAL PHASE

In games of 3 to 6 players, when there are only two players left in the game or as soon as the Drawing Deck runs out and the discard pile is shuffled to create a new Drawing Deck, you enter the **FINAL PHASE**.

During the Final Phase, you can be even more ruthless and play **MORE INTESTINAL ATTACK** against each opponent.

If you are in a **2-PLAYER GAME**, the Final Phase only begins when the Draw Deck ends and the discard pile is shuffled.

ELIMINATION/END OF GAME

If a player reaches **CRITICAL MASS**, that player is immediately eliminated, even if Critical Mass is reached during somebody else's turn.

When a player is eliminated, they discard all cards in their hand and those placed in front of them and place the Poop Cards back in the Pile of Poop.

For games with standard rules, the Critical Mass corresponds to **5 POOP CARDS**.

If you want your game to be even quicker and harsher, you can reduce the number of Poop Cards needed to reach Critical Mass – this is not recommended for games with more than 4 players.

Obviously, **THE LAST ONE LEFT IN THE GAME WINS!**

IN THE EVENT OF A TIE

It is very rare yet possible for the game to end with all the last players eliminated in a single round. In that case, the last player to draw Poop Cards wins (see Stomach Flu Card).

QUICK START GUIDE

Deal 1 "Granny's remedy" each, remove the others, then shuffle the Action Cards and deal 5 each

Create the Drawing Deck and the Pile of Poop

At every turn, choose if you want to

PLAY
Draw 2 cards, keep one and discard the other

Play as many cards as you wish, but remember:

- you can only play one Intestinal Attack Card against each opponent
- you can't play a Virus Card against an opponent who already has a virus card in front of them

Check the cards placed in front of you and apply their effects

If you have more than 6 cards in your hand discard any extra card in your possession. Now it's the next player's turn

At this point, just read the "FINAL PHASE" and "ELIMINATION/END OF GAME" sections

ACTION CARD LIST

(consult this section only if you have doubts about the functioning of any card)

Each Action Card is characterised by a name, an illustration, details of the action it allows you to perform, a description and a section containing the type and mode of use. The colour of the card is always linked to its type.



Below you will find all the Action Cards in the standard deck, **EXCEPT FOR A SPECIAL ONE** – so as not to spoil the surprise.

INTESTINAL ATTACK cards

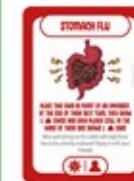


Morning Coffee

Outrageously Milky Milkshake

Play this card during your turn to force an opponent to immediately draw the number of Poop Cards indicated in the effect. In each turn you can play only one Intestinal Attack Card against each opponent, unless you are in the final phase: in that case let hell loose.

VIRUS cards



Stomach Flu

During your turn, you may place this card in front of an opponent who does not already have a Virus Card in front of them. At the end of their next turn, that player must draw 2 Poop Cards and the players on either side of them must draw 1 (if a player on the target opponent's side has been eliminated, the card affects the next player, possibly including the one who played the card). The order in which Poop Cards are drawn is as follows: the player on the turn draws first, then the player to their right and lastly the player to their left.



Liquid Lava

During your turn, you may place this card in front of an opponent who does not already have a Virus Card in front of them. At the end of each of their turns, for the next 4 turns, they must draw 1 Poop Card. To keep track of the number of turns, the card can be turned 90° clockwise; when it comes back straight, it is time to discard it.

INSTRUMENT cards



6000-Ply Toilet Paper

When you play this card, draw a number of cards from the drawing deck equal to the number of players plus one (do not count eliminated players). For example, if there are still 4 players in the game, draw 5 cards. Keep 2 cards for yourself and deal the others to each player, one each, choosing to whom you give each card.



Out of Order

Use this card immediately after one of your opponents has played an Evacuation Card to cancel the effects of that card. If you are too slow and your opponent has already played another card in the meantime, you cannot play your "Out of Order" card. You must have quick reflexes!



The Plunger

Use this card to take a random card from your opponent's hand. That's it.



Cut the Line

Use this card at any time, even during your opponent's turn - even after you have been declared the target of an attack. You may retrieve the last Evacuation Card in the discard pile and use it immediately. You cannot scroll through the discard pile to see which Evacuation Card you will find. If you use this card and there are no Evacuation Cards in the discard pile, it will be wasted.

EVACUATION cards



The Hole in the Floor

The Porcelain Throne

Play this card during your turn in order to discard the number of Poop Cards indicated in the effect. You may play more than one in each turn.

REMEDY cards



Applesauce

Use this card when an opponent plays an Intestinal Attack Card against you, thus cancelling its effects. It does not work against Virus Cards. Once used, remove the card from the game and set it aside until the next game. If you discard this card during the Choice Phase or after your elimination, place it on the discard pile.



Probiotics

During your turn, you may place this card in front of you. Until the end of your next turn, opponents may not play Intestinal Attack Cards against you. This card does not work against Virus Cards. If an opponent plays an Intestinal Attack Card against you while you are protected, return it to them and tell them to pay more attention.



Loperamide

During your turn, you may place this card in front of you. Until the end of your next turn, opponents may not play Virus Cards against you. This card does not work against Intestinal Attack Cards. If there is already a Virus Card in front of you, place this card in the discard pile along with the Virus Card. If an opponent plays a Virus Card against you while you are protected, return it to them and tell them to pay more attention.



Granny's Remedy for all Ills

At the beginning of the game, deal 1 "Granny's Remedy for all Ills" to each player, then remove the remaining "Granny's Remedy" cards from the game. You can use this card when an opponent plays an Intestinal Attack Card against you to try to cancel its effects. In that moment, your fate will be in the hands of chance. It does not work against Virus Cards. Once used, remove the card from the game and set it aside until the next game. If you discard this card during the Choice Phase or after your elimination, place it on the discard pile.

WHEN TO USE

Different cards can be played in three different moments of the game:



Play during your turn



Play anytime



Play in response to another card



HOW TO PLAY ON TABLETOPIA

On TABLETOPIA you can play THIS GAME IS SHIT for free with a set-up of 2 to 4 players.

This guide lists the main functions of Tabletopia, which are useful for managing the main game mechanics.

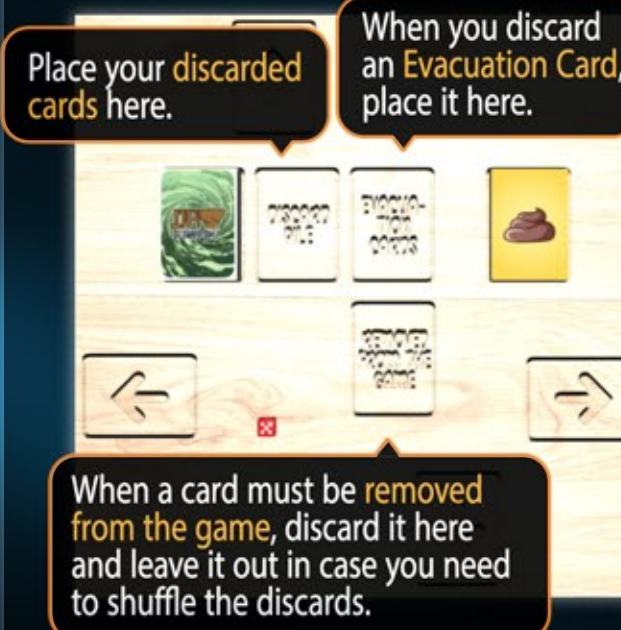


Double-click with the left button
By double-clicking, cards are zoomed in and can be read more easily.

WHAT TO DO DURING YOUR TURN
CHOICE PHASE: choose if you want to PLAY or RELOAD
• PLAY: draw 2 cards. Keep 1 and discard the other.
Then go on to the GAME PHASE.
• RELOAD: draw cards until you have 5 in your hands.
Then go straight to the SOLVING PHASE.
GAME PHASE: play as many cards as you wish, but remember:
• You can only play 1 Intentional attack against each of your opponents.
• You can't play 1 Virus card against an opponent who already has one in front of them.
SOLVING PHASE: the effects of the cards placed in front of you are activated and your turn ends. You can have up to 6 cards in your hands; discard any extra card.
CARD TYPES
Intentional attack
Evacuation card
Remedy card
Virus card
Toilet card
Poop card
WHEN TO USE
Play during your turn
Play in reaction to another card
Play anytime

This is your **Player's Area**. Here you can place your cards. They will automatically right themselves so that they can be read more easily. For a better playing experience, we recommend that you "**take your place at the table**" by rotating the camera so that your Player's Area is straight ahead. To do this, **hold down the right button and rotate the mouse** to the ideal position.

MAIN ACTIONS



DISCARDING A CARD

In the online version of This Game Is Shit, there are three places to discard cards, to make things easier:

- The discard pile
- The pile of cards taken out of the game
- The Evacuation Card pile

In the physical version of the game, there is no Evacuation Card pile, but its use makes it easier to apply the effects of the "Cut the Line" card.

PICKING UP A CARD

Whenever you need to pick up a card, simply select it by clicking on it with the left mouse button and, holding it down, drag the card down until a blue line appears, as in the image on the side.

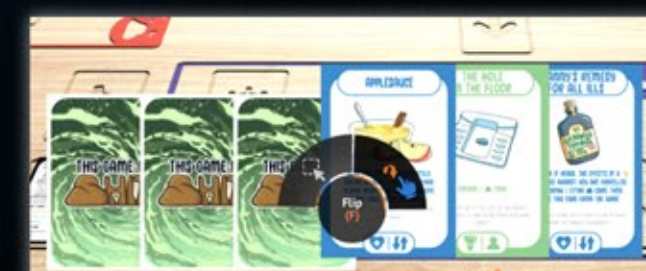


ADDING A CARD TO A PILE

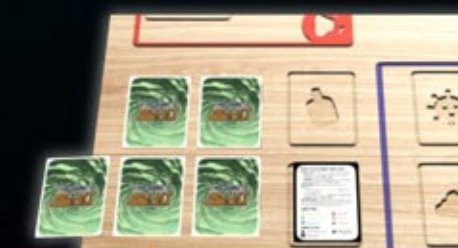
To add a card to a pile, you have to drag it onto it, waiting for the cards underneath to glow orange.

STEALING A CARD FROM AN OPPONENT'S HAND

If you use the card called "The Plunger", you will draw a card from an opponent's hand. To do this, decide which opponent you will steal a card from. They will have to select cards from his hand, turn them over and lay them on the table so you can pick one up. If you find the process too cumbersome, in the online edition of This Game Is Shit you can replace the effect of "The Plunger" with the following: "Draw a card from the Draw Deck".



Left-click to select each card. Each selected card appears slightly higher than those not selected. Then use the F key to flip them over.



Trascinale e rilasciale in un punto defilato per evitare che vengano capovolte in automatico (anche leggermente fuori dal tavolo).