

BUTTS
*in*SPACE™

The Card Game



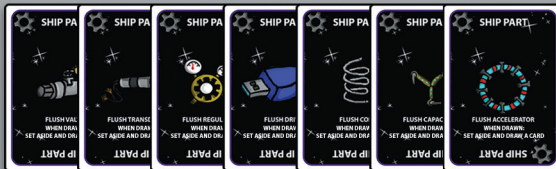
Rule Booklet

How to Win

The winner is the player with the most sets of toilet paper when the game ends.



The game ends when all 7 spaceship parts have been drawn from the deck.



In the event that multiple people have the same number of sets, the one with the most points wins.

- Common TP - 1 point per set
- Rare TP - 2 points per set
- Mythical TP - 3 points per set



Setup

Place a butt character card face up on the play area in front of each player.

- **If there are less than 4 players, place the extra butt character cards on the play area as if they were in use.**



Shuffle the remaining cards and place them face down to form the draw pile. The player with the biggest butt goes first.

On Your Turn

Draw from the draw pile until you have 6 cards in your hand. If you already have 6 or more cards, draw 1 card.

There are two types of cards that must be played immediately after drawing your hand. Asteroids and Ship Parts.



When an asteroid card is drawn, you must lay it in the discard pile and give every other player a card from your hand.



When a ship part card is drawn, lay it face up on the side of the play area and draw another card.

Now you may play other cards from your hand. There is no limit to the number of cards you can play per turn.

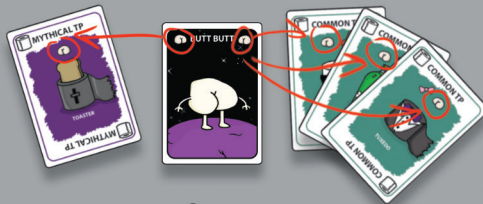
- **Action cards are played by discarding them to the discard pile.**



- **Toilet paper cards are played by laying a completed set face up in front of you.**
- **A completed set consists of 1 mythical, 2 rare, or 3 common toilet paper.**



- Each toilet paper in a set must also have the symbol on your current butt character card in order to play it.



Bow Butt -



Classy Butt -



Hairy Butt -



Butt Butt -



- A maximum of one toilet paper card in a common or rare set can be replaced with a wild TP card.



- Some toilet paper cards have actions that you must perform when you lay them down in a set.



If the butt character cards are rotated, any completed toilet paper sets you've laid down remain yours and count toward your final score.

Your turn ends whenever you decide to stop playing cards from your hand. You do not discard when ending your turn.

Underwear

The underwear card can be played at any time on anyone's turn. It is used to protect you from the effect of any other card that involves you.



For example, if a player uses a red crystal on you to steal a card, underwear will prevent you from losing a card. If a power fart rotates the butts, underwear will prevent your butt from rotating. Etc.

Action Cards

Green Crystal

Draw two cards and then discard two cards.



Red Crystal

Steal a random card from a player of your choice's hand.



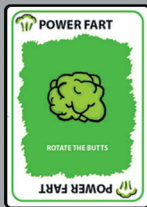
Confusion

Everyone gives you their hand and you shuffle them together with yours. The shuffled cards are then dealt back out to the players.



Action Cards

Power Fart



Rotate the butt character cards in the direction of your choosing.

Crate



Look at another player's hand and take a card of your choosing.

Evil Butt



There are two types of Evil Butt cards:

- Steal a TP set from a player
- Steal a random TP from everyone's hand.

Action Cards

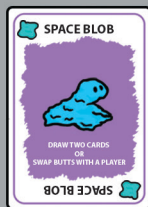
Boob Butt

Skip a player of your choosing's next turn.



Space Blob

Draw 2 cards or swap butt character cards with another player.



**Contains 120 playing cards, including:
4 butt character cards, 7 spaceship part cards,
3 crate cards, 4 space blob cards, 3 evil butt
cards, 3 boob butt cards, 4 asteroid cards,
6 green crystal cards, 6 red crystal cards,
7 power fart cards, 4 underwear cards,
3 confusion cards, 8 wild tp cards, 18 rare tp
cards, 36 common tp cards, and 4 mythical tp
cards.**



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