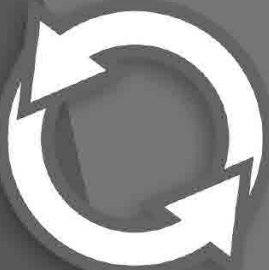


Reverse!

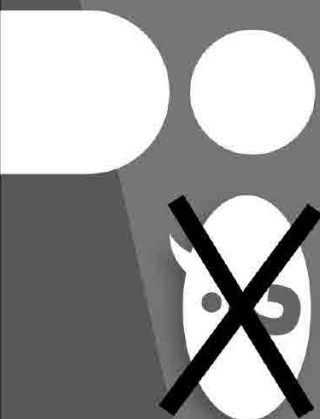
Every time any number is rolled twice in a row, the play is reversed, and the person who *would have* gone next gains 1 Point.

Note: This does not apply during challenges



Don't Ask!

If a player asks a question, they must first exclaim, "Inquiry!" and have both arms up in the air. If they ask a question without first doing both of these things, they lose 1 Point.



Slap This!

If a 4 is rolled to move, everyone must *gently* slap* this card. Last person to lightly slap it loses 1 Point.



**During playtests, the cards and game pieces flew everywhere because people were slapping the card so quickly and with so much force.*

NR:c

Taxation!

If a 1 is rolled to move, everyone must put 1 Point into the middle of the board. The next time a 1 is rolled, draw the top *All Play* card. Everyone must play. The winner gets all of Points in the middle. This supersedes the rewards/penalties described on the *All Play* card.



Codeword!

Whoever draws this card chooses a word; any word. That is now the Codeword. Roll a die.

That number is the Buzz Number. Whenever the Buzz Number is rolled to move, the first person to exclaim the Codeword gets 1 Point.



Handshake!

If you roll a 5 on your turn, you must shake the hand of the player to your left*. If they don't shake your hand by the time the next player rolls to move, you lose 2 Points. This is done only by the player who rolled the 5.



**If the player to your left refuses to shake your hand, you take 1 Point from them and lose nothing.*

NR:a

Shhhhhhh!

Designate an object as the "Talking Totem." Every time a 6 is rolled to move, everyone must not speak, unless they are touching the Talking Totem. This is in effect until another 6 is rolled. Lose 1 Point for every time you speak when you shouldn't.

Note: This does not apply during challenges that require players to speak, or while reading a card.



NR:d

Make Noise!

Whoever draws this card chooses a sound; any sound*. Whenever a 4 is rolled to move, the first player to make that sound gains 1 Point.

**A "Sound" is anything that isn't considered a word*



High-Five!

If a 2 is rolled to move, the first two players to high-five each other both get 1 Point.



Teamwork!

Whenever a 2 is rolled to move, the first two players to say the phrase, "Give us those Points!" at the same time both get 1 Point.

"Give us
those Points!"



NR:d

Fist Bump!

If a 2 is rolled to move, the first two players to give each other a fist bump both get 1 Point.



Sizin' Up!

Before you move your piece, you must say, "Small," "Medium," or, "Large." You may not repeat the word the previous player said. If you do, you Lose 1 Point.



No Touchy!

No one is allowed to touch any dice. If you need to roll, you must find a way to roll them without your hands. Lose 1 Point for every single die you touch.

Note: This does not apply during challenges



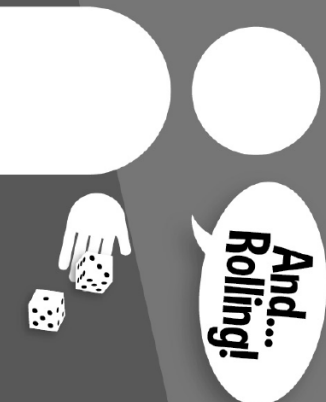
NR:b

And...Rolling!

Every time you're about to roll, you must first exclaim, "And...Rolling!" If you don't, you lose 1 Point.

Note: This does not apply during challenges

And...
Rolling!



Hand Slap!

Whenever a 3 is rolled to move, slap the Left hand of the player to your immediate Right. First person to do this gets 1 Point.



Accents!

Everyone has to speak in an accent and/or voice that is not their own. Lose 1 Point for every time you don't speak with an altered accent/voice. If you're bad at it, great! It'll be more fun for everyone.

Crikey! Blimey!
Oi, Mate!



Haha.

On your turn, you must, at some Point, make direct eye contact with some other player and say, "Haha." without laughing or smiling. If you forget to do this, or break face, you lose 1 Point.



Note: You may not refuse eye contact with the player who has to say, "Haha."

whispers

Every time a 1 is rolled to move, everyone must only speak in whispers. This is in effect until another 1 is rolled. Lose 1 Point for every time you speak over 50 decibels*.

Note: "Speak" refers to spoken words; not sounds, such as laughs, coughs, sneezes, or "Ahi"s.



**the specific dB level is primarily a joke; just don't get too loud.*

Hand Hat!

Whenever a 5 is rolled to move, the first player to put both of their hands on their head and say "Hand Hat!" gets 1 Point.



Double Tap!

Every time you're about to roll, you must first tap the die/dice twice on the table.

Note: This does not apply during challenges



No You!

Every time a 6 is rolled to move, players are no longer allowed to use the words:

"You," "Your," or "Yours"

This is in effect until another 6 is rolled. Lose 1 Point for every time you utter the forbidden words



Note: This does not apply while reading cards.

MwaHaha!

Whenever you beat someone in a challenge (either All Play or 1v1), you must do your best evil laugh. If you forget to do this, you lose 1 Point.



Nose Goes!

Whenever a 3 is rolled to move, everyone must touch their nose and exclaim, "Nose Goes!" Last person to do this loses 1 Point.



Nicknames!

You may no longer use any of the names of the players when referring to them. You must, instead, come up with a nickname for each of them. If you use someone's real name, you lose 1 Point.



1v1: Fictional Scenario

Who would be best prepared for a Nuclear War? Going back and forth, both players give two succinct (3-15 words) argument points for why they would be more prepared. The Challenger gives their first point, then it alternates. All other players then vote on who wins. Winner gets 3 Points; Loser loses 1

Note: There are no rebuttals in this debate; only two positive points.

1v1: Fictional Scenario

Who would best survive a Zombie Apocalypse? Going back and forth, both players give two succinct (3-15 words) argument points for why they would survive. The Challenger gives their first point, then it alternates. All other players then vote on who wins. Winner gets 3 Points; Loser loses 1

Note: There are no rebuttals in this debate; only two positive points.

1v1: Insult the Table

Both players come up with an insult for the table on which the board is placed. All other players then vote on who had the best insult. The Challenger goes first, then the Challenged. Winner gets 3 Points; Loser loses 1

Note: Instead of the table, you may insult each other. Both players must consent to it. Don't be a meany.

1v1: Coolest Eyes?

Both players show their eyes to everyone else. All other players then vote on who has the coolest eyes. Winner gets 3 Points; Loser loses 1

Note: The coolest eyes. Not "Nicest" or "Prettiest" eyes. Coolest.

1v1: Who Has The Best Toes?

Both players show their feet to everyone else. All other players then vote on who has the best toes. Winner gets 3 Points; Loser loses 1

Note: You are voting on toes specifically, and not feet in general.

1v1: Kindergarten Insults

Both players come up with a kindergarten insult. All other players then vote on who had the best insult. The Challenger goes first. Winner gets 3 Points; Loser loses 1

Kindergarten Insult Formula:

"You [Noun]-[Verb]ing [Noun]-[Noun]!"

Example Insults:

"You Rock-Shifting Doody-Butt!"

"You Sand-Eating Crab-Walker!"

1v1: Chicken

Both players get 6 dice, and have to get as close to 11 (by adding the sum of their dice together), without going over. Roll one die at a time, alternating players each time you roll. You may choose to stop rolling at any point; if you go over 11, you lose. The Challenger goes first. Winner gets 3 Points; Loser loses 1

1v1: Stack 'Em High

Both players get 6 dice, and must stack them, one on top of the other. Only touch one die at a time, and use your non-dominant hand. Both players go at the same time, and start once an other designated player says, "Go!" First to make their tower wins. Winner gets 3 Points; Loser loses 1

Note: The tower must be able to stand freely by itself for at least 5 seconds without falling over.

1v1: Chip Hockey

Both players make two "L" shapes with their hands, and place them flat on the table, touching their thumbs together; this is the Goal. Starting with the Challenger, go back and forth attempting to flick a Point chip into the Goal. First to get it in wins. Winner gets 3 Points; Loser loses 1.

1v1: Hand Clap

The Challenger starts, hands apart, creating a roughly 7-inch space between them. The Challenged has to pass their hand through that space, while the Challenger tries to clap their hands together, catching the Challenger's hand. Both players alternate, trying to clap the other player's hand in between their own. First to do this wins. Winner gets 3 Points; Loser loses 1.

1v1: Name This!

Both players have to name an inanimate object that is chosen by the rest of the players. All other players then vote on who chose the best name. Winner gets 3 Points; Loser loses 1

1v1: Best Item

Both players go and find an item. They then have to argue for why their item is the best item. Both players get two points of argument, and one rebuttal. The Challenged gives their first point, then it alternates. All other players then vote on who wins. Winner gets 3 Points; Loser loses 1

1v1: Slavic Roulette

Both players take turns rolling a die. If they roll a 1, they lose. The Challenger goes first, then it alternates. Winner gets 3 Points; Loser loses 1

1v1: Make One Up!

Make up a challenge! It has to be something the other person agrees to. Winner gets 3 Points; Loser loses 1

Suggestion: Use objects at your disposal for more unique challenges, not limited by what comes with the game!

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1v1: Staring Contest

Both players start with their eyes closed, and open them once a designated player counts down from 3, and says "Go!"

First player to blink loses.

Winner gets 3 Points;

Loser loses 1

1v1: Rock, Paper, and Scissors

Best 2-out-of-3 wins.

Winner gets 3 Points;

Loser loses 1

You know how to play "Rock, Paper, Scissors," right? If you don't, then that's quite surprising. I won't go into the rules here, so you can look it up if you wish. Honestly, the fact that this entire group of people playing doesn't know how to play astounds me. I thought that at least one of you would know how to play; I grew up on this name. This was my habit the

1v1: Hold Your Breath

Hold your breath for as long as you can. First person to break loses. You must hold your nose shut to show you're not breathing. Start once a designated player says, "Go!"

Don't pass out*.

Winner gets 3 Points;

Loser loses 1

**If you pass out, you have no right to sue us.*

1v1: Triple Whammy!

Both players get 3 dice. First player to roll three-of-a-kind wins. Both players are rolling at the same time. Your time starts once this card is placed on the table by a designated player.

Winner gets 3 Points;

Loser loses 1

Note: You have to re-roll all 3 dice every time; no saving past dice.

1v1: Arm Wrestle

I want a nice, clean fight. No bruising or breaking bones.

No bashing heads or

breaking skulls. No sprained

wrists, or pained arms.

Winner gets 3 Points;

Loser loses 1.

Note: You can't sue us if you hurt yourself, or your buddy. Arm wrestle at your own risk.

1v1: Quick Draw!

Both players start by sitting on their hands. Once a designated player says "Draw!" both players must, as quickly as possible, reach up and clap their hands together toward their opponent. First player to clap at the other wins. Winner gets 3 Points; Loser loses 1

Note: If you clap at the same time, reset and do it until someone wins.

1v1: Best Noise

Both players must attempt to make the best continuous noise. All other players then vote on who made the best noise. The Challenger goes first. Winner gets 3 Points; Loser loses 1

Note: A "Noise" is anything not considered words, and you may use objects to make the noise.

1v1: Don't Laugh!

First person to laugh loses. You must be staring into the eyes of your opponent the entire time. Yes, everyone else can try to make either player laugh. Thanks for asking! Start once someone says, "Go!"

Winner gets 3 Points;

Loser loses 1

1v1: Run of 6!

Each player gets 6 dice. First player to roll a run of 6 wins. Both players are rolling at the same time, constantly. Your time starts once this card is placed on the table by a designated player. Winner gets 3 Points; Loser loses 1

Note: You can keep dice and choose which ones to re-roll; you don't have to re-roll all 6 every time.

1v1: Odd or Even?

The player who is challenged calls either "Odd" or "Even" and then the Challenger rolls a die. If the result is what the Challenger called, they win; if not, the Challenger wins.

Winner gets 1 Point;

Loser loses 1

1v1: Touch the Ceiling

The first player to touch a ceiling* wins. Leave your chair once this card is placed on the table by a designated player. Winner gets 3 Points; Loser loses 1

**the roof of your mouth is not considered a "Ceiling"...Nice try,*

1v1: List Things!

Spin the color wheel. Go back and forth naming things that are that color*. First person to name something that is not that color, takes at least 7 seconds to think of something, or says something that has already been said, loses.

Winner gets 3 Points; Loser loses 1

**It must be something that is known for being that color. You can't say something generic like, "Truck"*

1v1: Dice Duel

Each player rolls a die at the same time. Highest number wins. Best 5-out-of-7.

#WorldSeries

Winner gets 2 Points;

Loser loses 1

1v1: Rhyme Time!

Both players go back and forth, saying words that rhyme with the word, "Cat". First player to say a word that does not rhyme, takes at least 5 seconds to say something, or repeats a word, loses.

Winner gets 3 Points;

Loser loses 1

Note: No slant or partial rhymes.

1v1: Rhyme Time!

Both players go back and forth, saying words that rhyme with the word, "Toast". First player to say a word that does not rhyme, takes at least 5 seconds to say something, or repeats a word, loses.

Winner gets 3 Points;

Loser loses 1

Note: No slant or partial rhymes.

ALL PLAY!

Starting with the player who drew this card, and, going clockwise, say a single word. Any word. The first player to say a word that has already been said, or takes at least 5 seconds to speak, loses a point, and is out of that round. Last player standing gets 3 Points.

ALL PLAY!

Spin the color wheel. Everyone must find an object that is that color, and put it in the Drop Off Zone. **It must fit within the Drop Off Zone border.** Go once this card is placed on the table. The first player to get a object gets 2 points, second gets 1 point; all other players lose 1 point.

Note: If you're color blind and can't see the color, you may choose not to participate in this challenge. You gain nothing, and lose nothing.

ALL PLAY!

Spin the Letter Wheel.

Starting with the player who drew this card, and, going clockwise, say a word that starts with that letter. First person to say a word that has already been said, or takes at least 5 seconds to speak, loses a point, and is out of that round. Last player in gets 3 points.

ALL PLAY!

Roll a die. Starting with the player who drew this card, and, going clockwise, say a word that has the amount of syllables matching the number rolled. First person to say a word that has already been said, takes at least 7 seconds to speak, or says a word that does not contain that amount of syllables, loses 1 Point, and is out of that round. Last player in gets 3 Points.

ALL PLAY!

All players hold their breath for as long as they can. Everyone starts at the same time, starting once this card is placed on the table. Last player standing gets 3 Points, and everyone else loses 1 Point.

ALL PLAY!

Starting with the player who drew this card, and, going clockwise, all players put 1 Point chip next to one of the colors on the color wheel. Everyone then takes turns spinning the wheel. If the needle lands on your color, you're out, and whoever spun it gets that Point. Go until there is only one person left.

ALL PLAY!

Get up and touch the front door of this building. First person to touch the front door gets 2 Points. Second player gets 1. The rest lose 1 Point. Get off your chair once this card is placed on the table.

ALL PLAY!

All players get up and stand on one leg. Going clockwise, pass around a die. If you drop the die, toss it in a manner that makes it highly improbable that the next player could catch it, or put your foot on the ground, you lose. Last player standing gains 3 Points; all other players lose 1.

ALL PLAY!

Slap a hand of all the other players. Once you've slapped at least one of everyone's hands, throw your arms up and exclaim, "Slap Master!" First person to do this gets 2 points, and everyone else loses 1 point.

Note: If you slap an other's hand at the same time they slap yours, it counts for both

ALL PLAY!

Everyone must choose between putting both their hands palm-down, or palm-up on the table. Roll a die. If it's odd, those who have their palms down, win; if it's even, those who have their palms up win. Winners get 1 point; Losers lose 1.

ALL PLAY!

Spin the letter wheel. Everyone must find an object that is begins with that letter, and put it in the Drop Off Zone. **It must fit within the Drop Off Zone border.** Get up once this card is placed on the table. The first player to get an object gets 2 Points; second gets 1 Point; all other players lose 1 Point.

ALL PLAY!

Everyone gets one die. Once this card is placed on the table, everyone rolls their die. First person to correctly add up the sum of all of the numbers shown on the dice wins. Winner gets 2 points; everyone else loses 1. *Note: You only get one guess.*

ALL PLAY!

All players are compiling a "Shopping List". It starts with the player who drew this card. That player lists an item, then the next player says that item, and adds one more item, and so on.
*Ex. P1: "We need Pineapple"
P2: "We need Pineapple, & Sugar"
P3: "We need Pineapple, Sugar, & Frogs"*
If you say the list out of order, or take 5 seconds to recall an item, you lose 1 Point and are out. Last player alive gets 3 Points.

ALL PLAY!

Get up and find something made of metal and place it on the table. The first player to get a metallic object* gets 2 Points. Second player gets 1. The rest lose 1 Point. Leave your chair once this card is placed on the table.

**Please don't grab a knife; that's incredibly dangerous*

ALL PLAY!

Get up and find something to make yourself a mustache. The first player to find a good mustache gets 2 Points. Second player gets 1. The rest lose 1 Point. Leave your chair once this card is placed on the table.

Make your own!

Any you've had fun playing with?

Email me your suggestions at:

boredgametheboardgame@gmail.com

(they may just end up make it in the final game!)

ALL PLAY!	ALL PLAY!	ALL PLAY!	ALL PLAY!	ALL PLAY!
ALL PLAY!	ALL PLAY!	ALL PLAY!	ALL PLAY!	ALL PLAY!

Heck Yeah!

You saved an orphanage from burning down!
+2 Points!

Heck Yeah!

You won the lottery, but they have a very small budget.
+1 Point!

Heck Yeah!

You helped an old woman finish the book she's been working on for the past 72 years.
+1 Point!

Heck Yeah!

You are a prodigy at whatever the flip you do.
+1 Point!

Heck Yeah!

If you are challenged to a 1v1 (either normal or Confrontation), you may choose to force it onto someone else.
Discard card after use.

Heck Yeah!

The mayor likes your style.
+1 Point!

Heck Yeah!

Take 2 Points from the player who currently has the most Points.

Heck Yeah!

Take 1 Point from the player to your immediate right

Heck Yeah!

You win the next 1v1 Challenge you do! This could either be a Confrontation or a normal 1v1.

Heck Yeah!

Advance to the Start Tile.
Yes, you *do* collect 5 Points!

Heck Yeah!

Choose a player.
Take 1 Point from them.

Heck Nah...

Go back to the Start Tile.
No, you *don't* collect 5 Points.

Heck Nah...

An economic collapse occurs!
(but only for you...)
Lose 2 Points.

Heck Nah...

Looks like *someone* missed the train! (it was you)
Lose 2 Points.

Heck Nah...

The Princess is in another castle!
Lose 2 Points!

Heck Nah...

The spirit of adventure softly calls your name. But you ignore the call.
Lose 2 Points

Heck Nah...

You lose the next challenge you do. This does mean you suffer the penalty of losing that specific challenge.
(Yes, this sucks, but take comfort in the fact that you don't have to try for once)

Heck Nah...

Hot Potato! By the end of your turn, you need to have given this card to any other player. If you forget, you lose 1 Point.

Heck Nah...

Make it Rain! Throw 3 of your Point chips into the air. Everyone else now has to try and get them before anyone else.

(This goes without saying, but don't break anything...)

Heck Nah...

Roll a die.
Lose that amount of Points.

Heck Nah...

Until a 3 is rolled by a different player, you must have at least 1 hand on the table at all times. Discard once a 3 has been rolled.

Heck Nah...

Give 3 Points away to other players.
You may distribute them amongst the other players any way you'd like.

Heck...Meh?

Advance to the next Corner Tile, and execute what the tile says.

Heck...Meh?

The player to your immediate left
Loses 1 Point.

Heck...Meh?

Switch seats with another player. Don't forget to bring your Player Mat and all of your Points (or lack-there-of)!

Heck...Meh?

Replace *New Rule #1* with the top card of the New Rule deck.

Heck...Meh?

Replace *New Rule #2* with the top card of the New Rule deck.

Heck...Meh?

Call the last person in your call history. Gain 1 Point if they answer. Lose 1 Point if they *don't*, or if you don't call them. +1 Bonus Point if you get them to say a phrase that the other players come up with.

Heck...Meh?

Keep this card on your Player Mat. Other players are allowed to try and steal it. If they successfully steal it, they gain 2 Points (from The Game), and this card is discarded. If they get caught, they lose 1 Point.

Heck...Meh?

Switch your game piece with someone else's on the board.

Heck...Meh?

Everyone places their phone on the table. First person to get a notification gains 1 Point. Discard this card once that happens. If you touch your phone before this card is discarded, lose 1 Point. If you don't have a phone, lose 1 Point.

Heck...Meh?

Take 1 Point from any other player, then give it to someone else, other than yourself, or the player you took it from.

Heck...Meh?

Someone gets 2 Points. Everyone must vote on who gets those 2 Points. Whoever receives the most votes, gets 2 Points.
...2 Points

Heck...Meh?

You must sell this card to any other player, in exchange for a sum of Points. Pitch it any way you'd like, making the price anything you deem fair. Once sold, this card allows the holder to steal 1 Point from any player, except for the one who sold it to them. Discard after use.

Heck...Meh?

All Organ Donors get 1 Point!
Proof must be shown.

Heck...Meh?

Both the Youngest, and Oldest players get +1 Point!
(If a set of twins are playing, they both get +1 Point as well!)