



Contents: 3 standard blue dice, 2 white Boozy Dice with a Boozy Face replacing the "1" pip, 1 green die ("The Olive"), 30 Boozy Cards, 1 scorecard pad, 4 shot glasses

Objective: Complete 5 Boozy Combinations in fewer rolls than your opponents while trying to get them intoxicated.

Setup

1. Shuffle the Boozy Cards and deal 5 to the center of the table. These cards show the combinations you need to roll for this game.

- For most combinations, you must match exactly what you see on the card.
- When a Boozy Face (or two) appears on a Boozy Card, you must roll the number of Boozy Faces shown to complete the combination. Mr. Boozy wouldn't be the same without his smiling Boozy Face!

- Some combinations give you flexibility. For example, "Make it a Double" allows you to roll ANY two pairs you wish.
- Even though you roll all 5 dice to start your turn, you do not always need all 5 dice to make combinations. Some Boozy Cards require 3 or 4 dice to complete a combination. See the box to the right if you have questions on what's what.

3-Dice Combos
Piña Colada
3 Sheets to the Wind

4-Dice Combos
Cheers!
Screwdriver
Beer Pong
Manhattan
12 oz. Curls
Shots!
Make it a Double
7 and 7
On the Rocksx

Use all 5 dice for all other Boozy Card Combos!



2. Each player takes a scorecard and writes the names of the 5 combinations dealt.
3. Fill your shot glass or grab your drink!
4. Everyone then rolls a die and the player with the highest roll goes first (Boozy Face = 1). Play passes to the left.

How to Play

The game consists of 5 rounds. During all rounds each player takes a turn and matches 1 of the 5 Boozy Card combinations. Players can complete them in any order. You use the 2 Boozy Dice along with the 3 standard blue dice to complete a combination in as few rolls as possible.

TAKING A TURN

1. Start your turn by rolling all 5 dice.
2. Look for any Boozy Faces. If a Boozy Face is rolled:
 - Everyone collects a Boozy Dot by filling in 1 blank dot on their scorecard.
 - Roll The Olive to find out who drinks. See the *When Do We Get to Drink?* section below.
 - Check if you must use Boozy Faces to make one of the combinations.
 - If it isn't needed to make a combination, use the Boozy Face as a WILD. Turn it in to any number you need to complete a Boozy Combination.

When Do We Get to Drink?

We thought you would never ask! Every time a Boozy Face comes up during a roll, the roller rolls the green die that we call "The Olive" to determine who will drink. You can find the 6 different drinking actions in *The Olive Actions* section. It doesn't get any easier than that. Roll The Olive and it's down the hatch!



Martini, dry,
two olives

Don't want to drink?

Cross off a Boozy Dot and breathe easy.

The Olive Actions



No one drinks



Points to person who drinks



Roller picks who drinks



Everyone drinks



Points to two people who drink



Roller gets a Boozy Dot and DRINKS!

Boozy Faces = Boozy Dots and Drinks!

Anytime anyone rolls a Boozy Face EVERYONE collects 1 Boozy Dot. The Roller also rolls The Olive to see who drinks.

If 2 Boozy Faces show up in a roll or turn that's 2 dots and 2 chances to drink!

3. Compare your dice with the 5 Boozy Cards in play. Set aside any dice that help make one of the combinations. Remember, you want to make combinations in as few rolls as possible!

The 1, 2 or 3 Roll Advantage

Making your combinations in 3 or fewer rolls gives you a BIG advantage:

- You **collect** 1 Boozy Dot.
- All other players **lose** 1 Boozy Dot.

Go for LOW ROLLS!

4. Consider spending any Boozy Dots you've collected to change the value of 1 or more dice. (See the *Spending Boozy Dots* section to the right.)
5. Continue to roll dice you have not set aside, counting each roll until you complete a Boozy combination. (See *The 13 Roll Cutoff* section to the right.)
6. Once you make a combination, enter the total number of rolls on your scorecard next to the Boozy Combination you completed.