

How to play

MAD BUS

GOAL OF THE GAME

MadBus brings you a new fun way of getting you and your friends drunk. The luck-driven card game will have everyone guessing, drinking, and struggling not to get in the bus.

The goal of the game is to use your luck to get your friends drunk before they get you drunk.

CARDS



Passenger cards (40 Cards)

Between the passenger cards you will find a few with carefully selected power cards. These include:

Night Rate:

» The player has to take 2 tickets.

+1 Shot:

» The player has to take an extra shot.

2x or 3x Sips:

» The player has to take 2 or 3 times the assigned amount of sips - this works like a multiplier.

Pyramid cards (10 Cards)

In phase 2 you use these cards to build a 10-card pyramid.



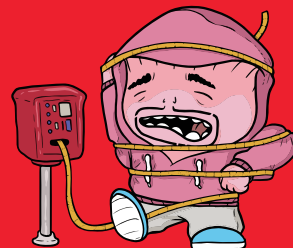
Ticket cards (43 Cards)

These cards are given out in phase 2, they determine who gets to ride the bus in phase 3.



HOW TO PLAY

The game is divided in 3 phases. First, the guessing phase, followed by the ticket phase, and ending with the bus ride phase.



PHASE 1

The goal in phase 1 is to guess certain characteristics of the upcoming cards in order to avoid taking sips.

Initial setup:

Shuffle passenger cards and put them all in a pile faced down. These cards will be handled by the dealer who will hand them out to the players during the rounds.

The dealer starts the game by asking each player a question. The player has to guess based on specific characteristics. In case the player guesses it wrong, they have to take a sip. If they guess it right, the game continues with the next player's turn. When all players have guessed the first characteristic and received their first card, the dealer asks the second characteristic.

The four characteristics that the dealer has to make the players guess are:

Man or woman? The player has to guess if the passenger card is going to have a male or female character.

Higher or lower? The player has to guess if the next card given by the dealer has a higher or lower number than the previous card

In between or outside? The player has to guess if the next card given by the dealer is a number that fits in between or outside the values of their first two cards.

Colour? The player has to guess if the next card given by the dealer is a colour that they already have or not.

IMPORTANT NOTES:

» In this phase, a wrong guess means a sip. However if the player guesses correctly on the 2nd and 3rd that the card is equal, everybody else takes a sip!

» If the card is equal (when it has the same number on the card as the one you already have) in the second and third round and you guessed that correctly, then everyone else drinks.

» It is important to keep the cards that the dealer handed to you, because you will use them in phase 2.

» The passenger cards with a power are not applicable in phase one.

**JUST WANTED TO SAY,
THANK YOU FOR YOUR PURCHASE!**

PLEASE LEAVE A REVIEW!



Disclaimer

MadBus should only be played by adults age 21 and over. MadBus contains components that may be hazardous to young children, keep the game and its components out of their reach. We strongly advise not to use alcoholic beverages while playing MadBus. If you choose to play MadBus with alcoholic beverages, we advise you to be careful and not drink too much. Do not drink and drive. Do not drink and swim. Consumption of alcoholic beverages influences the ability to drive and/or operate machinery and may cause health problems. Within the next 12 hours after consuming alcoholic beverages operating an automobile is strictly prohibited. Before playing MadBus, please consult the label of any medication you are taking to make sure the consumption of alcohol will not cause any problems. According to the Surgeon General, women who are pregnant should not consume alcoholic beverages due to the risks of birth defects. Do not exceed the legal limit of alcohol consumption while playing MadBus. Be informed that people who play MadBus are responsible for their own actions while playing. Mad Party Games cannot be held liable for any damage or accidents that may result from these actions. Please, read the warnings before playing, failure to do so may result in injury or death. All copyrights are reserved by Mad Party Games.

PHASE 2

The goal of this phase is to use the cards received in phase 1 and find out who is the unlucky player that has to ride the bus in phase 3.

Initial setup:

Put the pyramid cards with the question mark facing up in a pyramid shape, starting with 4 cards at the bottom and ending with 1 card at the top. Shuffle the ticket cards and put them in a pile, facing down.

Step 1: Flip the pyramid cards face up of the bottom layer. (FIG. 2)

Step 2: Each player has to compare their own cards with the numbers shown in the bottom of the pyramid cards.

Step 3: If a player has the same number on their passenger cards as one of the pyramid cards, they have to put the card on top of the pyramid card and choose a player to take a sip.

Step 4: The chosen player takes a sip and has to take a ticket card. If the passenger card has a special annotation, the player has to complete the extra action.

Step 5: After everyone has put the equivalent passenger cards on the pyramid, flip the next row (3 cards).

Step 6: Follow the same order for the next rounds, each row adding on another sip (FIG. 2).

IMPORTANT NOTES:

» The passenger cards with a power only work in this phase.

» After flipping the next row, if a player forgot to put a passenger card, nothing happens, but they are no longer allowed to put it in the pyramid.



FIG. 2

PHASE 3

Initial setup:

Everybody has to add up the amount of money on their tickets. The one with the most money has to ride the bus. If there are two people with the same amount of money, they each have to draw a card, the one with the lowest number has to ride the bus.

The goal of this phase is to guess four cards in one go in order to get out of the bus. For every wrong guess, the player has to drink and start from the beginning, as the dealer places new cards facing down. The amount of sips



Men or Woman?
Wrong = 1 Sip + start over
Right = Next one

Higher or Lower?
Wrong = 2 Sips + start over
Right = Next one

In between or Outside?
Wrong = 3 Sips + start over
Right = Next one

Colour?
Wrong = 4 Sips + start over
Right = Out of the bus

will vary on the amount of cards you have guessed correctly. (ex. If you guess wrong the third card, then you have to take 3 sips)

Once the person guesses all 4 cards without making any mistakes, they can get out of the bus.

IMPORTANT NOTE:

» If the whole passenger cards pile is gone and you still haven't guessed the cards correctly, you can get out of the Madbus.