

(2) New function of 'BURST'

'BURST' does only harm to whoever draws it. As a compensation, those who are holding 'BURST' at the end of the game, for each 'BURST' they have in their hand, they gain +2 to their Toilet check result. This shows they are mentally very tough.

(3) Speeding up the game

If you are playing with many beginners, to reduce the complexity (although this reduces playable tactics), you can even speed up your game by taking away these cards – 'Want to do it in the bush?', 'I know how you feel, bro', 'What a chill', 'Hold your anus tight!', 'Oops!', 'PERSEVERANCE' and 'We are best friends, right?'.

Q & A

Q1: I suffer 1 damage for advancing the index to 31. Then a player plays -10, so the value is now 21. If anyone again advance the index over 30, should he/she suffer 1 damage?

A1: Principally, "anyone causes the stomachache index to reach or exceed stomachache checkpoint after playing cards which are not +0" should suffer damages. Therefore, if the index goes back to below 31, the current stomachache checkpoint will also go back to 31. Whoever causes the index to reach or exceed 31 should suffer 1 damage. The same applies to 61. Since advancing to 91 or above triggers round end condition, the same does not apply to 91.

Q2: Stomachache index reaches 50 and recovery check is performed once. What happens if another player plays a +0 to keep the index at 50? Will he/she perform recovery check?

A2: You can only perform recovery check when you play a NON +0 card (meaning that the value has changed) and cause the index to reach exactly 50 or 80. If you play a -10 at 90 and make the value 80, you perform recovery check once.

Q3: This game is absurdly silly. The designer must be a fool, am I right?

A3: None of your business.

Credits

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Game Background

On the way back home, stomach started to growl!... Oh no! I have to go to the toilet! However, the toilet is nowhere to be found. Can I make it to my home before I pooped my pants? Who will be the first to lose control and so as their dignity?!

About the Game

Call of Nature is about value accumulation. Players take turns to play cards, and affect a common 'stomachache index'. When it exceeds a certain amount, your stomachache gets worse. If you can't hold it, you are out! Share the fun in this 3-6 player game!

Game Components

76 Toilet cards

After playing your card, you add or deduct the value (according to the value at the card's upper left corner) to 'stomachache index' shared by all players. If stomachache index reaches or exceeds stomachache checkpoint (31/61/91), your stomach hurts! Some cards carry special functions.



24 Stomach status cards

It represents your stomach status. The '7' on the upper left corner is the normal state of your stomach. Your belly gets worse as the number decreases. When it reaches 0... that's the end. When the stomach status changes, players should read the narrations on the status card nice and loud!



2 Check cards

One is for checking the stomach damage and recovery. Another is for the Toilet check at the game end.

2 Dice



Game Setup

Game card

- Each player receives 1 set of Stomach status card (4 cards, numbered 0-7). Put your Stomach status card in front of you, and stack them up in ascending order (1 at the bottom, then 3, 5, and 7). Put the excess Stomach status cards aside. When receive 1 damage, turn your stomach status from 7 to 6, counting down to 0.
- Each player receives 4 Toilet cards as hand. Put the remaining toilet cards in the center of the table as deck.

Decide the first player

- The player who has accurate memory about going to toilet most recently starts the game (If you can't decide, use a die etc.).

Game Round

1. Play a card

When it's your turn, play a Toilet card from your hand, and add or deduct the value (according to the value at the card's upper left corner) to the 'stomachache index' (this index is shared by all players). When you play a card, please report the updated stomachache index loudly. (For example, if last player has reported stomachache index as 20, and you played a card with value 3, you should report and say '23' on your turn.) If everyone is forgetful, grab some pens and paper!

2. Stomach status check (31, 61, and 91)

- When a non +0 card is played and the stomachache index has exceeded 30, that player suffers 1 damage. This is the same when the index exceeds 60 (2 damage) and 90 (3 damage). (31, 61, and 91 are stomachache checkpoint).
- When player suffers 1 damage, decrease his/her stomach status value by 1 (player should put the correct stomach status card in front of him/her).
- When the stomach status changes, that player should read out the narration printed on the bottom half of the card (this is a stupid game!). If female players are too embarrassed, please reject directly. Besides, if you are playing in front of your parents, you may want to adjust your voice volume, or just ignore this rule, to avoid excessive attention!
- The round continues until the stomachache index exceeds 90. The player who triggered this round end condition (who played the card and made the index exceeded 90) collects all the cards except Stomach status card (that is, players' hand, central deck, and the discarded Toilet cards). He/She shuffles the Toilet cards and

gives each player four toilet cards. He/She becomes the new starting player and starts the round from step 1 - Play a card. Restart the stomachache index as 0, while the stomach status card remains unchanged.

3. Recovery check (50 and 80)

- When a non +0 card is played and the stomachache index has reached exactly 50 or 80, a recovery check must be performed. Roll a die. If the result is bigger than the stomach status card value, the player can recover 1 damage. If the result is smaller or equal to the stomach status, nothing happens (perseverance won't so easily help control your urge...)

4. Draw up to 4 Toilet cards

- After executing the instructions on the toilet card (if applicable), each player draws 4 cards. If the deck runs out during the game, shuffle the Toilet cards on the table (excluding players' hand) and form a new deck.

5. Next player's turn

- Game continues in clockwise. Next player's turn to perform '1. Play a card'.

Game End

- The stomach status goes down from 7, and receives damage, getting closer to 0. When a player's stomach status reaches 0, the game ends immediately. Unfortunately, a player has lost his/her dignity as a human. It came out.
- Other players have safely reached their home, walking to the terrific toilet. However! Stepping into toilet doesn't mean safety- relaxing after tight moments can be dangerous!

Roll 2 dice and receive damage as indicated on the toilet check card.

RESULT

'Toilet check' List

2	• • • • •	It comes out all at once! Unfortunately receive 7 damage!!
3	• • • • •	Receive 3 damage!
4	• • • • •	Receive 2 damage!
5	• • • • •	Receive 1 damage!
6~12	• • • • •	You made it to safety!

Advanced Game Rules

(1) Excluding the powerful cards

Some cards in this game, such as 'Want to do it in the bush?' and 'I know how you feel, bro' can drastically change the game. You may exclude them if you think they alter the game balance. You may also ignore the 'Toilet check'.