

Don't Drop The Soap

Rules

3 - 6 Players

5 - 15 Minutes

In a game of 'Don't Drop The Soap' there are no winners, just one loser. The objective of the game is to **NOT** be the player who plays a soap card.

Setup

Someone takes the role of the dealer.

Give one soap card to the player with the best butt.

Shuffle the deck and deal out 5 cards to each player (Deal out 4 cards if you are playing with 6 players).

Place the deck, face down, in the middle of the table.

The game now starts. The player with the extra soap card has the first turn and decides which way the game plays (clockwise or counter clockwise).

Playing the Game

Each turn players must play one card (only one) from their hand. Throw the card into the discard pile in the middle of the table.

The effect of the card is then played out.

You never draw a card from the deck unless you are forced to by the effects of a played card.

The soap cards can only be played if you have no other options or cards to play.

Winning or avoiding a loss

If you get rid of all your cards you are considered 'safe'. Players that are 'safe' can no longer be targeted by other players.

The game ends when a player loses the game by either; playing a soap card, or by being the last non 'safe' player in the game.

The loser starts the next round with the extra soap card.

Rule Clarifications

The 'Lawyer' card is the only card in the game that can target a 'safe' player.

If you run out of cards in the deck you do not reshuffle the discard pile. You finish the game with the cards you have on hand.

If the conditions of a card cannot be met, then play the card but ignore the effect.

Examples: You can play a 'Snitch' card even if you have no other cards on your hand. You can play a 'Prison bitch' card even if there are no more cards left in the deck. You can play 'smokes' even if you have no other cards to trade with.