

CALL THE SHOTS THE RULES



DRINK RESPONSIBLY. REGRET NOTHING. BLAME YOUR FRIENDS.



← CALL IDEAS
CALL THE GENERATOR

...TELL US WHO HERE **GIVES YOU THE ICK**.
...EAT A SQUARE OF **TOILET ROLL**.
...DO A **ONE-ARM PUSH-UP**.



CHECK OUT
THE RULES



18+
ADULT

3-10
PLAYERS

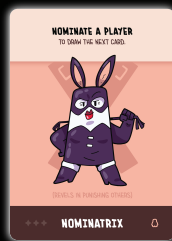
YA
PARTY

OFFSCRIPT

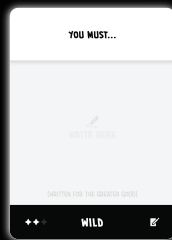
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CHARACTER
CARDS



50
CALL
CARDS



1
SHOTGLASS



2
WET
ERASE
PENS



HOW IT WORKS

THE GAME BEGINS BY WRITING 'CALLS' TO UNLEASH ON YOUR PARTY. COMBINED WITH THE CHARACTER CARDS, A DEVIOUS DECK IS FORMED.



TAKE TURNS TO DRAW A CARD. COMPLETE THE CARD'S ACTION TO COLLECT ITS POINTS. OR, FORFEIT AND DRINK A SHOT PENALTY.



COLLECT ENOUGH POINTS TO AVOID LAST PLACE AND THE FINAL CALL.

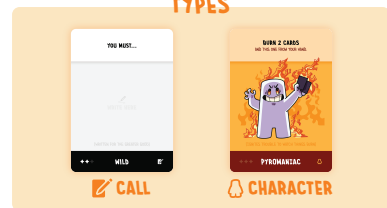


THE CARDS

1 CARD TYPES

THERE ARE 2 TYPES OF CARD IN THE GAME.

TYPES



2 CARD POINTS

POINTS ARE COLLECTED BY COMPLETING THE CARD'S ACTION.



FLIP THE SHEET FOR
THE RULES →

SETUP

1 DEAL CARDS

DEAL OUT 5 CALL CARDS TO EACH PLAYER AT RANDOM.



DEAL OUT TO EACH PLAYER
5 CALL CARDS

2 WRITE CALLS

ARMED WITH AN ERASE PEN, FINISH THE CARD'S PROMPT BY WRITING A 'CALL' ON EACH CARD.

WHAT'S A CALL? AN ACTION FOR A PLAYER TO COMPLETE. WHETHER THAT'S A SKILLFUL **CHALLENGE**, JUICY **TRUTH**, DARING **DARE**, OR AN IDEA THAT'S **WILD**.

CALL RULES

1 FOR THE PLAYER

FOR THE PLAYER THAT DRAWS IT.

2 DURING THE TURN

CARRIED OUT DURING THE TURN.

3 NOT HARMFUL

HARM AND DANGER FREE.



SCAN FOR
CALL
IDEAS



3 SHUFFLE

COLLECT THE CALL CARDS AND SHUFFLE THEM TOGETHER WITH THE CHARACTER CARDS.

PLACE THE DRAW PILE AT THE HEART OF YOUR PARTY, LEAVING SPACE FOR A BURN PILE.

THE
DRAW
PILE



THE
BURN
PILE

4 NOMINATE

PICK SOMEONE TO START AND YOU'RE READY TO UNLEASH MAYHEM.

TAKE YOUR TURN

1 DRAW

TAKE A SINGLE CARD FROM THE TOP OF THE DRAW PILE.

2 COMPLETE OR FORFEIT

READ OUT THE CARD AND MAKE A DECISION, COMPLETE OR FORFEIT:

COMPLETE

IF YOU SUCCESSFULLY COMPLETE THE ACTION ON A CARD, THOSE POINTS ARE YOURS.

STORE COMPLETED CARDS IN YOUR SCORE PILE.

ADD TO YOUR SCORE PILE

FORFEIT

IF A CARD IS TOO WILD FOR YOUR TASTE OR YOU CAN'T COMPLETE IT, FORFEIT.

BURN THE CARD

PLACE THE CARD **FACE DOWN** IN THE BURN PILE AND DRINK A SHOT PENALTY.

DRINK A SHOT

3 NEXT TURN

THE NEXT PLAYER TAKES THEIR TURN, REPEATING UNTIL THE DRAW PILE IS EMPTY.

EMPTY
DRAW
PILE



GO TO
END GAME

END GAME

1 COUNT POINTS

TALLY UP THE POINTS IN EACH PLAYER'S HAND. THE ONE WITH THE FEWEST STANDS CROWNED AS THE GAME'S LOSER.

1	28	POINTS		WINNER
2	13	POINTS		
3	7	POINTS		LOSER

IT'S A TIE !? IN THE EVENT OF A TIE, THE GAME'S WINNER IS GRANTED THE POWER TO PICK A LOSER AMONG THOSE TIED.

2 THE FINAL CALL

NOW REVEALED, OUR VALIANT LOSER MUST FACE ONE FINAL CARD.

ONE HOT CALL

COMPLETE A CALL REBORN FROM ITS FIERY FATE.

PICKING FROM **1 OF 3**

FACE DOWN CALLS CHOSEN BY THE WINNER FROM THE BURN PILE.



RESET

1 RINSE INK

COLLECT THE CALL CARDS AND RINSE THEM UNDER THE TAP, WASHING AWAY THE INK AND LEAVING THEM CLEANER THAN YOUR CONSCIENCE.

RINSE
UNDER
THE TAP



DRY AND
PLAY AGAIN

DRY THE CARDS OR LET EVAPORATION DO ITS WORK BEFORE THE NEXT ROUND OF MAYHEM.

**YOU'VE READ ALL THE RULES...
NOW START YOUR GAME!**