



RULES



INTRODUCTION

"My parrot did NOT poop in the middle of the living room, but I think a rabbit did it!"



As the proud owner of a cute little rabbit, you need to quickly clear it of this deed and put the blame on another's pet.

You must trust your memory and your reactivity or you might blame a pet already proven innocent and be left with clearing the mess!

CONTENTS

36 cards (6 animals in 6 colors)

13 poop tokens



OBJECT OF THE GAME

A impressive poo was found in the middle of the living room. One of your pets or one of the other players' pets must have done it.

But who?

Defend the innocence of your 6 pets by getting rid of all your cards. Quickly find the right card as they are accused, lay it down first, and then pass the blame to another animal. To avoid being the owner of the guilty pet, make sure to act fast and remember which animals were already proven innocent.

Each round, the owner of the guilty pet collects a poop token. At the end of the game, the player with the least amount of poop tokens wins.



SET-UP

Have everyone pick a color and take the 6 matching pet cards in their hand. Put the unclaimed colors aside.

Take the poop tokens out of the pouch and place them off to the side; they will be used to track the guilty party during every round.

You are now ready to find the pooper!



PLAYING THE GAME

The youngest player starts the game by putting down the pet of their choice in the middle of the table and saying, for example:

"It was not my turtle that pooped in the living room, but I think it was someone's hamster".

Everyone else must now race to find their hamster card and be the first to place it on top of the turtle card that is on the table, proving the innocence of their hamster.

The first player to place his hamster card then pass the blame and accuse another animal of being the one that pooped by saying, for example:

"It was not my hamster that pooped in the living room, but I think it was someone's fish"

Everyone else then races again to find their fish card, place it down first to prove its innocence, and pick a different animal to pass the blame on to.



IMPORTANT:

the player who just accused a new animal is not allowed to place a card during that turn.

Play continues this way until a guilty pet is found (see End of a Round).

If a player puts down their last card and successfully passes the blame to another animal, play continues without them for the remainder of the round; all of their animals are innocent. What a good master!

Note:

you are allowed to save your pet from being blamed, and then accuse the same type of pet from another player.

For example:



"It was not my cat that pooped in the living room but I think it was someone else's cat".

END OF A ROUND

A round ends when an animal is found to be guilty. An animal is guilty when their owner fails to pass the blame onto someone else's animal, leaving the blame on their own pet(s). There are two ways this can happen:

1st Scenario:

If a player tries to pass the blame to another animal, but nobody has that card left in their hand (meaning everyone has proven the innocence of their pets of that type), then there is no animal left to blame and the animal on the card that was just placed is guilty! Have everyone show their cards as proof, and give the guilty owner a poop token.

2nd Scenario:

When only one player has one or more animal cards left (meaning everyone else has gotten rid of their cards), this player owns the guilty pet as there is no one left to take the blame. Give them a poop token.

END OF THE GAME

As soon as one player has collected 3 poop tokens, the game ends.

What a bad master!

The player with the fewer poop tokens wins.

If there is a tie, players share the victory!

SUGGESTIONS FOR GAMEPLAY

Get creative!

Here are some suggestions that are guaranteed laughs.

**Who farted in the car?
Who trashed the trash?
Who stole the roast?**



Can you think of any more?

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