

ADULT BABY STEPS DIAPERED GAMBLERS GAMBIT GAME

(Summary/Warning: This is an AB/DL party game with consequences that randomize Dark Age Play Scenes that all participants consent to participate in prior to the game's start. The game does involve an aspect of Russian Roulette with the use of nerf guns)

What you need to play:

- Four N-Strike Nerf Strongarm revolvers and a dart representing for each consequence. (Write a number on each dart)
- A bag, hat, or other receptacle for drawing darts randomly
- Two Identical decks of cards to make the Gambler's Deck
 - The Deck is made up of 20 cards in total:
 - 6 Aces
 - 6 Kings
 - 6 Queens
 - 1 Joker
 - 1 Two of Spades (Devils Deuce)
- Paper and writing implement for creating the consequence list
- Any materials needed for a consequence scene

Setting up the Game:

- At the start of the game, all the players must collectively consent to all the consequence scenes if they lose and draw that scene. Use the paper and writing implement to make a list and then place the appropriate number of darts to correspond with the number of punishments in a bag to be drawn randomly.
- Once the list is finished each player will draw a single dart and place the dart in their Nerf revolver, charge the gun and then spin and close the cylinder and then set the gun aside out of eyesight (The dart can be seen in the cylinder so setting it down out of direct line of sight or placing a cloth over it can keep the uncertainty going)

Game Play:

- At the start of the game the dealer is decided by the first Ace dealt to the four players. Following this, the dealer shuffles the cards and then draws the top card. If an Ace, King or Queen is drawn then that is the table designation for the round. If a Joker or the Devil's Deuce is drawn the dealer draws another card until an

Ace, King, or Queen is revealed. The deck is now shuffled, and the four players are dealt with five cards.

- The first player to the left of the dealer now must play between 1-3 total cards from their hand that follows the designated card at the start of each round.
Example: So, let's say it's a Queens was selected at the start... the person to the right of the dealer can lay 1-3 queens or a combination of a joker and Queens (Jokers are wild) or bluff and lay other cards. With each play, the player must declare the number of cards and lay that corresponding number.
- **Declaring a Liar:** Upon each turn, all the other players can challenge the player as a liar. Table talk and discussion at the table are permitted but only one player may make the formal accusation. Once an accusation has been made the round is over. Upon a challenge, the player who laid the cards must now reveal if they were lying. If they were truthful the challengers must shoot themselves with the charged cylinder of their gun, but if the player was lying, they would shoot themselves instead with their gun.
- **Elimination:** If the gun does not go off the player recharges the revolver and puts the gun away (They have survived and their game continues) If the gun discharges, they now are out of the game and face the consequences whatever the number on the dart represents on the list.
- **Devils Deuce:** The "Devils Deuce" (Deuce of Spades) may only be played by itself. If a devil's deuce is challenged as a lie and revealed, all players except the player who laid it must discharge one shot at themselves that round.
- **Going out of the round:** If a player manages to lay all five cards of their hand and get out of the round and the play returns to them then all other players must take a shot at themselves as if the Devil's Deuce had been played.
- **Winning:** The game is won when only one player is left in the game. Following the game the participants then must face their consequences.

