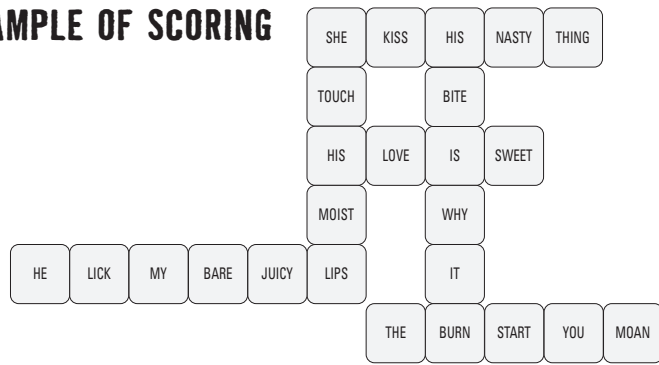


EXAMPLE OF SCORING



Using the grammar rules stated previously, the above sentences could read: She kissed his nasty thing. / She touched his moist lips. / His bite is why it burns. / His love is sweet. / He licks my bare juicy lips. / The burning started you moaning.

Score: A total of 25 Word Dice are used, and the words "SHE," "HIS," "HIS," "LIPS", "IS" and "BURN" are used twice. 20 Word Dice are used once, yielding $20 \times 5 = 100$ points, plus six dice used twice, yielding $6 \times 10 = 60$ points. This gives a total score of 160 points. Now, subtract three points from this score for each unused Word Die ($3 \times 3 = 9$ points) and the score for this round is $160 - 9 = 151$ points.

WINNING THE GAME

The suggested game length is three rounds...if you can last that long. The person or team with the highest score at the end of the game is declared the winner, and presented with an M.D.W. (Master of Dirty Words).

See our entire line
of games and puzzles at:



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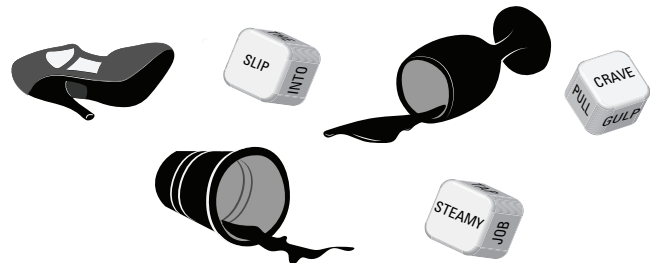


Ages 18 and Up
2 or More Players

DIRTY WORDS®

PARTY EDITION

Instructions



COMPONENTS

- 28 Word Dice
- Sand Timer
- Dice Cup (Packaging)

SETTING UP THE GAME

Plan to play this game with someone you love (or would like to).

The following is suggested before starting the game:

- Soft lighting: but not so soft that you can't read the Word Dice.
- Music: whatever you turn on, or turns you on.
- Drinks: BYO (or take from your host's fridge).

When the mood is all set, place all 28 Word Dice on the table. Use the lower half of the cylindrical package as your Dice Cup. Grab a piece of paper and a pen for scoring (not included).

WARNING: NO ATTEMPT should be made to play this game in public!
The manufacturer disclaims responsibility for any such attempt.

OBJECT OF THE GAME

The object of the game is to use as many of the 28 Word Dice as possible in the three minutes allotted to form logically correct sentences. All sentences must intersect at one or more points.

Correct: **They desire her lips**

Incorrect: **They lips her desire**

The player or team with the highest score at the end of the game wins.

PLAYING THE GAME

1. Any number of consenting adults may play. Create two or more equal teams of players. If there are only two players, you can just play with yourself.
2. It doesn't make a damn bit of difference who goes first, so to start, the first team places all 28 Word Dice in the Dice Cup. The bottom half of the package is used as the Dice Cup. Shake the Dice Cup thoroughly, and roll all the Word Dice onto the playing surface.
3. Invert the timer immediately and begin forming sentences with words on the top side of the Word Dice. Play stops when the timer runs out (after approximately three minutes).

IMPORTANT! Any blank Dice rolled may be used as any word the players desire. It should be noted, however, that blank Dice have no point value when calculating the point total.

4. Any noun may be made plural. Example:

Man to Men or Woman to Women

5. Any verb may have an -S, -ING, -LY, or -ED added to suit the sense of the particular sentence it is used in. Example:

I SPANK SHE SPANKS YOU ARE SPANKING WE SPANKED

(Note: the ending of -PERY may also be added to the verb SLIP, making it the adjective SLIPPERY.)

6. You may use any punctuation you like! This is one time where you don't need to panic if you have a missing period.

SCORING

- Five points are scored for each Word Die used at the end of the three minutes.
- Deduct three points for each Word Die not used.
- Any Word Die used in two sentences is given a double value—10 points!