



Welcome to the
Bureau of Spud Management!



Scan the QR code for
a demo video!

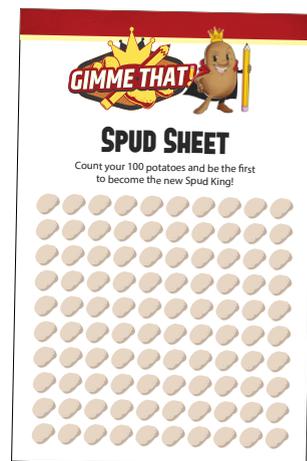


OBJECTIVE 🍟

Be the first person to count all 100 potatoes on your spud sheet. Sounds easy...but wait: everyone has the same job and there's only one pencil!

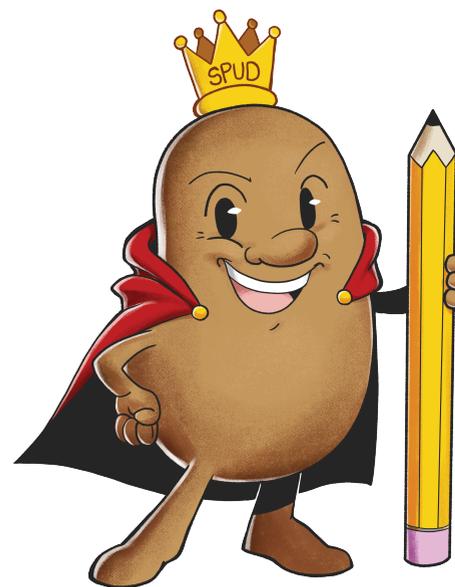
SET UP 🍟

Distribute a Spud sheet to each player. The person who last ate a French fry starts with the pencil. The player to the left of that person begins with the die.



GAME PLAY 🍟

On the count of "1, 2, 3, SPUD!" the player with the pencil begins counting and recording the number of potatoes on their Spud Sheet while the player to their left rolls the die and completes the necessary action as indicated by the roll. The gameplay goes very fast, so let's break down these components.



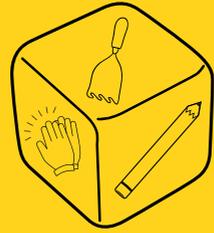
SPUD SHEET 🍟

The spud sheet is where players count and record potatoes by numbering the potatoes as fast as possible.



During the course of play, your Spud Sheet will likely move to another player. The player with the pencil must count potatoes on the Spud Sheet in front of them, beginning where the last person left off, treating the Spud Sheet as their own.

WHAT TO DO WHEN THE DIE IS ROLLED:



Masher

Yell "Mashed Potatoes!" All players (excluding the pencil holder) knock on the table repeatedly with both hands. For more craziness, mash right next to the player who has the pencil!



Left

Yell "Left!" ALL players (including the pencil holder) move their Spud Sheets to the player on the left. The pencil holder should then begin counting potatoes on the new sheet in front of them, beginning where the last person left off.

WHAT TO DO WHEN THE DIE IS ROLLED:



Pencil

Yell "Gimme That!" and quickly grab the pencil (from the player who has it) and start counting on your Spud Sheet.



High Five

Yell "High Fry!" Every player (excluding the pencil holder) gives each other a simultaneous high five.



Fist Bump

Yell "Spud Bump!" Every player (excluding the pencil holder) gives each other a simultaneous fist bump.

After the action has been completed, the die moves to the player to the left of the person who made the last roll.

PACE

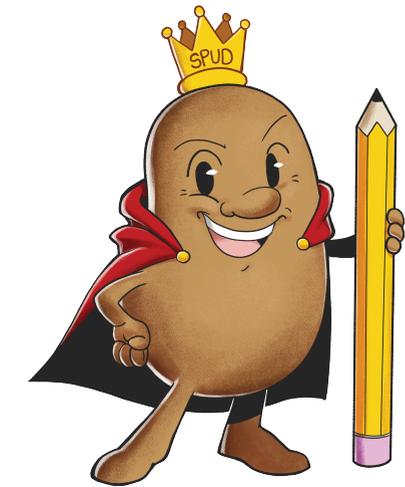
Players must keep a fast steady pace to the game. The pencil holder should always keep writing and the die should always keep moving.

ENDING THE GAME

The game ends when a player records all 100 potatoes on their Spud Sheet. The winner is a SMASHING success within the Bureau of Spud Management and is rewarded with the "King Spud" sticker.

For games with 5 or more players, or for a shorter game, the win condition can be reduced to only counting 50 potatoes.

THE BUREAU OF SPUD MANAGEMENT THANKS YOU FOR PLAYING!



Game involves physical contact.
Play at your own risk.



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