

CREEPS OF KEISTER ISLAND

a cabo-golf game

OBJECTIVE

Have the lowest score when any player goes over 100 points.

HOW?

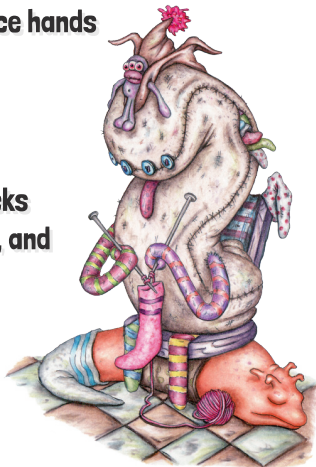
Figure out which cards you have and accumulate fewer points than anyone else by replacing your high cards for low ones from the deck, swapping your high cards for your opponents' low cards, and trading matching cards for a single card.

TIP: Play a couple of practice hands before keeping score.

CONTENTS

These instructions, two decks containing 104 Creep Cards, and four Cheat Sheet Cards.

Each deck contains two 0's, two 13's, and four of all other cards 1-12.



SET UP

Grab a pencil and paper for keeping score.

Remove the four Cheat Sheet Cards from the card decks and use as a quick reference while playing.

2-4 PLAYERS: Use only one deck. Shuffle well.

5-7 PLAYERS: Use both decks. Shuffle well.



HOW TO START

The creepiest player is the dealer for the first round. The dealer will shift one player to the left after each round.

The dealer deals every player four Creep Cards face down. **Don't look at them yet!** Place the remaining cards face down as the draw pile and one card beside it, face up, to start the discard pile.



Without looking at any of the dealt cards, lay them face down in front of you to form your set. You can place them in any pattern as long as they are placed in a single layer. Their order and location must remain the same throughout the round.

All players may look at two of their cards, but only once. Remember these two cards – you can't look at them again!

The player to the left of the creepy dealer goes first. Gameplay continues in a clockwise direction.

HOW TO PLAY

On your turn, choose one of these three options:

1. Pick up the top card from the draw pile, look at it, and decide if you'd like to keep it, use the action, or discard it.

If you decide to keep it, replace it, face down, with one of the cards in your set. Any card in your set may be replaced, even the ones you don't know yet (a blind swap). Discard the replaced card face up on the discard pile.

If it is an Action Card and you wish to use the action, carry out the action (see "Action Cards") and then discard it.



If you don't want the card, discard it face up on the discard pile.

2. Pick up the top card from the discard pile and replace it, face down, with one of the cards in your set. Actions may not be used when the card is drawn from the discard pile.

3. Call "KEISTER", which means "END" (see "Calling Keister"). End your turn without drawing any cards. All other players get one more turn and then the round is over (see "Scoring").

MATCHING CARDS

Reduce the number of cards in your set by replacing a drawn card with two-, three-, or four-of-a-kind matches. Matches can only be made with numbers, not with actions.

For example, you know you have three 8's in your set and you draw a 6. Pick up the 8's all at once, reveal them to the other players, place them in the discard pile, and then place the single drawn card (the 6) face down in your set.



You can end a hand with three, two, or even one card in your set using this matching technique!

MATCHING BLUNDER

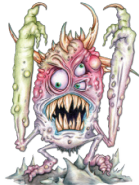
If a match is attempted but the cards are not a match, you must keep the card that was drawn and add it to your set, face down. End your turn without discarding.

ACTION CARDS

Creep Cards numbered 7 through 12 have actions on them: PEEK, SPY, and SWAP. If these Action Cards are drawn from the draw pile, you may use the listed action. Actions may not be used when the card is drawn from the discard pile.

PEEK (7 & 8)

Look at one of your own cards without anybody else seeing it.



SPY (9 & 10)

Look at another player's card without anybody else seeing it.



SWAP (11 & 12)

Trade one your own cards with another player's card. Neither the swapper nor swappee may look at either card. Any card in a set may be swapped, even the ones you haven't seen yet (blind swap).

Always discard the Action Card after using the action.

CALLING KEISTER

When you believe you have fewer points than anyone else, or you're just a mean jerk, you may use your turn to call "KEISTER!" Calling KEISTER ends your turn. Do not draw a card.

All other players take one more turn (but not you). The round is over when everyone else has taken their last turn.

If the draw pile runs out of cards:

Shuffle the discard pile, except the most recently discarded card. Place the shuffled cards face down as the replenished draw pile.

SCORING

After everyone has taken their last turn, each player reveals their cards and adds the points of all the cards in their set. The player with the lowest score receives zero points. Everyone else scores the number of points in their set.

If the player who called KEISTER doesn't have the lowest score, they add five penalty points to their score. If more than one player ties for the lowest score in this case, both receive zero points.

ENDING THE GAME

Once any player exceeds 100 points, the player with the lowest score wins the game!

If any player gets exactly 100 points, their score lowers to 50 and the game continues (once per player per game).



Artwork by Andy Hopp
Check out Andy's book [The Whole Hole](#) featuring Keister Island and these Creeps.
www.muthaoithcreations.com

CABO is an old classic card game which is very similar to an even older game called Golf. We fell in love with it and wanted to dress it up with Creeps, and get you addicted to it as well!

HOUSE RULES

After learning the game and playing a few times, incorporate some of these exciting new variants into your gameplay.

CRS RULE: Players wait to look at their two cards until just before the first draw. This may help those of you with CRS (Can't Remember Crap) to get off to a better start.

FREELoader: If you receive the lowest score but did not call KEISTER, you still score the number of points for your set.

KAMIKAZE: If you're ballsy enough to end a round with two 12's and two 13's, then you receive zero points and everyone else receives 50 points that round, regardless of who called KEISTER. Can you have more than four cards and still accomplish the Kamikaze? No. Just no.

SINISTER SWAP: When playing a SWAP Action Card, a player may swap cards between two other players. This makes the game creepier!

SHORTER GAME: Play until a player exceeds 50 points.

TIME LIMIT: Play until your pizza delivery or last game night guest arrives. The doorbell ends the game.

KILL ME NOW: Start with more than four cards. This is especially fun when playing with only two people, adding more dimensions to the game. An example would be to start with six cards and look at three of them before each round.

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Gut Bustin'
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