

# BAD PLUMBING

## -How to Play-

### Introduction:

Bad Plumbing is a balance game where you build a system of pipes and connectors from a base. They will wobble and fall, so be careful. Race your friends to place the last pipe piece in the toolbox and win the game!

### Set Up:

Place all 15 pipe and 12 connector pieces into the toolbox and set the wide base piece onto the table. Choose a turn order based on relative plumbing skills and begin!

### Play:

The person who goes first will draw a pipe of their choice from the toolbox and place it into the base.

This first move will decide how the rest of the game will play, so choose wisely. We suggest having a pipe end pointing up after this move.

On Your Turn: Grab a pipe and connector from the toolbox and place it somewhere on the structure - both hands allowed. Place your connector and pipe on the end of another pipe on the structure (connectors go between pipes). Once you remove a pipe from the toolbox you must commit and attempt to place it. You can attempt to place it in multiple places as long as you don't drop it!

During your turn feel free to twist and turn the pipes already placed as long as they don't fall off and hit the table. If pieces fall off into your hands you can try to salvage it, but it'll be hard. You can continue your turn if just a connector falls off (put it back) but your turn ends the second any pipe hits the table.

Falling Pieces: If during your turn any pipe(s) falls off or touches the table, remove it and set it into a separate pile next to you; this is your plumber's pile. If pipes fall off between turns, players may agree to put it back in the toolbox. If on the start of your turn you have pieces in your plumber's pile you must first place a piece from there instead of a piece from the toolbox. Pieces may lean on the base and each other but not the table.

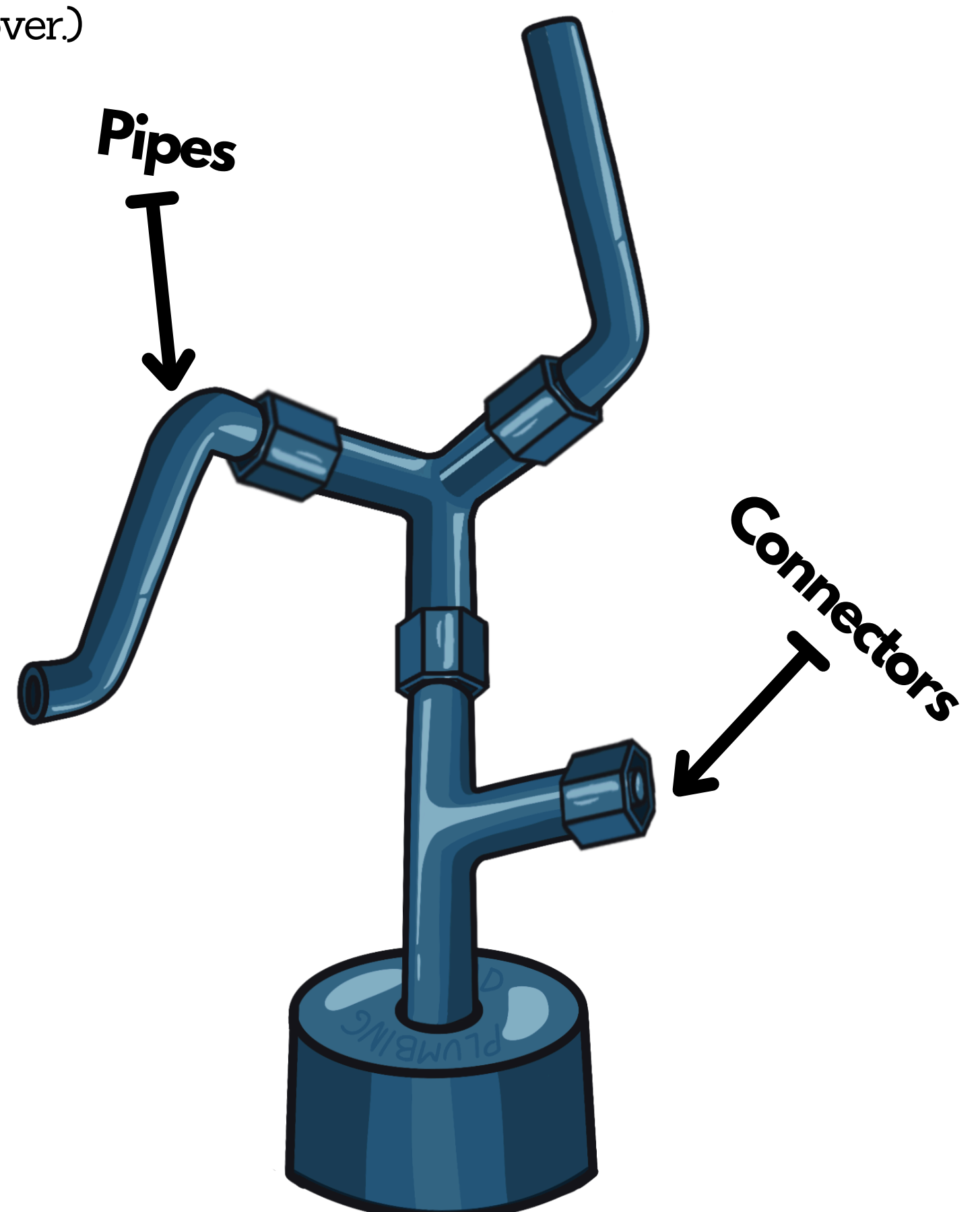
### Ending The Game:

The game can end in one of 3 ways: Someone wins, someone loses, or a draw.

A Player Wins by successfully placing the last pipe left in the toolbox onto the structure. (If they drop the pipe, any player without a pile wins. If everyone has a pile, play until someone gets rid of theirs to win.)

A Player Loses if during their turn, they tip over the base causing everything to fall!

A Draw Happens when ALL connectors have been placed at once. Everyone Wins! (Pipes will be left over.)



**Share your fun! #badplumbinggame**

We ♥ feedback: [play@badplumbinggame.com](mailto:play@badplumbinggame.com)

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