

# BABY DADDY

1  
0  
8  
Six men are rumored on Facebook to be the father of the child. But only the one who best matches the DNA sequence by drawing the right cards and dodging the legal labyrinth will be able to move on to "Baby Daddy" status.

## Contents

6 possible fathers, 1 game board, set of game instructions [A standard deck of 52 playing cards is required to sequence the DNA – all Jokers are removed]

## Aim of the game

Which player will make the moves and match the DNA test results shown on the cards to get his genes into the next generation?

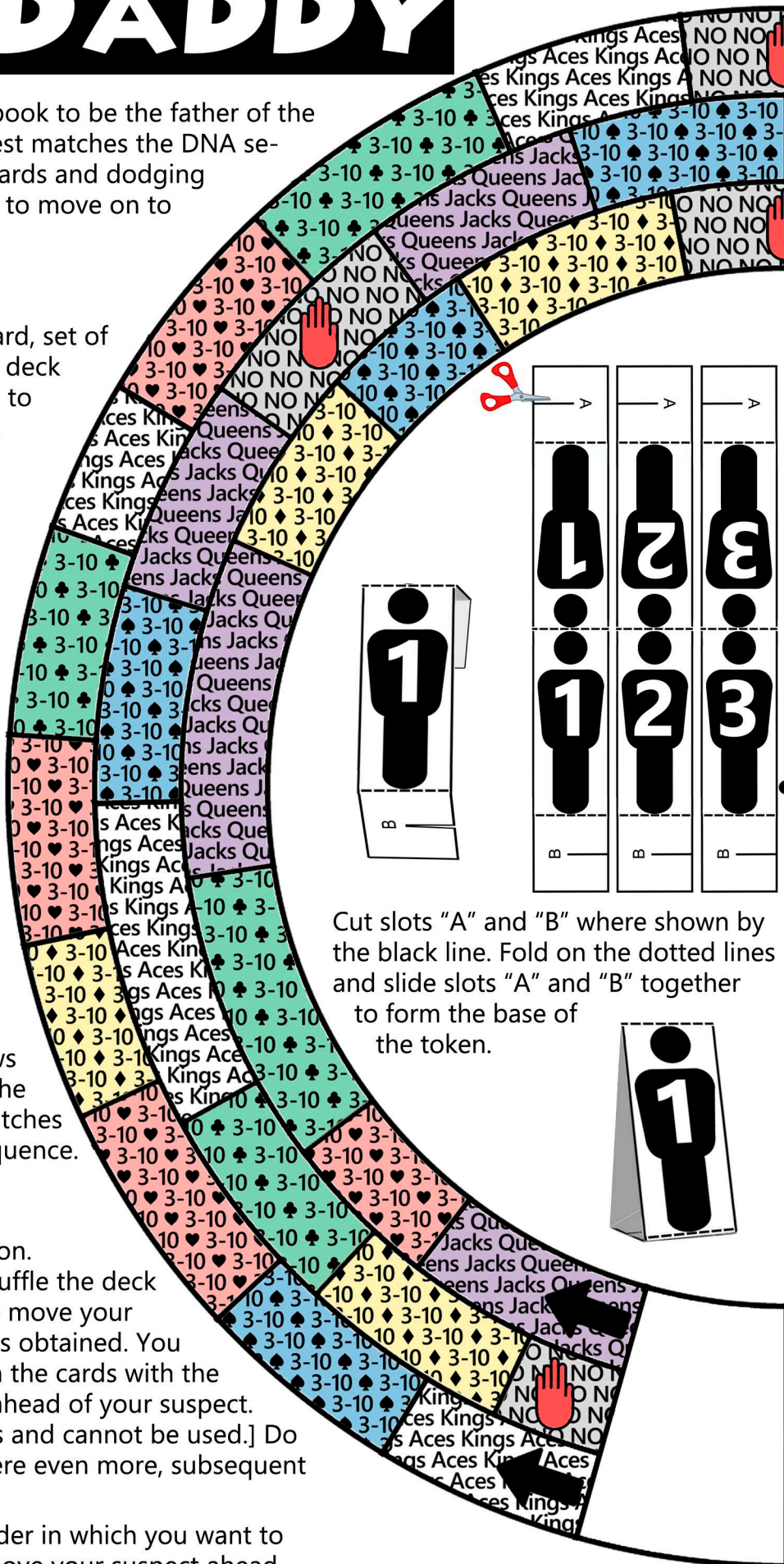
## Preparation of the game

Print, cut, and assemble the game board and suspect tokens. Spread the game board in the center of the playing surface. Each player chooses a numbered suspect token [they may be colored for profiling] and puts him facing the sequencing on the wide starting grid where arrows are shown on the board. Get the card deck ready. Each card matches one of the six codes in the sequence.

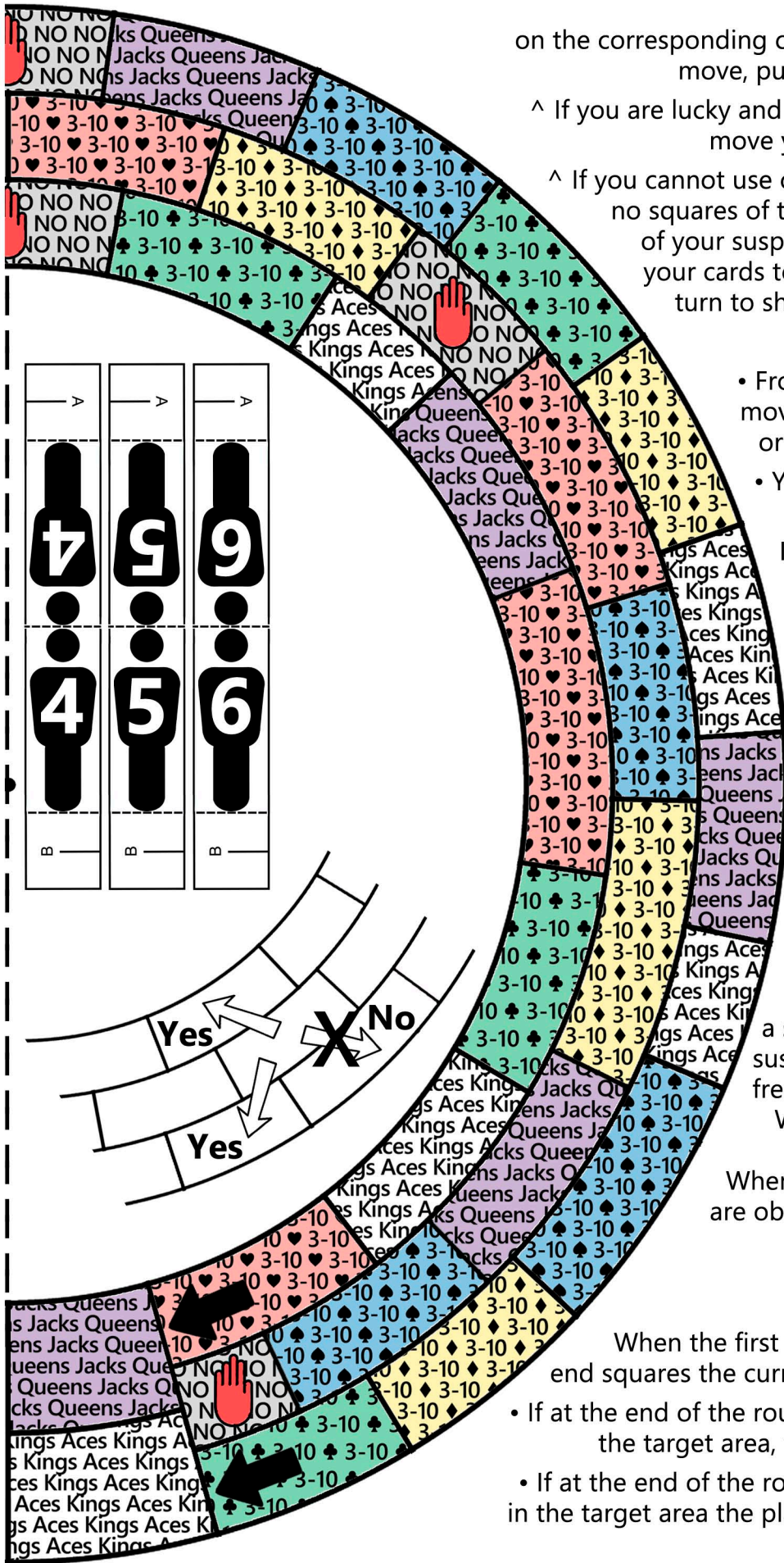
## How to play

You play in a clockwise direction. The youngest player starts. Shuffle the deck and draw six cards. Now try to move your suspect according to the codes obtained. You have to compare the codes on the cards with the codes of the squares directly ahead of your suspect. ["2"s in all suits are duplicitous and cannot be used.] Do the codes coincide? Or are there even more, subsequent matching codes?

^ Think carefully about the order in which you want to use the obtained codes and move your suspect ahead







on the corresponding coded squares. after each single move, put aside the corresponding card.

^ If you are lucky and think fast you might be able to move your suspect ahead six squares!

^ If you cannot use certain codes because there are no squares of the corresponding code in front of your suspect, your turn is over. Return all your cards to the deck. It's the next player's turn to shuffle the 52 cards and draw six.

Watch out:

- From the starting square you may move on to the "Spades 3-10" blue or "Aces and Kings" white square.
- You can only move your suspect ahead.

In addition, the following apply:

^ A change of sequencing is only possible if the far end of the neighboring square is situated ahead of the square where your suspect is at the moment. In this case too, you are always obliged to move your suspect ahead.

"NO" squares (hands) may never be entered.

While you move your suspect you may pass over squares with other suspects on them.

However, if your move ends on a square with a suspect on it, this suspect is moved back to the next free square in the same sequence.

Watch out: he cannot be moved back to a "NO" square!

Whenever it is possible to move you are obliged to do so: you always have to move on as far as possible.

### End of the game

When the first suspect reaches one of the two end squares the current round is played to the end.

- If at the end of the round there is only one suspect in the target area, that suspect is the Baby Daddy.
- If at the end of the round there is more than suspect in the target area the player who used less cards in this round is the Baby Daddy.