

SIZE MATTERS™

RULES

2 or More Players • Ages 21+

The Package: 8 Purple Dice, Circumstance Die, Dice Cup, 2 Tent Cards, Score Pad

Note: The dice cup is less about function and more about amusement. Get it?

The Goal: You wanna make the biggest...ahem... *schlong, dong, schmecky, Johnson, one-eyed snake*...you get it, right? The bigger your *third leg*, the more you score.

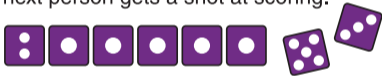
The Foreplay

- Put the Purple Dice in the cup and set the Circumstance Die out (this is the one with the pictures on it).
- Decide who will keep score and give them the score pad.
- That's it—it's easy.

How the Magic Happens

- Who goes first? Everyone knows a woman should come first, and hopefully also second, but for this game it's gonna be the oldest player.
- The first player rolls the purple dice. And so your *boner-building* begins...
 - u You gotta roll a 2. Because all good *joysticks* start with a set of balls. If you got a 2, set it aside. If you didn't get a 2, sucks to be you—your turn is over.

- u After you have your 2, you want to start on the *shaft*. You make this with 1s. As many as you can...the longer the better (Size Matters!).
- u You can stop rolling and take points whenever you want—points are dice value—or you can keep rolling hoping for more 1s. If ever you roll and don't get any 1s, you lose all points for that turn and the next person gets a shot at scoring.



- u If you use all the dice to make your *wiener*, you get to double those points!
- u Whenever you stop rolling (without losing your turn), you then have to roll the Circumstance Die. This will earn you more points, or take away points, depending on what you roll!

Continued



Prince Albert Piercing

+1 for added pleasure!



Cold Water

-1 for shrinkage



Vasectomy Scalpel

+2 for bareback, baby!



Blue Balls

-2 "sucks to be you!"



Erection Pills

+3 for hours of fun!



Whiskey Dick

-3 for SHAME!

- When one player's turn is over, the score keeper records the points, and then the player to the left goes.

The Finish

The first player to reach 21 points is the winner! You've definitely got the longest *skin flute*, so go ahead and toot that horn!

Get Yourself Some Girth!

- There's another way to play...hold on! So far you've been focused on growing a long one, but thickness is important, too, right? Now score more for girth!
- Instead of using 1s to build your *rod*, you can choose any other number. The bigger the number, the bigger you are and more points you score.
- On each turn, you can choose a different number, but must use all of that same number. For example, if you start building with 4s, you can't use any other numbers you roll.
- Don't forget, you still have to start with a 2 for your balls!
- Dice score at face value again, so obviously 6s are the biggest and worth the most...
- And don't forget to roll that Circumstance Die...only now things change a bit. You multiply it by whatever number you used to build your *winky*. So if you used

4s and you roll Blue Balls, it's not just -2, it's -8. Or, if you roll the Pills, it's not just +3, it's +12! Get it?

- The game ends as soon as a player reaches 69 points.



PlayMonster®



Contact us at: Customer Service, 1400 E. Inman Pkwy.,
Beloit, WI 53511 • playmonster@playmonster.com
1-800-524-4263. • For more fun, visit playmonster.com

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Invented by Katie Kildahl and Stinky Couch, Richard Gerrits, Laura Robinson