

PartyPath Games present



1-6 players // 45-60 Minutes

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PartyPath is much more than just a drinking board game. It's an interactive experience that brings fun, action, and social moments to your evenings. Explore entertaining challenges, share laughter, and get to know your friends better while having a great time. Ready to have an unforgettable evening with PartyPath?

Game overview

In PartyPath, you and your friend are against each other and you will explore different type of card with their unique effect on you or your friends.

Goal

The goal is to be the first to arrive at the end. The last player to complete the path will have a consequence.

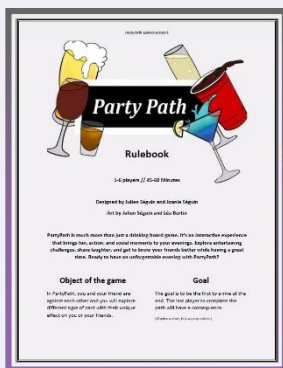
(Maybe a shot, it is a proposition)

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COMPONENTS

1 rule book



1 game board



6 different tokens

(You want to play more than 6? Just add any small object that you can find, like a ring.)



64 tiles

(12 position, 10 game, 12 truth,
14 characteristic, and 16 drink)



1 dice

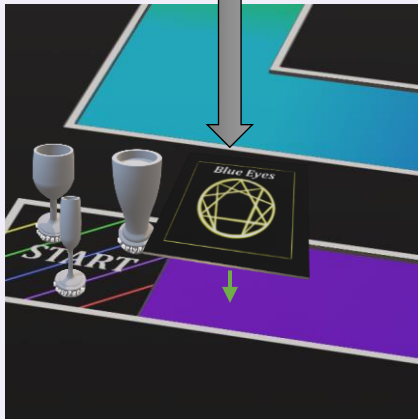


The game is designed for people over 18 years of age
You are using this game at your own risk

SETUP

Tiles

Shuffle the tiles and randomly place 36 of them on the colorful path as shown below*
*You can switch tiles, don't forget, create your own path



Starting Position

Put all the player tokens on the "start" tile.



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GAMEPLAY

- Each player takes turns rolling the dice. The player with the highest number starts the game and becomes the active player.
- The active player rolls the dice and moves their token in the direction of the path by the number of tiles indicated on the dice. (You can be more than one player on a tile)
- After resolving the action specific to the tile (refer to the appendix for instructions on each tile), the game continues clockwise. When it's your turn, you become the active player.
- The game continues until there is only one player left on the board.

END OF GAME

- The game ends when all the players, except one, pass the “end” tile. (You don’t have to stop exactly on the end tile to finish the game)
 - o Example: You need a 3 to land on the end tile, but you rolled a 4. So, you can go directly to the end tile.
- The last player is the only loser of the game and needs to be punished with a consequence, like taking a shot. Get creative and come up with an imaginative way for the last player to pay for their loss.

TYPES OF TILES



Position

These are the tiles that refer to the position of players on the board.
See appendix page 6



Game

These are the tiles where you must compete with the other players.
See appendix page 6



Truth

These are the tiles where you have the chance to know a little more about your friends

See appendix page 6



Characteristic

These are the tiles that refer characteristic to everyone around the table
See appendix page 7



Drink

These are the tiles that will make you and your friend drink, a lot.
See appendix page 7

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APPENDIX

Here you will find all the tiles with their respective instruction*. They are class by type and after by alphabetical order.

*Note that if you want to make modifications to the rules, it is up to you. You are creating your own path!

Position	
Fastest	The player whose token is furthest along the path takes a sip. (If there is a tie, all players who are furthest away take a sip)
Fastest & Slowest	If your token is the furthest along the path OR closest to the beginning, take a sip. (If there is a tie, all players furthest away and closest take a sip)
Left	The player to the left of the active player around the table takes a sip.
Move Back 2 Tiles (3 or 4 Tiles)	The active player moves their token back 2, 3, or 4 tiles.
Move Forward 3 tiles	The active player moves their token forward by 3 tiles.
Neighbours	The players to the left AND right of the active player around the table take a sip.
Reroll	The active player rolls the dice again and moves their token in the direction of the path, based on the number indicated on the dice. Then they resolve the specific action on the tile.
Right	The player to the right of the active player around the table takes a sip.
Roll & Back	The active player rolls the dice again and moves their token in the opposite direction of the path, based on the number indicated on the dice. Then they resolve the specific action on the tile.
Slowest	The token closest to the starting point takes a sip. (If there is a tie, all players closest to the beginning take a sip)

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Game

Add a Rule	The active player establishes a rule. If any player violates the rule, they take a sip. If another player lands on that tile, the new rule replaces the previous one.
Dare	The players around the table select a dare for the active player. Then he carries out the consequence.
Eyes Contest	<p>The active player selects an opponent. On the count of 3, both players lock eyes and try to outlast each other without blinking. The first one to blink loses and takes a sip.</p> <p>(If there is no blinking after 2 minutes, it's a tie and both players take a sip.)</p>
Fuck Marry Kill	The players around the table select 3 people (can be anyone), and the active player must choose whom they want to marry, fuck with, and kill. They can only choose one person per category.
Partner in Crime	The active player selects another player at the table to be their partner. From that point on, whenever the active player has to drink, their partner must also drink. Once a partnership is formed, those players cannot form another partnership. If another player lands on the "partner in crime" tile, they must choose from the remaining players.

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Game (suite)

PartyPath	The active player starts counting at 1. Going clockwise, each player continues the count. However, when the count reaches a multiple of 7 (e.g. 7, 14, 21, etc.) or a number with a 7 in it (e.g. 7, 17, 27, etc.), the word "PartyPath" replaces the number and the counting direction reverses. The first person to make a mistake takes a sip and the game ends.
Rock Paper Scissors	The active player chooses one opponent. Each player secretly chooses rock, paper, or scissors. After saying "Rock, Paper, Scissors," each player reveals their choice. Rock beats scissors, paper beats rock, and scissors beat paper. If there's a tie, the game continues until there's a loser. The loser takes a sip.
Safezone	The active player is exempt from drinking until they move from that tile.
Truth or dare	The active player selects truth or dare, and the players at the table choose a truth or a dare for them. Then he answers the question or perform the challenge.
Waterfall	Everyone starts drinking. The active player can stop whenever he wants, but others have to keep drinking. Once he decides to stop, the player on his left can stop, and so on. The last player in the ring has to finish last.

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Truth

Animal(s)	The active player takes a sip for each animal he owns.
Birthday	The player whose birthday is closest to the current date must take a sip.
Body Count	The active player takes a sip for each person they have slept with.
Siblings	The active player takes a sip for each brother and sister they have.
Couples	The players who have a boyfriend/girlfriend take a sip.
Favorite Position	The active player shares their favorite position during the act.
Hot Seat	For 1 minute, all players ask questions to the active player. If he can't answer, he takes a sip to skip the question.
Never Have I Ever	The active player chooses something he has never done, and all the players who have done it take a sip.
Single	All the players that are single take a sip.
Stalker	The active player takes a sip for each player he saw naked.
Truth	The players around the table choose a truth for the active player, who then answers the question.
Would You Rather	The active player selects between two scenarios, and then all players vote for either scenario 1 or scenario 2. If it's scenario 1, players raise one hand in the air; otherwise, they do nothing. The minority takes a sip. (If there is a tie or everyone vote the same, everyone takes one sip)

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Characteristic

Blue Eyes	All the players with blue eyes drink one sip
Boys	All the players that are boys take one sip
Brown Eyes	All the players with brown eyes drink one sip
Dyed Hair	All the players with dyed hair drink one sip
Girls	All the players that are girls take one sip
Green Eyes	All the players with green eyes drink one sip
Natural Hair	All the players with natural hair drink one sip
Oldest	The oldest player in the game take one sip
Opposite Sex	All the players that are the opposite sex of the active player take one sip
Piercing	All the players with piercing(s) take one sip
Smallest	The smallest player takes one sip
Tallest	The tallest player takes one sip
Tattoo	All the players with tattoo(s) take one sip
Youngest	The youngest player in the game take one sip

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Drink

Chug	The active player finishes his drink
Drink 2 (3 or 4)	The active player takes 2 (3 or 4 depending on the number on the tile) sip
Drink a Toast To...	The active player says "We drink a toast to ..." and add something that he wants after.
Drink it or Double it	Before rolling the die, the active player guesses if the result will be between 1 and 3 or 4 and 6. If the active player is correct, they double the result of the die and distribute the corresponding number of sips to one player or he can split the sips to different players. If he is not correct, he drink the number of sips equal to the result on the die.
Drink with Someone	The active player chooses another player to drink one sip with.
Everyone	All the players take one sipe
Give 3 (4 or 5)	The active player gives 3 (4 or 5 depending on the number on the tile) sip to one player or he can split the sips to different players.
Numbers of Players	The active player takes one sip for each player playing the game.
Roll & Drink	The active player rolls the dice and takes the number of sips corresponding to the number on the dice.
Roll & Give	The active player rolls the dice and gives the number of sips corresponding to the number on the dice to one player or he splits the sip to different player.
Shot	The active player takes 1 oz of a drink of his choice.
Shotgun	The active player makes a hole at the bottom of a new can of the drink that he wants. Then, he opens it at the top and start drinking the whole drink.

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Disclaimer

It is important to consume alcohol responsibly. Although the game may involve elements of drinking, it does not promote excessive alcohol consumption. On the contrary, it encourages playing with a non-alcoholic beverage, allowing everyone to participate in a fun and safe manner. The main objective is to enjoy the game and social interaction while ensuring the safety and well-being of all players.

Have Fun

Credits

I would like to express my deep gratitude to all the people who have encouraged me to move forward with this wonderful project that is PartyPath. Your encouragement and support have been essential to me, and I am truly grateful to have you by my side. Your trust in me and in this project has motivated me to give my best. Thank you from the bottom of my heart for your invaluable support!

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