

COMBO GAME INSTRUCTIONS

For 3-6 Players

Congratulations, O powerful hurler of Avocados and Burritos!

Because you own both games, you can also play a special combo game that uses the cards in this envelope, some cards from Throw Throw Burrito, and all 4 throwables!

SETUP

To play, you will need all 6 Avocado Boo Boos, the Avocado Fear Me Badge, all four throwables (2 Avocados and 2 Burritos) and a combination of cards from both games. Take your deck of cards from THROW THROW BURRITO, remove all 36 Battle Cards (18 Brawls, 9 Wars, 9 Duels), and set them aside (they won't be used in this game). Next, shuffle the 36 cards in this envelope into the remaining THROW THROW BURRITO deck to form a new combo deck of 120 cards.



GAMEPLAY

The Combo Game uses the exact same setup and rules as THROW THROW AVOCADO, but you won't need them because you're a pro by now.



The only difference is the battles. This new combo game has four new types of Battle Cards that make use of all four throwables.

COMBO GAME BATTLES

SCATTER BRAWL

When you play 3 matching Scatter Brawl Cards, the players **to your right and left** are in a Scatter Brawl. First, you grab all 4 throwables and toss them from the table separately in any direction. (It's up to you how far or close to throw them, which determines how challenging the battle will be!) When you're finished scattering throwables, shout "Go!" The players in the Scatter Brawl then run to grab a throwable and begin the battle. The first player to get hit by a throwable loses the Scatter Brawl.



BURRITO -OR- AVOCADO WAR

When you play 3 matching War Cards, shout out either "Burrito War" (if you played 3 red Burrito War Cards) or "Avocado War" (if you played 3 green Avocado War Cards). All players at the table (except for you) are immediately in a War, **BUT THEY MUST USE THE THROWABLE ON THE CARDS**. The first player to get hit loses the War.

It's ok to grab the wrong throwable, but if any player **THROWS** the wrong throwable, they immediately lose the War.



DOUBLE UP DUEL


When you play 3 matching Double Up Duel Cards, pick any two players to team up against a single third player. (You can choose yourself to participate in the Double Up Duel if you want.) The two players on the same team outnumber the single player, but the single player can hold as many throwables as they can get their hands on!

Both of the players on the team each take 1 Avocado, while the single player takes both Burritos. The team of two stand next to each other while back to back with the single player. All together, the dueling players simultaneously say "3, 2, 1, Duel!", take their paces, turn, and throw.



In a Double Up Duel, each of the players on the team can have up to 1 throwable in their hand at a time, but there is **NO LIMIT** to the number of throwables the single player can hold. If the single player gets hit first by a throwable, they lose the Duel. If either of the team players gets hit first, they both lose the Duel, and they both take a Boo Boo.



 If this occurs near the end of the game when there is only 1 Avocado Boo Boo remaining, the team player who got hit takes the Boo Boo.

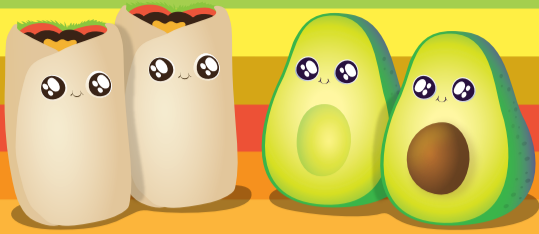
TIES

If 2 players tie at the end of either round, resolve the tie with a Duel. Each player may choose to take either a Burrito or an Avocado to use for the Duel.



If 3 or more players tie, reshuffle the entire deck and have 1 player draw until either a Burrito War Card or an Avocado War Card appears. (This ensures all tied players start battling at the same time.) It's now a War between the tied players, but you can grab any of the throwables to throw at your opponents! Once you're out, you cannot touch a Burrito or Avocado. Continue until there's only 1 player left.





**THROW THROW
AVOCADO
+
THROW THROW
BURRITO**

**COMBO GAME!
FOR 3-6 PLAYERS**

**DID YOU OPEN THIS BEFORE YOU BOUGHT
THROW THROW BURRITO?**



**GO GET IT SO YOU CAN UNLOCK THIS
SUPER SPECIAL COMBO GAME!**

**If you already own it, then you are the
prettiest, smartest individual in the land.
Flip this over to read how to play!**

