



GAY SAUNA

THE BOARD GAME

FULL MODE RULEBOOK



A ReRollWorks.com Production

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Objective

Welcome to Gay Sauna the Board Game! The raunchy tabletop adventure where you play a group of horny friends competing in a no-holds-barred hookup contest. See who can pick up the most guys during the group's visit to a popular Gay Sauna.

Components

- 1 Game board
- 72 Visitor cards
- 57 Mischief cards
- 60 Event cards
- 12 Reference cards
- 18 Cruising areas
- 15 Item tokens
- 6 Player boards & 6 Horniness tokens
- 48 Bar tokens & 1 First player token
- 1 Flirting dice & 1 Sex dice
- 1 Dice tower
- 1 Party mode rulebook
- 1 Full mode rulebook (this book)
- 1 Gay Sauna guidebook

Two game modes

Gay Sauna the Board Game has two ways to play: **party mode** and **full mode**. The **party mode** was originally created for demos at gaming events. As you might guess, it's a quicker, more streamlined version of the game. If you're playing for the first time, we recommend you play the **party mode**, which will introduce you to the core concepts of the game.

Is this your first time? You might want to try **Party Mode** first using the other rulebook.





How to win!

The winner of Gay Sauna the Board Game is the player who has had the most hookups at the end of the game when you have visited all the selected cruising areas.

Hooking up is achieved through a process of flirting with a consenting visitor who you will encounter in each of the cruising areas.

Visitor cards

Let's start with the deck of **visitor** cards, called the **visitor** queue. They are easily recognisable by the fact they've got a gorgeous **visitor** plastered on the front of them, along with the pink card backs.

During setup, deal each player a random **visitor** card matching the **type** on their player board.

Each **visitor** is a unique character with their own name, likes, and preferences.



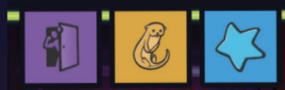
Type

The **type** that the **visitor** belongs to is in the top left of the card. Note that **visitors** of the same **type** have the same color outline and background on the card. You can say:

This visitor, Achilles, is a Jock.



The **visitor's type** preferences are on the top of the card. You can say:



This visitor, Achilles, likes Guys Next Door, Otters and Twinks.

Role and kinks

The **visitor's** preferred **role** and **kinks** are on the bottom right of the card. You can say:



This visitor, Achilles, is a Top and is into Spanking and Fisting.

So overall, you can say:

This visitor, Achilles, is a Jock who likes Guys Next Door, Otters and Twinks. He's a Top and into Spanking and Fisting.

Flirting & hookups

The aim of the game is to **hookup** with as many **visitors** as possible, and the best way to do this is by **flirting**! To **flirt** with someone, they first have to like you. **Consent** is really important, after all!

When a player successfully flirts with a **visitor**, the **visitor** becomes a **hookup** and the player places it next to their **player board** to form their **hookup pile**.

Consent

To see if they like you, match your **type** icon (at the top-left of your card) with any of the 3 **type** icons on the top of their card. If, and only if, they match, you can **flirt** with them.

It's easier to **flirt** with them if you also like their **type** (e.g. if their top-left **type** icon matches any of the 3 **type** icons on your card). If you do, roll the **flirting dice** and try for a hookup!

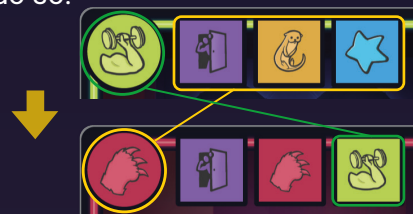
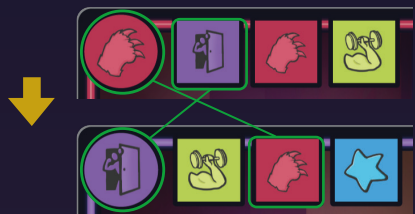
If you don't like his **type**, you have to spend 1 **horniness** each time you **flirt**. If you are forced to reroll the dice, you do not have to spend additional **horniness**.



Amador the Bear cannot roll the **flirting dice** with Jamal the Jock, as William does not like Bears.

Amador the Bear can roll the **flirting dice** for free with Ryan the Guy Next Door, as Amador likes Guys Next Door and Ryan likes Bears.

Jamal the Jock can roll the **flirting dice** with Amador the Bear, but as Jamal does not like Bears, they must spend 1 **horniness** to do so.



The dice

There are 2 different dice to roll: The white **flirting dice** determines how a **visitor** responds to you **flirting** with them. If you rolled well, you used your wit and charm (or tongue or fingers or toes) to win them over.

They're now all yours, so place their **visitor** card face-down next to your **player board** (even if they're a top), then roll the black **sex dice** to determine how it all went down. You cannot roll the **sex dice** if they rejected you on the **flirting dice**.

Let's see how Amador and Ryan would get on when flirting:

- Amador and Ryan are 2 Bottoms, sharing 2 **kinks** in common.
- Ryan will say No on a roll of Role Fit, Top & Bottom or Rejected!
- Ryan will say Yes on a roll of Success! Get Kinky or Double Kinky.
- If Ryan says Yes, Amador gets to roll the **sex dice**, then enjoy or suffer the consequences.



Flirting dice		Sex dice	
	Success!		Great Sex!
	Always a Yes.		Gain 1 horniness .
	<i>Whatever you said must have won them over.</i>		<i>Just what you needed!</i>
	Role Fit		Next
	Yes if not 2 Tops or 2 Bottoms.		No Effect.
	<i>They're up for a play, as long as there's a poke...</i>		<i>It was fine, but there's a game to play.</i>
	Top & Bottom		Too Rough
	Yes if 1 Top and 1 Bottom only.		Lose 1 horniness .
	<i>They are set in their idea of what they want.</i>		<i>Feeling a bit roughed up after that.</i>
	Get Kinky		Oops
	Yes if 1 or more kinks in common.		Lose 2 horniness .
	<i>They're down, if you can kink out a bit.</i>		<i>Accidents happen, and you'll need to clean up.</i>
	Double Kinky		Distracted
	Yes if 2 kinks in common.		Discard 1 mischief Card.
	<i>They seem pretty serious about their kinks...</i>		<i>You just can't get them out of your head...</i>
	Rejected!		Shoot!
	Always a No.		Lose 3 horniness .
	<i>Apparently, they're just not interested!</i>		<i>What a spectacular load!</i>



Game Setup

1. Place the game board in the middle of the table.
2. Shuffle the **cruising area** cards, then place the appropriate number of **cruising area** cards face-down to form the **cruising area** deck:
 - a. 2 players: 9 **cruising areas**
 - b. 3 players: 8 **cruising areas**
 - c. 4 players: 7 **cruising areas**
 - d. 5 players: 6 **cruising areas**
 - e. 6 players: 5 **cruising areas**
3. Put the rest of the **cruising area** cards back in the box.
4. Give each player a **player board**, along with a **horniness** token and all the **bar tokens** of the same color.
 - a. You start the game with a **horniness** of 3.
5. Shuffle the **visitor** deck, then have each player randomly select a **visitor** from the **visitor** deck that matches the **type** on your player board.
 - a. Place the remaining **visitor** cards in a face-down pile on the **visitor** queue spot.
6. Randomly deal 2 **item** tokens to each player who then selects 1 **item** and discards the other.
 - a. Place the remaining **item** tokens to form the **item** deck.
7. Shuffle the **event** cards and place face-down to form the **event** Deck.
8. Shuffle the **mischief** cards, then deal each player 3 **mischief** cards.
 - a. Place the remaining **mischief** cards face-down to form the **mischief** Deck.



Playing the game

1. The player who most recently went to a sauna goes first (or choose randomly).
2. Each round, the first player (and only the first player) draws a **cruising area** card from the **cruising area** deck.
 - a. Place the **cruising area** card on the **cruising area** space on the board.
 - b. Fill all spaces on the **cruising area** board with **visitors** from the **visitor** queue following the instructions on the **cruising area**.
3. The first player then takes their turn:
 - a. Draw an **event** card from the **event** deck. Read the card out loud and apply the effects.
 - b. Take any 2 different* actions:
 - i. **Flirt** with a **visitor** (select a **visitor** from the current room to **flirt** with in the hopes of hooking up with them). *(page 11)*
 - ii. Stroke yourself (gain 2 **horniness**).
 - iii. Hang in the Bar (place one of your **bar tokens** on one of the 6 places at the bar.
 - iv. Find **mischief** (draw 1 **mischief** Card from the **mischief** deck).

** You may Stroke Yourself twice in 1 turn as 2 actions if you wish.*
4. Play continues clockwise.
5. The round ends when every player has taken a turn (1 **event** and 2 actions). When the round ends:
 - a. Discard all remaining **visitors** in the **cruising area**.
 - b. Each player then draws 1 **mischief** card.
 - c. The player with the most **horniness** takes the first player token.
 - i. If the player with the first player token has the most **horniness**, it stays with them.
 - ii. If there is a tie, the player that was earlier in turn order takes the first player token.
6. Go back to Step 2 until you have visited all the **cruising areas** in the **cruising area** deck.

Lights on

When the last player has taken their final turn on the final **cruising area**, it's time for lights on. This is your last chance for players to grab some **visitors** to take home - very convenient timing ;)

Deal 8 **visitors** into the spaces in the **cruising area**.

1. Starting with the player with the fewest hookups, going clockwise, each player can spend a **bar token** to attempt a flirting role with one of the visitors.
2. When **flirting** with a **visitor** during lights on:
 - a. You do not need to like their **type** (you're desperate).
 - b. The **visitor** must still like your **type** (**consent** is still important).
 - c. Ignore **horniness** (you're about to leave).
 - d. Do not roll the **sex dice** (it all happens at home).
 - e. You cannot use any **items** (they're packed away in your bag).
 - f. You may use any **mischief** cards you have (you still have a few tricks left up your sleeve).

Player boards

You'll find 6 **player boards** matching the 6 **types** in the box. Track your progress as you move through the sauna. It shows you where to place your **visitor** card and any **item** you are carrying.

Always place your **hookups** face-down next to your player board, regardless of whether they are a top or a bottom (this prevents confusion for other players between you and your **hookups**).



Horniness

You start the game with 3 **horniness**. Your **horniness** goes up and down during your adventure by hooking up, **event** cards, and **mischief** cards. If you reach 6 **horniness** you become super horny, and if you reach 0 **horniness** you lose interest.

Super Horny

As long as you're at 6 **horniness**, you automatically like all **visitors** when **flirting** (but remember, they still need to like you first!). You may reroll a failed **flirting dice** result once per **visitor**.

If you successfully **hookup** with someone while **super horny**, don't roll the **sex dice**. Because you are **super horny**, you always get the "Shoot!" result and lose 3 **horniness**. Doesn't that feel better?

Lose Interest

Any time you reach 0 **horniness**, you lose interest. You must discard 1 **mischief** card if you have any. You may not **flirt** again until you have at least 1 **horniness**.

Cruising areas

As you explore the sauna, you and your friends go room by room to **flirt** with the other **visitors** there. Each room has a special rule that has an impact on how you can pick up visitors. This rule lasts for as long as you are in that **cruising area**.

The Dark Room, Maze, Playrooms and Washrooms have special rules about **visitor** cards and players do not draw any **event** cards during their turn.

The Dark Room

- In the Dark Room, place all **visitor** cards face-down.
- When players pick a **visitor**, they secretly look at the card without showing other players.
- Roll the **flirting dice** and check the result, only looking at **kinks** and **roles**. Ignore all **types** and likes on both cards.
- If the player was unsuccessful, put the **visitor** back face-down.
- If successful, reveal the **visitor** to prove it, then continue to roll the **sex dice** as normal.



The Maze

- In the Maze, place all **visitor** cards face-down.
- When players pick a **visitor**, they secretly look at the card without showing other players.
 - Roll the **flirting dice** and check the result, only looking at **kinks** and **roles**. Ignore all **types** and likes on both cards.
- If the player was unsuccessful, put the **visitor** back face-up.
- If successful, reveal the **visitor** to prove it, then continue to roll the **sex dice** as normal.
- Other players choose from any remaining **visitors** (face-down or face-up) to **flirt** with.
- Ignore all **types** and likes on both cards even when **flirting** with a face up **visitor** in the Maze.



The Playrooms

- In the Playrooms, you place 3 **visitors** in a face-down pile on each space in the **cruising area**.
- Players select a Playroom to visit on their turn and reveal them to all players.
- If there is no consenting **visitor**:
 - The player may not **flirt** this turn.

- Gains 2 **horniness** being a spectator.
- Takes other actions as normal.
- If at least 1 **visitor** consents to the player:
 - Select 1 of the consenting **visitors**.
 - Roll the **flirting dice** and check the result.
- If successful, continue to roll the **sex dice** as normal.
- Subsequent players may not choose a Playroom that has already been revealed.



The Washrooms

- In the Washrooms place all **visitor** cards face down.
- All players lose 1 **horniness** at the start of their turn.
- Players do not choose **visitors** freely, but start at the first space on the board.
- Players reveal each visitor in turn and must **flirt** with their first consenting match.
- If the revealed **visitor** does not **consent** to the player, continue to the next space.
- Players do not need to spend **horniness** to **flirt** with **visitors** they are not into.



Mischief cards



At the start of the game, each player draws 3 **mischief** cards.

You may have a maximum of 6 **mischief** cards in your hand. If you already have 6 cards in your hand, you may choose to discard one card before drawing a new card. If you do not discard one card, you cannot draw a new one. You cannot see the new card before discarding one of your cards.

Mischief cards with a dot in the bottom right are only used in the **full mode** of the game and should be removed when playing the **party mode**.

Mischief cards give you special powers during your sauna visit, and you'll need them if you want to get a leg up in this competition.

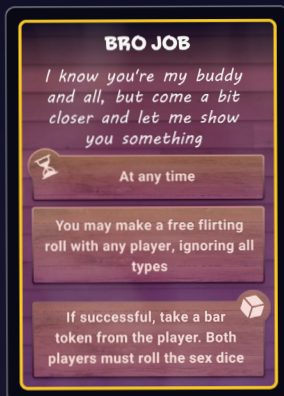
Mischief cards say when they can be used:

- After a dice roll
- After the player's **event** card
- After any **event** or **mischief** card
- At any time

Resolve a **mischief** card before taking any further actions.

Cold corridors

Players treat this additional action as a new turn, allowing them to select an action that they previously made in this **cruising area**.



Bro job

Bar tokens claimed in this way count as a hookup point at the end of the game.

Sweet talker!

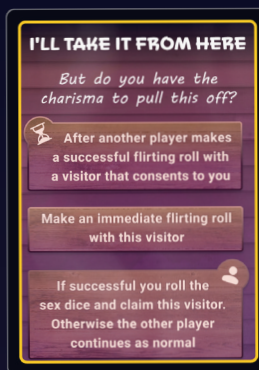
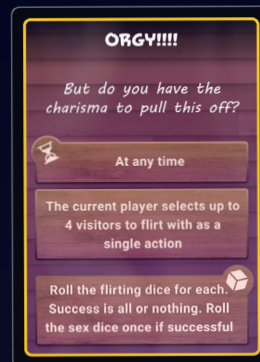
Both **visitors** must **consent** to the player and if necessary they must spend **horniness** twice if the visitors are not a **type** they like.



Orgy!!!!

All **visitors** must **consent** to the player and they must spend **horniness** for each visitor that is not a **type** they like.

If the **flirting roll** is not successful for one or more **visitors**, the player is rejected by all **visitors** in the Orgy.



I'll take it from here

This card must be played before the current player rolls the **sex dice**.

If this card is successful, the current player's continues as if they failed the **flirting roll**.

Fuck me... and now it's a threeway

This card must be played before the current player rolls the **sex dice**.

The **visitor** must **consent** to you (the other player does not need to **consent** to you).

You must spend 1 **horniness** if you do not like the **type** of the **visitor** (but not the other player).

Bar tokens claimed in this way count as a hookup point at the end of the game.



Event cards

At the start of their turn, players draw an **event** card and read it aloud to all players.

The top half of the card describes how the **event** plays out, while the bottom half describes the impact the **event** has on the game. Effects of **event** cards impact all mentioned players, not just the current player.



Items

Items give you unique powers, so look after them carefully.

At the start of the game you will be given 2 Items. Choose 1 of them to keep and discard the other before starting the game.

There are some **mischief** cards that enable you to steal, swap or replace your item, but you can only have 1 **item** at a time. If you collect a second item, you must immediately discard 1 of your choice.

Bar tokens

Players may place **bar tokens** on any space at the bar when taking the Hang at the Bar action during their turn.

If a place is already occupied, place the **bar token** on top of any existing tokens. Be careful not to rearrange the order of these tokens during the game.

During the lights on phase, **bar tokens** are moved from the bar to the **visitor** space with the corresponding number.

Bar tokens are also used when playing certain mischief cards. When tallying scores, count any **bar tokens** claimed this way as an additional hookup point.



Having fun!

Gay Sauna the Board Game is intended to be a light hearted, naughty, tongue in (or between) cheek role playing game to enjoy with friends.

The number of sexual encounters you have had in real life should bear no impact on your value as a person. Always show respect to your (potential) partners and enjoy each other's company first and foremost.

The game should be played indulgently. If any rule is unclear or ambiguous, players should agree to define the rule as the most permissive / least prohibitive manner. More is more!

Our Visitors

Some of our visitor illustrations are based on real people who were wonderful enough to agree to be in our game!

You can find them on X:

Griffin - @GriffinBarrowsX

Zeid - @zeidmoon

Karim - @KarimYoavXXX

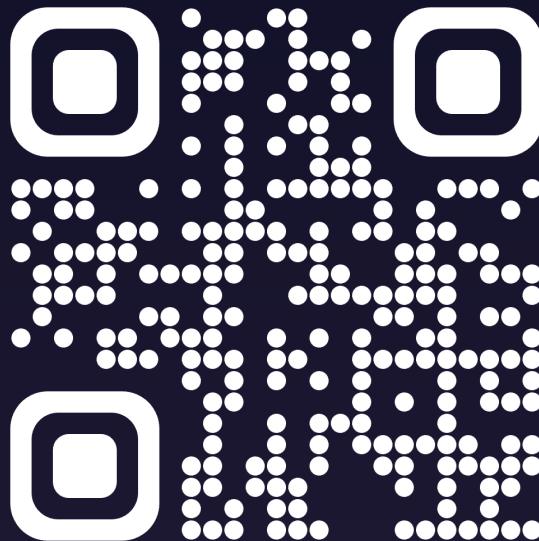
Fabio - @Fabio_Stallion

Also including the stars of @wattsthesafeword:

Mr Kristofer - @KristoferWeston

Pup Amp - @PupAmp

Do you want your rules explained to you?



Check out our How to Play videos online at GaySaunaTheBoardgame.com/HowToPlay

Thank you!

Thank you for taking the time to play Gay Sauna the Board Game, we truly hope you enjoy your experience!

This game would not have been made possible without the support of our friends, family and our Kickstarter Backers. We're so grateful to you all to be able to bring this game to the world.

An extra special thanks goes to Daniel for connecting us together and an incredible amount of playtesting and feedback. Also a big shout out to Craig, Yaron, Miko, Estefano, Shaun, Ryan and Pieter for helping during our conventions and your ongoing support throughout this journey!



Adrian & Jose



GAY SAUNA
THE BOARD GAME

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info@gaysaunatheboardgame.com

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Types



Bear



Daddy



Guy/Girl Next Door



Jock



Otter



Twink



Bottom



Top



Versatile

Roles

Kinks

Exhibitionism



Feet



Fisting



Rubber



Spanking



Watersports



Flirting dice



Success!

Always a Yes



Role Fit

Yes if not 2 tops
or 2 bottoms



Top & Bottom

Yes if 1 top and
1 bottom only



Get Kinky

Yes if 1 or more
kinks in common



Double Kinky

Yes if 2 kinks
in common



Rejected

Always a No

Sex dice

Great Sex!

Gain 1 horniness



Next

No effect



Too Rough

Lose 1 horniness



Oops!

Lose 2 horniness



Crush

Discard 1 mischief card



Shoot!

Lose 3 horniness

