

GAY SAUNA

THE BOARD GAME

PARTY MODE RULEBOOK



A ReRollWorks.com Production

Game design by Adrian Collier

Artwork & graphics by Jose Garrote

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

Components you'll need for the party mode:

- 1 Game board
- 72 Visitor cards
- 60 Mischief cards (you'll remove some later)
- 12 Reference cards
- 18 Cruising areas (you'll remove some later)
- 6 Player boards & 6 Horniness tokens
- 48 Bar tokens & 1 First player token
- 1 Flirting dice & 1 Sex dice
- 1 Dice tower
- Note that the game has the following additional components that are not used in this game mode:
 - Event cards, Item tokens, Bar tokens

Party vs Full Game

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** that will introduce you to the core concepts of the game.

Played a couple of games? Ready for some more strategy? Try the **full mode** in 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.



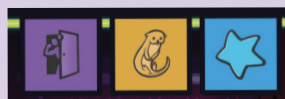
Type

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, is into Spanking and Fisting.

So overall, you can say:

This visitor, Achilles, is a Jock who likes Guys Next Door, Otters and Twinks. They're 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

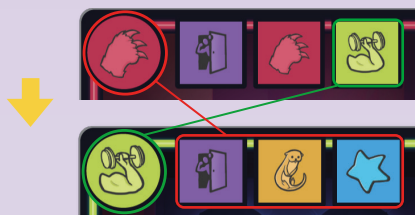
To see if they like you, match your **type** icon (at the top-left of your card) with any of the 3 **type** icons on the top of their card. If (and only if) they match, you can **flirt** with them.

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



Setup

1. Place the game board in the middle of the table.
2. Playing for the first time?
 - a. Find these specific **cruising area** cards from the **cruising area** deck:

- i. Steam Room
- ii. Dry Sauna
- iii. Mirror Hall
- iv. Dark Room
- v. Playrooms (in a 2 or 3 player game only)



- b. Shuffle these **cruising areas** and place them in a face-down pile. Put the rest back in the box.
3. Not your first sauna?
 - a. Shuffle the **cruising area** deck, then place 4 (or 5) **cruising area** cards face-down in a pile.
 - b. Put the rest of the **cruising area** cards back in the box.

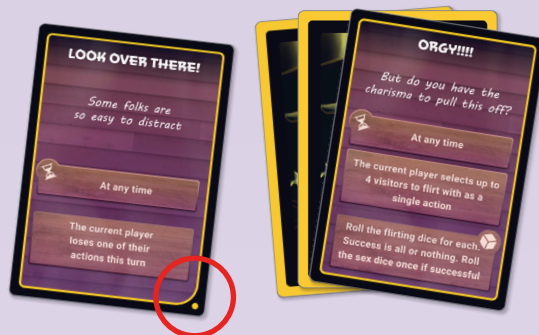
4. Give each player a **player board** and **horniness token**, then have each player select a **visitor** from the **visitor** deck that matches the **type** on your player board.

- a. You start the game with a **horniness** of 3.

5. Shuffle the remaining **visitor** cards and place them in a face-down pile on the **visitor** queue spot.
6. Remove all **mischief** cards that contain a dot in the bottom right corner and put these in the box.

- a. These cards are only used when playing the **full mode**.

7. Shuffle the remaining **mischief** cards, then deal 3 to each player.
8. Place the remaining **mischief** cards face-down to form the **mischief** deck.
9. **Items** and **event** cards can stay in the box - they are not used in the **party** game.



Playing the game

1. The player who most recently went to a sauna goes first (or choose randomly) and takes the first player token.
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. They may take one of two actions:
 - a. **Flirt** with a **visitor** (select a **visitor** from the current **cruising area** to **flirt** with in the hopes of hooking up with them). *(page 11)*
 - b. Stroke yourself (gain 2 **horniness**).
4. Play continues clockwise. In turn order, each player chooses one action. 
5. The round ends when every player has taken a turn. When the round ends:
 - a. Discard all remaining **visitors** in the **cruising area**.
 - b. Each player draws 1 **mischief** card.
 - c. The horniest player (erm, 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 (for a total of 4 or 5 rounds).

Ending the game

The game ends when the last player has taken their final turn on the final cruising area.

The player with the most **hookups** is the winner. They win the respect of their fellow players along with a free pass for a trip to the clinic in a couple of weeks - highly recommended.

If there is a tie for the most hookups, the player with the least **horniness** wins.

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 between you and your **hookups** for other players).



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.



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.

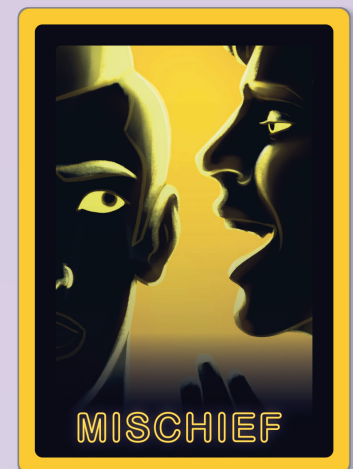
Mischief cards with a dot in the bottom right are only used in the **full mode** of the game and should be removed when playing the **party mode**.

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.



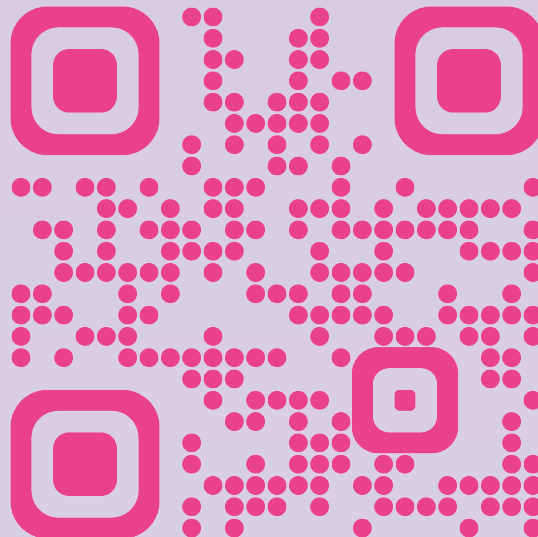
Having fun!

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!

Do you want your rules explained to you?



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

Please send all feedback to:

info@gaysaunatheboardgame.com

Follow us



@SaunaGame

Types



Bear



Daddy



Guy/Girl Next Door



Jock



Otter



Twink



Bottom



Top



Versatile

Kinks

Exhibitionism



Feet



Fisting



Rubber



Spanking



Watersports



Roles

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

