

GAY SAUNA

THE BOARD GAME

Rulebook

REROLL
WORKS

A ReRollWorks.com Production

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Objective

In Gay Sauna the Board Game, you are all 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. Sloppy seconds don't count! Once you've hooked up with someone, they're off limits to the others.

Components



1. 1 Game board



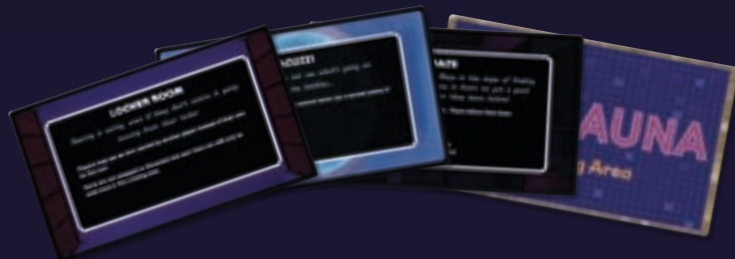
2. 57 **Mischief** cards with yellow backs



3. 60 **Event** cards with blue backs



4. 120 **Visitor** cards with pink backs



5. 18 **Cruising Area** cards



6. 15 **Item** tokens



7. 6 player boards



8. 6 Horniness tokens



9. 36 colored Bar tokens



10. 1 Flirting dice



11. 1 Sex dice



12. 1 First player token



14. 2 Lockers for the Visitor Queue, Event and Mischief draw piles



13. Type, Role & Kink tokens for customising your visitor

15. Terms in this rulebook **highlighted in bold** are explained in their own sections within the rulebook.

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** 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!** *(page 6)*

Party mode

Setup

1. Place the game board in the middle of the table.
2. Playing for the first time?
 - a. Find these specific **crusing area** cards from the **crusing 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 **crusing areas** and place them in a face-down pile. Put the rest back in the box.
3. Not your first sauna?

- a. Shuffle the **crusing area** deck, then place 4 (or 5) **crusing area** cards face-down in a pile.
 - b. Put the rest of the **crusing 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.



Example: Gain 2 horniness

- 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.

Full mode

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. Players can choose their own characteristics if they like, but this takes longer to set up. In this instance you should put a **visitor** card of your choice on your **player board** and place the custom **type**, **role** and **kink** tokens to



define your characteristics over the top.

- 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 8 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**. Move each stack of **bar tokens** onto the **visitor** card in the corresponding numbered space.

1. Starting with the top token on the first space on the board, each player can spend a **bar token** to take 1 action:
 - a. **Flirt** with the **visitor** under the bar token.
 - b. Replace any **visitor** card with one from the **visitor** queue.
 - c. Remove any 1 **bar token** from any stack.
 - d. Move any 1 **bar token** to any unclaimed **visitor**, placing it on the top of that stack.

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).



Who wins?

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 hookup, the player with the least **horniness** wins.

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.

If all players agree, you can choose your own characteristics using the tokens included in the box. Note that this can add some time to the setup if players are picky.

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, Justin, is a Jock.

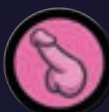
The **visitor's type** preferences are on the top of the card. You can say:



This visitor, Justin, likes Otters, Guys Next Door and Bears.

Role and kinks

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



This visitor, Justin, is a Top, is into Fisting and Exhibitionism.

So overall, you can say:

This visitor, Justin, is a Jock who likes Otters, Guys Next Door and Bears. He's a Top and into Fisting and Exhibitionism.

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 his **type** (e.g. if his 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!

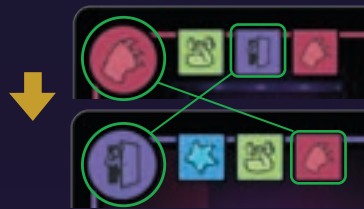
If you don't like his **type**, you have to spend 1 **horniness** each time you **flirt**. If you are forced to reroll the dice, you do not have to spend additional **horniness**.



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

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

William the Jock can roll the **flirting dice** with Giovanni the Bear, but as William does not like Bears, he 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**.



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

Let's see how Giovanni and Francois would get on when flirting:

- Giovanni and Francois are 1 Bottom and 1 Versatile, sharing 0 **kinks** in common.
- Francois will say No on a roll of Get Kinky, Double Kinky, Top & Bottom or Rejected!
- Francois will say Yes on a roll of Success! or Role Fit.
- If Francois says Yes, Giovanni gets to roll the **sex dice**, then enjoy or suffer the consequences.



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.

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**.



Orgy!!!!

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

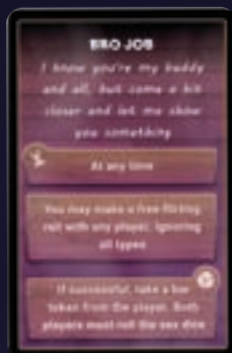
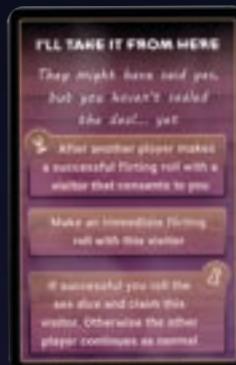
If the **flirting roll** is not successful for one or more **visitors**, the player is rejected by all **visitors** in the Orgy.



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**.



Bro job

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

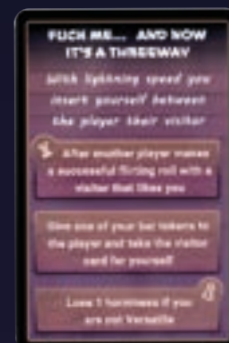
Fuck me... and now it's a threeway

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.



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.



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.



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.



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.



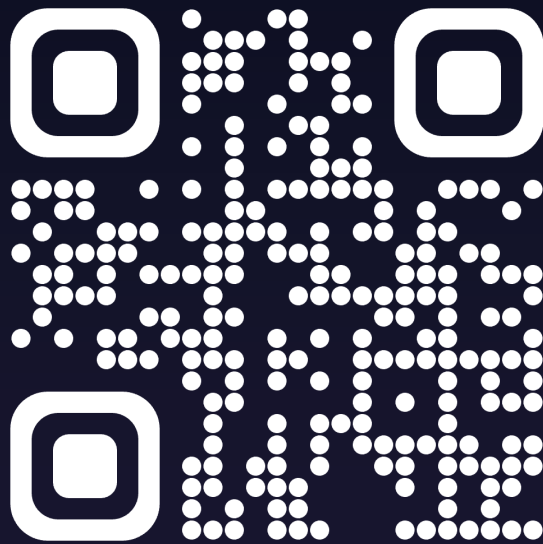
Having fun!

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

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



Please send all feedback to:

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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

