

The DICK SITS

Aim of the game

In "The Dick Sits," players take on the role of a BUTT on a quest to sit on as many DICKS as possible.

Setup

Each player chooses a butt character and a clip to play with.
Set the stretch value to 1.
Shuffle both the dick and drawer deck separately.
Each player receives 4 drawer cards from the drawer deck.



Starting the Game

The last player to have taken a seat at the table draws the first dick card and reveals it face up in the playing area. The player must decide to 'sit' or 'shit'. To 'sit' means they will attempt to sit and take the dick. To 'shit' means the butt rejects the dick (the dick card gets) discarded, it goes to clean itself instead. Regardless of whether the player chooses to 'sit' or 'shit' they recharge their drawer cards at the end of their turn.

Playing the Game

On subsequent turns, unless there is already a dick revealed in the playing area, players reveal the top card from the dick deck and place it into the playing area.

Whether or not they have drawn a new dick or have inherited the dick from the previous player, they choose between two actions: Sit or Shit.

Sitting

Place the dice into the glory hole/dice shaker without revealing the result.
Slide the box/dice shaker to the next player.

All players may then play any drawer cards to help or hinder the result. The player whose turn it is will play drawer cards that enhance the stretch value of their butt or add to their dice roll. Other players will play drawer cards that enhance the dick difficulty level (making the dick harder to sit on) to attempt to make it tougher for that player to sit successfully.

When no more drawer cards are played, or have run out, the next player will reveal the dice amount for the final outcome.



Scoring the Sit

Add the dice result to the player's stretch value and modify it by any active drawer cards.

If the result is equal to or higher than the dick difficulty, the player successfully sits on the dick.

Take the dick and place it next to your butt to score a point.

Increase your stretch value by 1.

If the result is lower, the player fails to sit on the dick.

Leave the dick where it is, including any drawer cards on it.

Reduce your stretch value by 1.

If the dice result is a 1, the sit attempt is always a fail.

If the dice result is a 6, the player suffers an anal tear and cannot recharge this turn.

This does not prevent you from successfully sitting on a dick and scoring during this turn.

Shitting

When shitting, discard all revealed dicks.

You may recharge up to 5 drawer cards this turn.

Recharging

At the end of your turn, you may discard 1 drawer card you no longer want.

You may then recharge your hand up to 4 cards (unless otherwise stated).

The player to your left now takes their turn.



Remains until discarded or replaced



Active until the dick is removed



Discard at the end of the turn

Drawer Cards

Most Drawer Cards may be played between the dice roll and its reveal.

There are some exceptions which are played either at any time, or after the dice reveal.



End of the game

The game ends when the players either run out of Dicks or Drawer cards and the winner is the player who has successfully sat on the most dicks with a draw being determined by the player with the biggest stretch.

When a player needs to draw a drawer or dick card and there are none to draw, the game ends and the scores are tallied.

FAQs

Do the Black Hole cards cancel all drawer cards? (and any subsequent dicks that were added)?

it only cancels one card, but can cancel the subsequent effects of that card (specifically referring to the dating app.

If there are drawer cards placed on the dick that arrived from the dating app then these also get removed by removing the dating app card.

How do cards that immediately change stretch value work?

A card which states 'immediately increase' or 'decrease your stretch level' means the player should slide their stretch value at the moment the card is played.

Can any effect (such as a Jump scare) set a player to zero, or is 1 always the lowest stretch level?

1 is the lowest stretch value. Playing a jump scare card at 1 will not decrease the stretch value any lower.

Just the same goes for 9, this is the highest stretch level regardless of the cards played.

Do drawer cards get played in any order?

No. Once any player plays a drawer card, all players can react accordingly. At the moment no one has any appropriate cards left to play, the next player can choose to reveal the dice throw.

If a player fails to sit on a dick and the dick goes to the next player, do the drawer cards get discarded?

No. All drawer cards remain active. The player whose turn it was can recharge up to 4 cards and the game continues with the next player.

When a dating app card is played, how does one sit on more than one dick?

First, taking two dicks takes a lot of patience and relaxing, but seriously, the player whose turn it is needs to increase their stretch value with the dice roll added to achieve the total number of dickficulty on all the dick cards in play!

The player scores all the dicks involved in the sit and increases their stretch value by as many dicks as they sat on.

If the attempt fails, the player only loses a single stretch value, no matter how many dicks were involved in the attempt.

How many drawer cards can be active?

There is no limit, but you may only have 1 active drawer card that says "Max 1".

Enjoy the laughter, competition, and unexpected twists in "The Dick Sits" as you strive to be the first to reach the goal!

Embrace the absurdity and have a blast playing this unconventional board game.