

# Vulgarville Rules of Play

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## Game Objective

In the town of Vulgarville worst is first. Your goal is to become Mayor of this seedy place by being the sleaziest candidate in the race. To become elected you must gain and maintain 30 votes or more. Votes are gained when vulgar, disgusting and immoral things happen in the game and when Patrons vote for you. In Vulgarville, good is bad and bad is good. Nice things are considered to be unacceptable and they will cost you your votes.

## Winning the Game

When thirty votes are attained you mark your current location on the board with your win marker. This is the colored disk that matches your playing piece. You must then complete a circuit of the board and land on or pass your win marker with your thirty or more votes in place.

You are allowed to dip below thirty votes during your circuit of the board. If you do manage to complete a circuit with thirty votes you become the Mayor of Vulgarville and win the game! If you do not have thirty when you complete your circuit simply remove your win marker and keep playing.

## Stopping a Player from Winning

If a player reaches 30+ votes the others must do all they can to stop that player from winning. This is achieved by using Nice Cards (see below) to attack the player who is close to victory. Work together to defeat those in the lead for as long as you have the Nice Cards to do it.

## Inventory

The game consists of a board, 2 dice, the scorekeeper with 6 pegs, 6 playing pieces, 6 win markers (colored disks), nice cards, voter cards, diner cards, brothel cards, zoo cards and park cards.

## Setting Up

Before play commences take the following steps to set up the game:

1. Each player chooses a colored playing piece and takes the corresponding colored peg and colored disc.
2. Choose a player to keep score.
3. Shuffle all the card sets.
4. Begin on the square marked START.
5. Players roll two dice. The highest roll goes first. Play continues to the left.

## Game Play Basics

### Gaining Patrons and their votes

Votes come from Patrons such as Judge Vito or Skidmark Rose. If you land on a Patron Square that nobody owns you have the right to either take the corresponding Patron Card or turn it down. You receive one vote each time you or another player lands on a Patron Square for which you own the Patron Card.

**Important: You can own no more than FIVE Patron Cards.**

**Important: You do not receive a vote when you take possession of a Patron Card regardless of how you gained the Patron Card.**

### Patron Card Color Matches

A player whose Patron is landed on also receives one extra vote for each Patron they own that matches the color of the Patron that was landed on. Example: You own 3 Patrons, Crafty Carl, Lenny the Log and Chef Shitwich. All 3 Patrons are colored brown. Someone lands on Crafty Carl so you receive 1 vote. However, you also receive 2 additional votes for the 2 Patrons that match the color of the initial Patron. Total votes gained is 3.

## Nice Cards

Take a Nice Card when you land on the Nice Card square. Nice Cards are used to attack your opponents at the start of your turn before rolling the dice. **HOLD NICE CARDS FOR AS LONG AS YOU LIKE.** Do not reveal Nice Cards to your opponents until you are ready to use them.

## Visiting the Zoo, Park, Brothel or Diner

There are several places around town for you to visit in an attempt to gain more votes. These are the Vulgarville Zoo, Brothel, Diner and Park. Take the appropriate card when landing on any of these squares and **FOLLOW THE INSTRUCTIONS IMMEDIATELY.**

## Keeping Score

Use the penis scorekeeper and colored pegs to keep track of votes. Players may go as high above 30 as they can. If you actually get above 40 votes, start at the bottom of the counter with 41.

## Rolling a Double

If you roll a double you move as usual and then roll again. This second roll is considered to be the start of a new turn. You **DO NOT** take a third turn if you roll a double again.

## Moving Around the Town

If you are instructed to move to another square on the board from a card you pick up or in any other way you must move in a clockwise direction.

## Special Squares

**Political Gamble:** You must gamble between 1 and 10 of your votes. Decide the number of votes to gamble and guess whether rolling two dice will produce an even or odd number. If you guess correctly add the number of votes you gambled to your score. If you got it wrong lose the votes.

**Loogie Bridge:** Here you have the wonderful opportunity to gob a huge greeny on the other players. If a player passes by or lands on Loogie Bridge while you are there you receive three votes.

**Steal Votes:** Steal up to three votes for yourself from one other player of your choice. If your chosen victim has less than three votes you can only steal what they have.

**Take Patron:** Take any one Patron Card from any other player.

**Pick a Square:** Move yourself to a square of your choice. Move in a clockwise direction as normal and follow the rules for that square. If you have 30+ votes and you pass your win marker.. you win!

**Loser Square:** Three votes go to the player with the lowest score. If there is a tie between two or more players with the lowest score the person who landed on the Looser Square chooses which player gets the votes.

**The Clinic:** Roll two dice to determine your diagnosis. Collect or lose votes according to the table below.

Roll	Diagnosis	Votes	Roll	Diagnosis	Votes
2	Perfect Health	-5	8	Chronic Diarrhea	+1
3	Crabs	+4	9	Donate Blood	-2
4	Face Lift	-3	10	Yeast Infection	+3
5	Hemorrhoids	+2	11	Lipo suction	-4
6	False Alarm	-1	12	Syphillis	+5
7	Hypochondria	0			