

# Frisky Business

## Rules of the Sex Trading Game

**Game Objective:** Earn the most *Dirty Money* as a player in the sex industry. Buy, sell and trade risqué businesses while performing and enjoying special erotic services.

**Equipment:** Your own game board enhanced with Frisky Business labels, a few tokens, a set of male and female foreplay cards, a set of sex worker cards, 24 business deed cards, 1 symbol die, 2 numbered dice and a stack of *Dirty Money*.

**Setup:** Choose a CEO (banker/lawyer) representing investors/property owners to distribute cash and deeds. Players start with: 1-\$5000 and 5 each of the other bills. Place the sex worker, male foreplay and female foreplay cards on the board in three separate piles. Place tokens on the *Turn a Trick* space to start.

**Game Play:** Basic play follows the normal rules of the standard game with some erotic twists.

- **The Pot** – place \$1000 in the center of the board. When directed to Pot money, add the cash to this stack. When a player lands on *Strip or Pot* \$2000 they have the option to remove an item of clothing and win the pot or add to the pot and avoid stripping. The CEO seeds the pot with another \$1000 whenever the pot is won. If already naked, you still win. Pot \$5000 to put all your clothes back on.
- **Pleasure Dungeon** – certain penalties involve being sent directly to the dungeon. You must remain there at least one full turn. On your turn, roll all three dice. If you roll a heart or doubles you are released and can move. Optionally pot \$1000 to be released regardless of your roll but stay visiting. While in the dungeon, your businesses are protected from take over but you don't earn any revenue from them. Instead, all fees are paid at a one star rating to the pot.
- **Visiting the Dungeon** – when you land on the dungeon space as a visitor, you must pot \$500 to enjoy the show.
- **Buying an Un-Owned Business** – each business has a listed price. You may pay the purchase price to the CEO to obtain the deed for the business.
- **Visiting an Owned Business** – when you land on a business that is owned a service is performed and a fee is paid (usually). If a heart or \$ symbol is rolled special options apply. If one of the other four symbols is rolled, turn over a sex worker card to identify the erotic activity and fee. You must pay the owner the listed fee multiplied by its star rating.
- **Business Star Rating** – every business has a star rating listed on the deed (1-5) based on the district it is located in. This is a multiplier that increases fee payouts for each style of business. If you own the entire side, you can increase the star rating by 1.

- **Take Over a Business** – if you land on a business owned by another player and rolled a \$ symbol, you have the option to purchase the business at the rate posted on the deed. Pay the price to that player and take possession of the deed. If you own the entire color group, the business is protected from takeover – it cannot be purchased unless the owner wants to let it go.
- **Top Fees Paid** – if you own all the high-end business locations (including *Lascivious Lessons*), all fees are paid at the fantasy level.
- **Mortgaging a Business** – receive a loan as in the standard game but when you pay it back, you must also remove an article of clothing. Business keeps going but fees are paid only at a one star rating. Entire group and entire side status is cancelled until all corresponding businesses are free of mortgage. You can take over a mortgaged business by paying back the loan (plus item of clothing) and paying the owner the remaining portion.
- **Foreplay Cards** – there are Male, Female and All Foreplay locations. When you land on one of these locations pick up a foreplay card and do as instructed. If the location does not match your gender, the next appropriate player picks up a foreplay card instead. They use your symbol die roll if required.
- **Foreplay Card Options** – foreplay cards include optional or bonus activities in italics that may involve other players. Either player can refuse to participate of course. If a player is “willing” to perform an action they may still receive the bonus even if no activity is actually performed.
- **Turn a Trick** – every time you land on or pass the *Turn a Trick* location you earn \$2000. If you are directed to move to a location, you do not automatically turn a trick unless specified that you can.
- **Auctions and Private Sales** – businesses, clothing and even special services can be auctioned or sold to specific players during your turn. Solicitation is part of the game.
- **Special Foreplay Card Terms** – costs are paid to the CEO, earned income is paid by the CEO, fees are paid from one player to another, receive money from the CEO. If a card says redeem, it may be kept until it is appropriate to use it and then it is returned to the pile. A target player is anyone you choose including yourself unless otherwise specified.

**Winning the Game:** normally play until all but one of the players is bankrupt. Or set a specific time limit of 1-2 hours at which point the winner is the wealthiest (calculated by adding all cash and values of owned businesses).

