



Players: 2-4
 Age: 18+
 Duration: 10-20 minutes
 (per hand)

Contents
 1 Game instructions
 95 Set cards (19 per genre)
 20 Action cards
 10 Jokers
 1 Blank card

Instructions

Object

In *Game of Porns* every player plays the role of a porn producer, who tries to publish their own porn movie. The aim of the game is to be the first player who disposes of all the cards in their hand.

Game Setup

Remove the blank card from the deck. Choose one player to be dealer. The dealer shuffles the deck and deals 10 cards, face down, one at a time, to each player. Players hold their 10 cards in hand, so that the other players cannot see them. Place the remaining deck face down in the center of the play area to become the stock. Turn the top card of the stock over and place it next to the stock, to become the discard pile.

How to Play

The player to the left of the dealer plays first. Play continues in a clockwise direction. Each turn consists of the following steps:

1. Drawing

On your turn, draw one card, either the top card from the stock or the top card from the discard pile, and add it to your hand. Note: Action cards must not be drawn from the discard pile.

2. Melding

If you have a valid set (see below) in your hand, you may lay this combination face up on the table in front of you. Your movie has been published now. You cannot meld more than one set. Melding is optional; you are not obliged to just because you can.

3. Hitting

Hitting is also optional and is the way to get rid of leftover cards after having melded your set. If you wish, you may add cards to sets previously melded by yourself or others. Cards must properly fit with the cards already melded. The number of cards a player may hit in one turn is not limited. You may not hit any cards on other players' melds until you have melded yourself.

4. Discarding

At the end of your turn, one card must be discarded from your hand and placed on top of the discard pile face up.

Sets

A valid set at least consists of 6 matching Basic cards. Matching means that all cards are of the same color, i.e. from the same porn genre, but each of a different category.

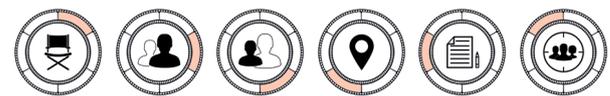
The genres are:



The basic categories are:



Note: Check the filmstrip surrounding the categories' symbols to find out whether your set is valid or not. If your collection yields a filmstrip fully completed by one color, your set is valid and your porn movie ready to be published!



Example of a valid Feminist set.

Extra cards

On any of your turns, you can add as many extra cards to your and other sets as you wish, provided that they match the color of the respective set, i.e. the selected porn genre. Extra cards represent additional information about the movie, e.g. practices and equipment used, camera perspectives and techniques employed and typical snapshots that could be taken.

Jokers

A Joker can be used as a Wild Card to substitute any card in a set, but cannot be used as a substitute for Action cards. Players can use as many Jokers as they want, as long as they use one natural card. If the dealer starts the discard pile with a Joker, the first player may pick it up.

A player who holds a card that a melded joker represents can, during their turn, exchange the real card for the joker and use the joker elsewhere. This is only possible in unambiguous situations, i.e. when it is apparent, which card a Joker represents.



Example 1: Unambiguous situation

A Joker is used as a substitute for a "Supporting Performer"-Card in a Basic set. Even if more than one Joker is used in a basic set, it is possible to detect which card a Joker substitutes. Basic sets are always unambiguous.



Example 2: Ambiguous situation

A Joker is used as a substitute for an Extra card. Since there is a total of 7 possible Extra cards per set, situations in which only 1-6 Extra cards are melded are ambiguous. A hit can still be made by simply adding the matching card to the set. The joker must not be exchanged.



Example 3: Unambiguous situation

A Joker is used as a substitute for an Extra card. There are already 7 Extra cards melded in this set. Since there is a total of 7 possible Extra cards per set, the next player who holds a matching card and is, therefore, able to make a hit in this meld must exchange the matching card against a Joker.

Action cards

There are 3 categories of Action cards:

Positive Action cards



Action cards with the green "Action!"-symbol (can) have a positive effect on the player, who plays the card. If the card fits, the active player is allowed to take another turn. They discard the positive Action card on the discard pile and directly draw another one from the stock.

Negative Action cards



Action cards with the red "Action!"-symbol (can) have a negative effect on any other player picked by the player who plays the card. If the card fits, the player is allowed to "discard" the negative Action card in front of another player who then misses their next turn. The active player may not discard another card. The selected player discards the negative Action card in their missing turn without being allowed to draw, meld or make a hit before. Only one negative Action card may be used against each player per round.

Positive and negative Action cards only affect players, who have already melded their sets. Before, they are ineffective. Remember: Action cards may not be drawn from the discard pile.

Note that the majority of positive and negative Action cards only have an effect on certain porn genres. Which genres are affected, is to be seen at the bottom of the card.

Interaction Cards



Action cards with the white "Action!"-symbol either have a positive effect on the player, who plays the card, and/or a negative (or in rare cases: positive) effect on any other player picked by the player who plays the card. Interaction cards work regardless of which porn genre a player produces and, therefore, may be used at any time during the game.

The Spy

A spy has sneaked into someone's set to gather some information about the competitor.

The player who plays the card is allowed to choose any other player and look at their cards.

The Thief

A thief has sneaked into someone's set to sabotage the competitive production.

The player who plays the card is allowed to pick any card from another player. The active player may keep the card and discard another one from their hand or discard the card drawn from the competitor right away. The "robbed" player must draw a new card from the stock to fill their hand again.

The Technical defect

A technical defect causes a dramatic loss of recorded material. The player who plays the card is allowed to choose a player to select half of their cards to shuffle back into the stock. When the selected player holds an odd number of cards, round down. The player affected by the technical defect must draw the exact number of lost cards from the stock to fill their hand again.

End of the Stock

If the stock has run out, the discard pile is shuffled and turned over to form a new stock. Play continues.

End of the Game

A player wins by discarding their last card. Getting rid of your last card is called going out. As soon as someone goes out, play ceases. There can be no further melding or hitting, even if the other players still have valid sets or possible hits in their hands.

Scoring (optional)

If you want to play more than one hand, you will need paper and pencil to keep a running total for each player. The winner of the hand scores zero. All remaining players score points against them, for cards still in their hands, as follows:

- 5 points for each Set card (basic or extra cards)
- 10 points for each Action card
- 20 points for each Joker

Only the cards in a player's hand are scored, not cards already laid down. After the scores are recorded, the player to the left of the dealer becomes the new dealer. All cards are gathered and shuffled, and a new hand is dealt.

The game continues with further deals until a player reaches the points upper limit that was decided before the game began, or until the agreed number of deals has been played. In both cases the player with the fewest points wins.