

I. Playing the game.

- A. Each player is dealt five even cards, picks a Shoe and gets 10 jewels (each jewel is worth \$100).
- B. The player to go first. (argue among yourselves to decide who goes first, your adults figure it out)
 1. The player may either roll the die or play a **Get Paid** card whichever they prefer to do first.
 2. Once the die is rolled the player will draw a card depending on if the number that came up is even or odd. Even draws a card from the Even card deck and Odd draws a card from the Odd card deck.
 3. If a player draws an Even card, they place it in their hand. If they have not played a **Get Paid** card, they may play it now. If the player chooses to they can play a **Quickie** as well. If the player has no cards they can or want to play their turn is over.
 4. If a player draws an Odd card
 - i. If the card is a **Burn** card it is immediately played on the player who drew it. If needed and not already done a player can choose to play a **Get Paid** card before the **Burn** card consequence is enacted. The **Get Paid** card DOES NOT stop the **Burn** card effect from taking place it just allows the player to collect needed money.
 - ii. If the card is a **Poor Life Decision** card that card is placed into the player's hand. To use one of these cards a player simply declares that they are playing it and chooses who they are playing it on.
 - iii. If the card is a **Corner** – This card like a **Burn** card is played immediately. The player who plays this card instantly transforms into a Ho. The Ho now chooses a John they would like to service. The base pay for this service is \$500. Follow the Order of Operations (section V) for card play order. If no cards are played the Ho collects the \$500 owed for the service from the chosen John.
 - iv. The players turn is over once they cannot or do not want to play any more cards. Any cards that were played go into a discard pile for their respective deck.
 5. A player may not have more than 7 cards in their hand. If a player has more than 7 they need to discard down to 7 cards at the end of their turn.
- C. Once player one has completed their turn the next player goes following the same steps. This process repeats until someone wins the game.
- D. The Shoe – This object is worth \$500 and can be sold at any time to the Vault for that amount.

1. As a player you want to force other players to sell their shoe by causing them to pay out as much money as possible.
 2. Once a player sells their shoe to the Vault, the Vault immediately puts the shoe up for auction with the opening bid being no lower than \$500. Bids are done in \$100 increments. The highest bid of \$500 or more purchases the Shoe.
- E. Winning the game - two ways to win.
1. If all other players are reduced to \$0, the last player who still has Jewels wins.
 2. One player collects three shoes (not pairs).

THE WINNER DECLARES “I am now your PIMP; I own you bitches”

- II. Game pieces: 170 Jewels (are kept in an area referred to as the Vault), 8 shoes, a six sided die, one deck of even cards, and one deck of odd cards.
- A. Jewels: The jewels are the currency used in the game. Each jewel is worth \$100.
 - B. Shoes: Each player gets one shoe. The shoe is worth \$500.
 - C. Die: The die is used to determine the deck of cards you will draw from on your turn. If you roll an even number (2, 4, or 6) you draw from the even deck of cards. If you roll an odd number (1, 3, or 5) you will draw from the odd deck of cards.
 - D. Even Deck – The back of these cards are labeled with the word Even.
 - E. Odd Deck – The back of these cards are labeled with the word Odd.
- III. Roles - You will play 2 different roles in this game.
- A. One role is that of a John (slang term for a person who pays a prostitute for services).
 - B. The other role is that of a Ho (slang term for a prostitute).
- IV. Cards – There are currently 162 cards in the game, 90 are even cards and 72 are odd cards.
- A. Even Deck – There are 7 card types. When these cards are drawn they are placed into your hand and are to be used when appropriate.
 1. **Get Paid** – These cards are used by a player to collect money from the vault. A player may only play one **Get Paid** card per turn, but they may play that card at any time during their turn. (A rule reminder is located on the bottom of this card)
 2. **Quickie** – This card can only be played after a player draws a card. Follow the instructions on the card. A **Quickie** card cannot be played on the same turn that the player draws a **Corner** card. (A rule reminder is located on the bottom of this card)
 3. **Service Declined** - These cards are used when your role is that of a John. A John can use this card to deny a Ho’s attempt to service them. These cards can

only be played once a Ho chooses the John they want to service. A player may play this on themselves if they are chosen for the John role or if they want to they can play this on any player in the John role if they so choose. The Service Decline card is only able to stop a service one time. For example, if a player plays this card and then the next player chosen also plays one of these cards the Ho is free to choose any player except for the one they just chose.

Clarification: Ho chooses John 1, John 1 plays a Service Decline, Ho chooses John 2 and they also play a Service Decline card. Ho may now choose John 1 again or another John, but cannot choose John 2. This repeats until no other Service decline cards are played on this turn.

4. **Discount ASS** – These cards are used when your role is that of a John. Players use these cards to decrease what is owed to a Ho and sometimes to even make the Ho pay the John. These cards can only be played after a Ho chooses the holder of the card as the John they want to service.
 5. **Service Bonus** – These cards are used when your role is that of a Ho. They increase the amount of money a player can collect from the player who is currently in the role of a John. These cards can only be played once a Ho is about to collect for service (see order of operations for further explanation).
 6. **Sloppy Seconds** - These cards are used when your role is that of a Ho. This card can be played after a player in the Ho role has just serviced a John. With this card that player may choose another John to service at a lower cost.
 7. **Nothing** – This card has no function. It just sits in your hand when drawn.
- B. Odd Deck – There are three card types (as with the Even deck the cards function is explained on the card).
1. **Corner** - When this card is drawn it is immediately played. The player who lays it down becomes a Ho and that Ho chooses a John to service. Follow instructions on the card. (A rule reminder is located on the bottom of this card)
 2. **Burn Card** – These cards cost a player money. Unless otherwise noted on the card the money paid goes into the vault. (A rule reminder is located on the bottom of this card)
 3. **Poor Life Decision (PLD)**– Unless otherwise noted on the card these cards can be played at any time, but only one of them can be played on a player per roll. Clarification: If I play a PLD card on a player no other player may play another PLD on that player until a player has started and then completed one turn. (A rule reminder is located on the bottom of this card)

- a. This card has a subtype that says on the card “This is a PLD Special” see the Order of Operations for details (section V)
- V. Order of Operations – This is the order in which cards can be played once a **Corner/Quickie** card has been laid down. These cards will have a number under the card title. That number is the cards Order of Operation ranking. Cards with a higher number cannot be used to counter a card with a lower number. Only one card type at a time may be in play. The back of each Even card has a rule summary for the Order of Operations printed on it.
 - A. **Poor Life Decision Special** (1)– Stops all cards below it from being played.
 - B. **Service Declined** (2)- Stops all cards below it from being played, however this card causes the Order of Operations to start over.
 - C. **Discount ASS** (3)– This card cannot be countered and stops a Service Bonus card from being played.
 - D. **Service Bonus** (4) – This card cannot be used to counter a Discount Ass. If a Discount Ass was not played this card is used to increase the payment received by the player currently in the role of the Ho. This card DOES NOT stop **Sloppy Seconds** from being played, it encourages it. An increase in the service price will result in a higher amount being collected from a **Sloppy Seconds** card.
- VI. **Sloppy Seconds** (5) – Final card that can be played. When this card is played: If a **Service Bonus** was played the bonus amount stays in place. The Order of Operations does start over. This means a player can use a **Poor Life Decision Special**, a **Service Declined**, or a **Discount ASS**. **Discount ASS** is still able to reduce the amount collected by a Ho.
- VII. Optional Rules – Clothing
 - A. A player can choose to sell an item of clothing that they are wearing to the vault at any time. This means all other gameplay is paused until the sale is complete. This item cannot be shoes, socks, jewelry, or hats.
 - B. If a player chooses to sell an item of clothing the vault pays them \$500. That item of clothing must be removed and relocated to an unoccupied space and may not be retrieved until the game is over. Even if a player is knocked out of the game they are still considered a player until a winner emerges.
 - C. Some cards will also give you the option to sell clothing and the amount a player receives is notated on the card.
 - D. If you want to increase the stakes even more we suggest each player put in a few dollars to create a winner take all cash prize.