



HOOKUP Actions

Hookups are what allow you to gain new cubes from the reserve to your stash. Each cube in your stash is worth 1 point at the end of the game.

When choosing to Hookup as your one Action for your turn, you must be in a room with at least one other Houseboy:

1. Roll the **wooden Action die** and **ONE white Hookup die**.
The player of the boy with whom you are hooking up also rolls one White Hookup die.
2. **Set aside** any white dice that rolled the Hookup icon 
3. If the Action die rolled the camera  icon, your turn is done.
4. If the wooden action die was blank or the tired icon, you continue hooking up. Each player **adds one additional white Hookup die** to any dice you have not set aside **REPEAT steps 1-3**.
5. When your Hookup ends (due to dice rolls or by Action cards), each player in the hookup gains one of their cubes from the RESERVE for every Hookup icon die they set aside.

END OF TURN

When your turn ends, pass the wooden Action die to the player on your left.

Note: any player cannot roll more than 5 Chore or Hookup dice during an action, though they may roll them many times until a dice roll or Action card ends the turn.

END OF GAME

The game ends after the 9th (ninth) round of play. Score points as follows:

- 1 point** for each STASHED cube
- 2 points** for every cube on the board
- 3 points** for each room that only has your cubes in it
- 5 points** for having cubes in the greatest number of rooms

CREDITS

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Rules of Play



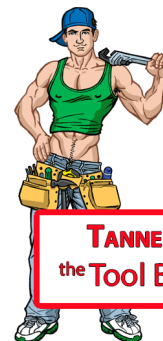
MILO
the Car Boy



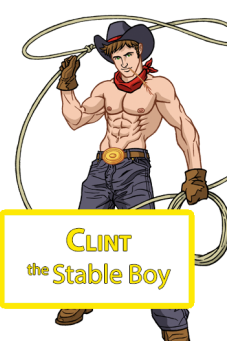
BENJI
the Garden Boy



JACE
the Pool Boy



TANNER
the Tool Boy



CLINT
the Stable Boy



ERIK
the Kitchen Boy

Object of the Game

Old man Jonathan Glamcock is mega-wealthy. He is so rich he imports palm trees to his Santa Fe estate and staffs his mansion with hot young men. Sadly, the doctor has delivered a dire prognosis - he only has a few days left to live. He is willing to leave his entire fortune to the employee who proves to be the most diligent at his chores.

To win the game, you must take the part of one of Mr. Glamcock's house boys and do chores around the property in order to earn your place in the trust fund. However, you are surrounded by other young hotties and the temptation to dally is ever-present. Hooking up with your co-workers will "recharge your batteries" and keep you productive but, be careful! Jonathan has equipped the entire household with video cameras and he keeps a careful eye on things. He wants to see you working, not working it!

The game ends after turn 9 when Jonathan finally kicks the bucket. Whoever has placed the most chore cubes on the board is the winner and will inherit Jonathan's immense fortune.

PIECES & PARTS



SETUP

- Set the **Mansion Board** in the center of your play area
- Shuffle the deck of **Action Cards** and place them in the center of the Mansion Board & place the **Glamcock pawn** on Day 1.
- Each player selects **4 cubes** of one color and one of the Houseboy standees that matches that color
- Place each selected Houseboy standee in the room on the Mansion Board that matches their color
- **OPTIONALLY** - deal 3 Action Cards to each player
- The player who most recently had sex goes first and takes the wooden Action Die (play proceeds to the left after their turn)

ACTION CARDS

If this is your first game, feel free to not use the Action Cards. Action Cards tell you when they are playable. It may be on your turn, on another player's turn or at anytime.

For example: "2nd Cup of Coffee" states to play it on any CHORE action which could be yours or someone else's.



GAMEPLAY

On your turn, do the following:

1. **MOVE** your Houseboy to a different room (they cannot stay in the room they currently occupy).
2. **Perform 1 ACTION** - either a CHORE or a HOOKUP
3. **Roll the ACTION die** and either the Chore or Hookup dice (see below for further details)
4. Place any cubes gained from Hookups in your stash. Place any cubes gained from Chores in your current room. *If you gained/placed NO CUBES, draw 1 Action Card.*

CUBE STASH- your personal collection of cubes not yet placed on the mansion board.

CUBE RESERVE - all the unclaimed cubes not yet gained from Hookup actions or placed by Chore actions.

CHORE Actions

Chores are what allow you to place cubes on the mansion board for points. Each cube on the board is worth 2 points at the end of the game.

When choosing to do chores as your one Action for your turn, do the following:

1. Roll the **wooden Action die** and **ONE black CHORE die** (start with 2 black dice if your are in your houseboy's home room)
2. **Set aside** any black dice that rolled the Chore icon 🍷
3. If the wooden Action die rolled the tired 😴 icon, your turn is done.
4. If the wooden action die was blank or the camera icon, you continue doing chores. **Add one additional black Chore die** to any dice you have not set aside **REPEAT steps 1-3.**
5. When your Chore ends, place one of your STASHED cubes in the room you occupy for every Chore icon you set aside. The placed cubes enter on the first cube space. All cubes currently in that room are pushed 1 space in the direction of the arrows. If a cube is pushed out of the room (off the 5th space) it is returned to the cube Reserve.

