

Adultery

By S. Deniz Bucak

Players: 2-4 (Best with 4)

Time 15-30 Minutes

Equipment: 1 Piecepack with Pawn Saucers or Belts

In the game of Adultery, the object is to have sex with as many people who are not your spouse as possible. Of course you can't have sex while your spouse is watching. And sex with your spouse doesn't count. Somebody else's spouse on the other hand...

Setup: Eight tiles are placed with the suit sides down in a 3x3 square with the center removed. This forms the ring (OK, so it's a square.) The ring has two tracks, the inner or spouse track and the outer or homewrecker track. Place the #2 coins of each suite on the corners of the spouse track with the suite side up and the tick mark pointed in a clockwise direction around the track. These are the spouses. Place the four aces on the corners of the homewrecker track, with the ace side up and the tick mark pointing in the counter-clockwise direction. These are the homewreckers. Place the pawns of each color on top of their spouses, with their pawn belts or saucers pointing in the counter-clockwise direction. The pawns represent the players.

Two player setup: place the two spouses and pawns on opposite corners. Place all four homewreckers.

Three player setup: Leave one spouse track corner unoccupied (i.e. Use three pawns and spouses.) Use all four homewreckers.

Play:

Roll dice to see who goes first. Each player rolls two dice to move their pawn, homewreckers, other player's spouses or turn their spouse around. Then they roll one die to move their spouse. Play passes to the left.

Movement:

Each turn, roll two dice. Each die can be used to move a spouse, homewrecker or pawn. The possible moves for each roll are detailed below.

2 through 5: Move your pawn, any homewrecker, or any other player's spouse the number of spaces on the die in the direction that the piece's tick mark is pointing. See Restrictions on Moving below.

Null: Either

- Turn any pawn, homewrecker or spouse so that it is pointing the opposite way around the track, or
- Move your pawn from one track to the other track. Pawns on an inner corner move to the outer corner; Pawns on any outer track corner tile move to the inner corner.

Ace: Either

- Move your pawn, any homewrecker or any other player's spouse one space in the direction it is pointing.
- Turn your pawn, any homewrecker or any other player's spouse so that it is pointing the opposite direction around the track and move it one space, or
- Move your pawn from one track to the other and then move it one space around the track in the direction it is pointing.

Movement restrictions:

Moves which result in a spouse seeing the pawn of the same color having sex are illegal. Pieces are having sex when they are on the same space. A spouse can see the entire side of the ring that they are on, including both the spouse and homewrecker tracks. A spouse on a corner can see both of the sides they are on. Likewise a spouse cannot have sex with a pawn of another color when the spouse's pawn can see them.

A pawn may land on their own spouse, but they do not score any points and they do not remove the spouse

from the board.

Spouses may not leave the spouse track and homewreckers may not leave the homewrecker track. Pawns may switch tracks only when the player rolls a zero or an ace.

In the unlikely event that no piece can be moved, the die is rerolled until some piece can be moved.

Moving Your Spouse:

At the end of their turn the player rolls a die and moves their spouse that number of spaces in the direction the spouse is pointed. On a roll of zero, the spouse turns around. On a roll of ace, the spouse turns around and moves one. The spouse cannot have adulterous sex as a result of this move. If a roll would end with a spouse landing on a pawn of another color, the spouse does not move or turn around.

Scoring:

Two pieces which share a space are having sex. When a homewrecker or spouse of another color is on the same space as a pawn, they are removed from the game and scored for that pawn's player. Homewreckers score one point and spouses score two. A player gets no points for having sex with their own spouse and cannot remove their own spouse.

Winning:

The game ends as soon as any player cannot win. The player with the highest score wins.

Optional Rule: Serial Monogamy

If you do not have a spouse and you have sex with a homewrecker, look at the homewrecker's suite. If the homewrecker is the same color as your pawn, turn the homewrecker over and move it to the spouse track. You do not score any points and the homewrecker becomes your new spouse. If another player has sex with your new spouse, they score two points and the spouse is removed, as normal.

Adultery FAQ

Q You are a sexist pig.

A Q stands for question you know.

Q You are a sexist pig. Where can I flame you?

A dbucak@yahoo.com

Q I am playing against someone of the opposite sex. Can I sleep with their spouse?

A Hey, it's a new millennium.

Q How did you think of this game?

A I was driving home from work admiring the...scenery and it just popped into my head.

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