

Salty Stuff Presents...

## **LEAVE THE PARTY**

You're at a party and you're *not* having a good time.

It's too loud, there are too many people in your space, and you don't even want to *think* about whatever that pile of mush in the corner is supposed to be. **You seriously need to leave this party.**

# Setting up the Game

## 1. Pick a Character.

At the beginning of the game, the player can pick from one of five characters. Each character has an advantage, a disadvantage, and the number of Spoons they need to leave the party. Leaving the party will end the game for that player, they will not be able to score any additional Spoons or achieve any Objectives after they Leave the Party.

### Max - The Wallflower

*Do. Not. Panic. These things smell fear. You will survive the night if you lay low and slowly inch your way to the door. Careful now. GO SLOWER. Dear lord, are you trying to get caught?*

Advantage - Gain 3 Spoons for every half hour remaining in the game after Max leaves the party.

Disadvantage - All Objectives cost double the Spoons.

Spoons need to Leave the Party - 15

### Charlie - Just Making an Appearance

*Every moment you spend here is a moment you could spend on more worthwhile ventures, like counting the tiles on your ceiling. But your buddy is hosting this get-together and boys support boys, even if they're girls. So you're going to go in, say hi, and leave.*

Advantage - Charlie can take an extra Objective.

Disadvantage - Everytime Charlie converses with someone who isn't the host, they lose a Spoon.

Spoons need to Leave the Party - 10

\*Bec picking a fight with Charlie does not count as Charlie interacting with someone.

### Pat - The Party Mom

*You're here to make sure your favorite idiots don't hurt themselves. They do not plan to make this easy on you.*

Advantage - All Objectives cost half the amount of Spoons. (If the Spoon value is uneven, round up.) End-game Spoon values remain the same.

Disadvantage - Pat loses a Spoon everytime something breaks or a fight breaks out.

Spoons need to Leave the Party - 15

### Alex - Here to Get the Guy™

*You remember the first time you spotted Him™. It was on the quad on the 29th of February. He™ was eating a sauerkraut hoagie and you swore you'd never love another for as long as you lived. Now He's™ hosting a party, and you've been invited! It must be a sign! Tonight, you put it all on the line for just a moment alone.*

Advantage - Gains 3 Spoons whenever playing an Action Card related to the host.

Disadvantage - Alex can only accept Objectives related to the Host.

Spoons need to Leave the Party - 15

### Bec - Came to Wreck Shop

*You are bored. Therefore, you must smash. You've already been banned from most establishments in the area, but word is there's a party going on campus.*

Bec can "pick a fight" with other characters instead of drawing a card and playing an action. Both players roll a six sided die.

Advantage - If Bec wins the roll, they steal 3 Spoons from the loser.

Disadvantage - If Bec loses the roll, a Spoon gets added to the total they need to leave the party.

Spoons need to Leave the Party - 15

\*Bec picking a fight with Charlie does not count as Charlie interacting with someone.

\*Bec picking a fight with anyone does not cause Pat to lose a point.

## 2. Accept Objectives.

After all the players have chosen their character, they can draw up to 2 Objectives.

- Charlie can draw an extra Objective.

Objectives can score the player extra Spoons to be scored at the end of the game. Spoons gained from completing an Objective cannot be spent. If a player is able to complete their Objectives but isn't able to leave the party before midnight, they can still win the game.

All character cards and Objectives must be displayed at all times.

## 3. Draw 5 Action cards.

Once the characters have been chosen, the Objectives have been accepted, and the Action Cards distributed, the party begins.

\*If you draw a "The Cops Were Called" card in the initial draw, shuffle them back into the deck.

\*If you draw a "Must play this card when drawn" card in the initial draw, keep in your hand and play at will.

## Materials Needed

- 1 6-sided Die
- 5 Character Cards
- 23 Objective Cards
- 50 Action Cards
- Spoons
- A Time Tracker
- Vibe Scorecards

## Playing the Game

You arrive at the party at 8:00 PM and you get the feeling that if you don't leave before midnight bad things will go down. The player who most recently drank out of a red solo cup goes first. During your turn:

### 1. Draw an action card.

Some cards will require you to immediately play them. If so, this will count as your "Play an action card" phase.

### 2. Play an action card.

The card will describe what it can be used for. You may play the card yourself or on another character.

### 3. Spend your Spoons. (Optional)

You may spend your Spoons on completing an Objective or to Leave the Party.

When you complete an Objective, turn your card over. You can now score the Spoons on this card at the end of the game.

Leaving the Party will end the game for you. If you Leave the party, you can no longer gain Spoons or complete Objectives.

### 4. Discard down to 5 Action cards.

If the Action card pile runs out, shuffle the discard pile and use it to replenish the Action card pile.

Once all players take a turn, the round ends, and the game progresses a half-hour.

### **Watch out for the Fuzz!**

Shuffled into the Action Card Deck are three “The Cops Were Called” cards. If all three of these cards are drawn, the local law enforcement breaks up the party and the game ends.

### **Sticky Situations**

If all other players have Left the Party and...

You draw a “Give Spoons” card -

Go ahead and give the Spoons to yourself. ;)

You draw a “Steal Spoons” card -

No one to steal from but yourself. This card has no value.

### **The game ends when**

All Players Leave the Party

The Cops are Called

Time Progresses to Midnight

## **Story Mode**

At the bottom of some Action Cards there is a “story mode” mode prompt. If you decide to act out the prompt, you can earn Vibes from the other players.

At the end of each round, each player can give one Vibe to their favorite performance per round, which they record on their Vibe scoresheet. If there was only one person who acted out a story mode prompt, by default the Vibes of the round go to them. At the end of the game, all players must tell the harrowing tale of how they

managed (or didn’t manage) to Leave the Party. The last Vibes are awarded and all Vibes are tallied.

## **Scoring the Game**

In order to score your Spoons, you must either:

### **Leave the Party**

Doesn’t matter if you completed your Objectives if you were able to leave the party. However, you can’t score your Objectives if you didn’t complete them.

### **Completed all Your Objectives**

You can still score Spoons if you completed all the Objectives you accepted at the beginning of the game, even if you weren’t able to leave the party before midnight.

If neither of these conditions are met, you lose the game.

**Whoever has the most Spoons total wins the game.**