

HOW *to* PLAY

"The Magazine for RULES and Those Who Love Them"

**THE SET-UP
& How to Do It** . . . p. 6

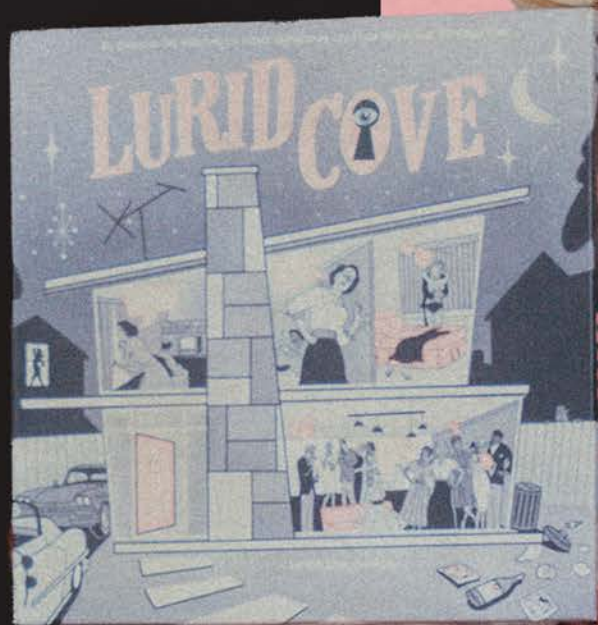
**SALACIOUS SECRETS
OF THE SUBURBAN
SET REVEALED!** . . . p. 10

**ACTIONS, Described
in Vivid Detail** . . . p. 14

**SEDUCTION —
An Expert's Guide** . . . p. 16

BLACKMAIL—A—GO—GO! . . . p. 18

**I ENDED THE GAME...
What Now?** . . . p. 19



\$ 1.00

**ATTENTION!
THIS RULEBOOK
IS NOT FINAL!**

It's pretty far along, but there may be some typos, unclear rules, and other things we may have missed. If you see anything we could improve, email us at info@living-lunch.com

Contents

Introduction.	1
The Game at a Glance	2
Know Your Components	3
Setting Up	6
The Board	8
Characters	9
Secrets & Shame	10
The Phases of a Day	12
Actions in Detail	14
Shop	14
Plan a Party	15
Gossip	15
Seduce	16
Blackmail	18
Dig Thru the Trash	18
Relax	18
Ending the Game	19
Strategy Tips	20
Card Clarifications	21

**3 to 5
players**

**90 to 120
minutes**

**Ages 18
& up**

Credits

Game design by **Zach Clark**
Cover art by **Migy Blanco**
Board & card art by **Zach Clark**

Published by **Living Lunch Novelties**
Manufactured by **Whatz Games**

'A Day in the Cul-de-Sac' photo shoot

Directed by **Zach Clark**
Starring **Eleanore Pienta, Jeff Ryan & Caroline Golum**
Photographed by **Daryl Pittman**
Lighting by **Alexander Sablow**
Wardrobe by **Caroline Golum**

Playtesting & Proofreading — Daniel Card, Jennifer Clark, Leah Donnelly, Sarah Herrman, Kaila Hier, Aaron Hillis, Sarah Jay, Wylliam Judd, Charlie Kessler, Madeleine Koestner, Clay Liford, Adam Marans, Vanessa Meyer, Jon Michael, Fritz Myers, Jim Pulaski, Andrew Reed, Simon Reichley, Jason Seabaugh, Ted Schaefer, Leah Shore, Pierce Varous, Nate Whiteside, Adam Wroblewski, Joe Yanick

After a languid summer of afternoon trysts and late night soirees, the autumn wind carried whispers of sordid goings-on in our little social circle.

‘I learned Dennis lost his job because...’ someone would say. ‘Do you know about Constance’s peculiar hang-ups?’ another would ask. The responding chorus was always the same. ‘It’s true, it’s true.’

What began as harmless gossip soon turned into an obsession. We stopped at nothing, casting our morals (and our undergarments) out the window in an insatiable quest to tarnish each other’s respectability. Friendships, marriages, and bowling leagues were all torn asunder.

‘You’ll never *believe* what I heard,’ was the constant refrain at our increasingly desperate dinner parties. But there was one question we never dared to ask —

Whose reputation would survive, and what would be left of it?



Playing Lurid Cove for the First Time?

Look out for this little guy for changes to set-up and gameplay. These will get you started faster and make for an easier first game!

Presenting Rule-dini!

An unparalleled expert in the mysterious realm of board game rules!

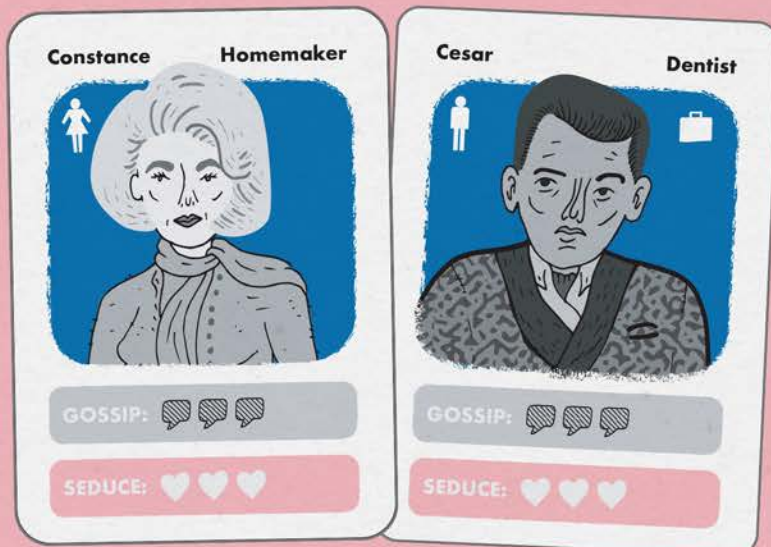
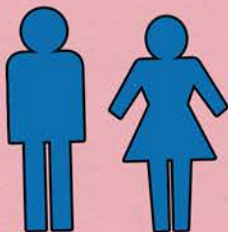
Throughout this book, he’ll give you important reminders and clarifications.



The Game at a Glance

In **Lurid Cove**, players take on the roles of married couples living in a suburban cul-de-sac in the 1960s.

Over a series of game rounds called **days**, players will send their **characters** to different **locations** to take a variety of **actions**, all with the goal of **Revealing Secrets** about their rivals and raising their **Social Standing** (victory points).



A **couple** refers to two characters of a single player color who live in the **Home** that matches that color. Each character has two **skills** – Gossip & Seduce – which can be **improved** throughout the game.

In the **City**, characters can **Go to Work** to earn paychecks, **Shop** to buy items, or **Plan a Party** to become first player tomorrow and host an event that will shake up the game.

At the various Homes in the **Cul-de-Sac**, characters can **Gossip** to collect **rumors**, or **Dig Thru the Trash** to take them directly from rivals. They can **Seduce** to take Secret cards out of their rivals' hands. They can **Blackmail** neutral characters to gain extra actions in the following days. Or maybe they'd just like to **Relax**, and reshuffle their **seduction decks**.

Secrets are represented by cards showing one of the six player colors, denoting which player is the Secret's **owner**. During the game, you will hold Secrets owned by yourself and others in your **hand**.

To **Reveal a Secret** owned by a rival player, spend its cost in rumors. Revealing rivals' Secrets raises your Social Standing, but gives those players access to unique **powers** that bend and break the rules of the game.



Important! You can never Reveal Secrets of your own color!



Shame Dice are rolled when Secrets are Revealed and every time you use a Secret's power. Their outcome may cause you to lose rumors, paychecks, or Social Standing points.

The end of the game is triggered when one of two things happens – either one player raises their Social Standing to 60 or more points, or one player has all six of their Secrets revealed. After this happens, finish the current day and complete end game scoring.

The player with the highest Social Standing (most points) wins!



On this page, the pawns, character cards, Secret card, and rumor tokens all represent the blue player.

Know Your Components

Game Board

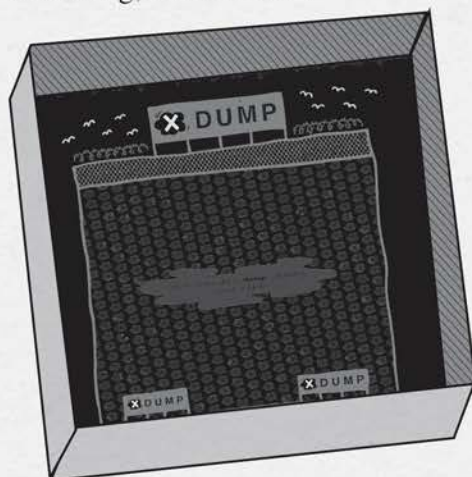
This is the world of the game, consisting of various locations where you'll send your characters to take actions.



Dump

(on the inside of the box lid)

Whenever you're told to 'dump' something, toss it in here!



Rumors (72) & rumor bag

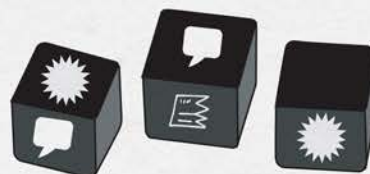
(12 rumors of each player color)

Rumors are collected from the bag when taking a Gossip action and are spent to Reveal Secrets.



Shame Dice (3)

These are rolled whenever one of your Secrets is Revealed, and whenever you use a revealed Secret's power.



Phase tracker

This shows which phase of the day is currently being played.



Paychecks (20) & half paychecks (20)

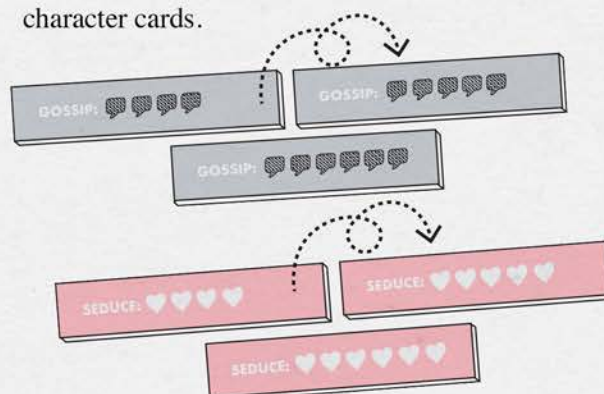
These are earned when your characters Go to Work and spent when taking the Shop and Plan a Party actions.



Skill Improvements (40)

(10x double-sided 4/5 value, 10x 6 value for the Gossip & Seduce skills)

These increase the skill values on your character cards.



First Player Trophy & card stand

This shows which player will go first on the current day.



4 • KNOW YOUR COMPONENTS

Character pawns (12)

(2 of each player color)

These represent the characters on the game board.



Character cards (12)

(2 of each player color)

These represent the characters off of the board, and show their pawn type, employment status, and skill values.



Player Side

Neutral Side

Seduction cards (30)

(5 sets of values 1 to 6)

These are used when taking the Seduce action.



Social Standing markers (6)

(1 in each player color)

These record each player's score on the Social Standing track.



Secrets (72)

(12 of each player color)

These can be taken from rivals' hands by taking the Seduce action and Revealed by spending their cost in rumors. After they are revealed, their powers can be activated.



Items (40)

These are bought when taking the Shop action and used in a variety of ways.

Party cards (13)

These are acquired by taking the Plan a Party action and resolved during the Party phase that day.



Abandoned Home

This is only used in a three player game and makes one Home unavailable.



Player aids (5)

These list all available actions on one side and a summary of the rules for Seduction on the other.



Rules references (4)

These have summaries of the rules for Revealing Secrets, end game scoring, Housekeeping steps, and a list of game icons.



Setting Up



Board Set-Up

A. Set out the *game board* and place the *Dump*, *rules reference cards*, *skill improvements*, and *Shame Dice* nearby, in reach of all players. Gather the *paychecks and half paychecks* into a common supply, called the *bank*.

B. Place all *character pawns* on their *Homes* (the house with the matching roof and door color).

C. Place the *phase tracker* on the leftmost space of the phase track, 'Rise & Shine.'



Rise & Shine

D. Shuffle the *Item deck* and place it next to the board. Draw four cards and place them into each of the four spaces in the *Shopping Center*.

E. Shuffle the *Party deck* and place it on the space to the right of *Party Palace*.

F. Place the *rumors* in the rumor bag.



Three Players Only

Randomly select one couple to remove from the game and return their character cards, pawns and all rumors of their color to the box. Place the *Abandoned Home* card over their Home. This location cannot be occupied by any character.

Player & Neutral Character Set-Up

G. Choose a *couple* and take the matching character cards in their color, placing them in front of you with the *player side up* (colored background). Take a player aid card and place it nearby.

H. Place the unselected character cards in a column along one side of the board, with the *neutral side up* (gray background and envelope icon). This is called the *neutral character display*.

If playing with three or four players, return four rumors of each neutral color to the box.

I. Place the *Social Standing marker* matching your player color onto the 'START' space of the Social Standing track.

J. Take a set of *seduction cards* numbered 1 through 6, shuffle them, and place them face down next to your character cards. This is your *seduction deck*.

K. Take all 12 *Secret cards* matching your player color. Select one of the two Secrets marked 'START' and place it *face up* below your character cards; the power on this Secret is immediately available to you. Return the other 'START' Secret to the box.

L. The remaining 10 Secret cards will be in 5 pairs according to their *Social Standing value* (shown in the top-right). Secretly select one card from each of the 5 pairs, then return the other 5 cards back to the box. The 5 selected cards form your *hand*.



If you're playing for the first time, select the Secret cards with a ★ in their lower right corner.

M. Each player collects 4 rumors randomly from the bag and one paycheck from the bank.

N. Select one Secret card from your hand and pass it face down to the player on your left.

If playing with five players, select a second Secret card from your hand and pass it face down to the player on your right.

Once all players have passed their cards, take the cards that were passed to you and add them to your hand, without showing them to any other player.



If you're playing for the first time, regardless of player count, pass your value 4 Secret to your left, and your value 6 Secret to your right.

Determine the First Player

All players draw the top card of their seduction decks and place it to the side of the deck, beginning their *seduction discard pile*. The player who drew the highest value card collects the *First Player Trophy*. If there is a tie, randomly pick one of the tied players to go first.

Important! After the first player is determined, do not reshuffle your discarded seduction card!



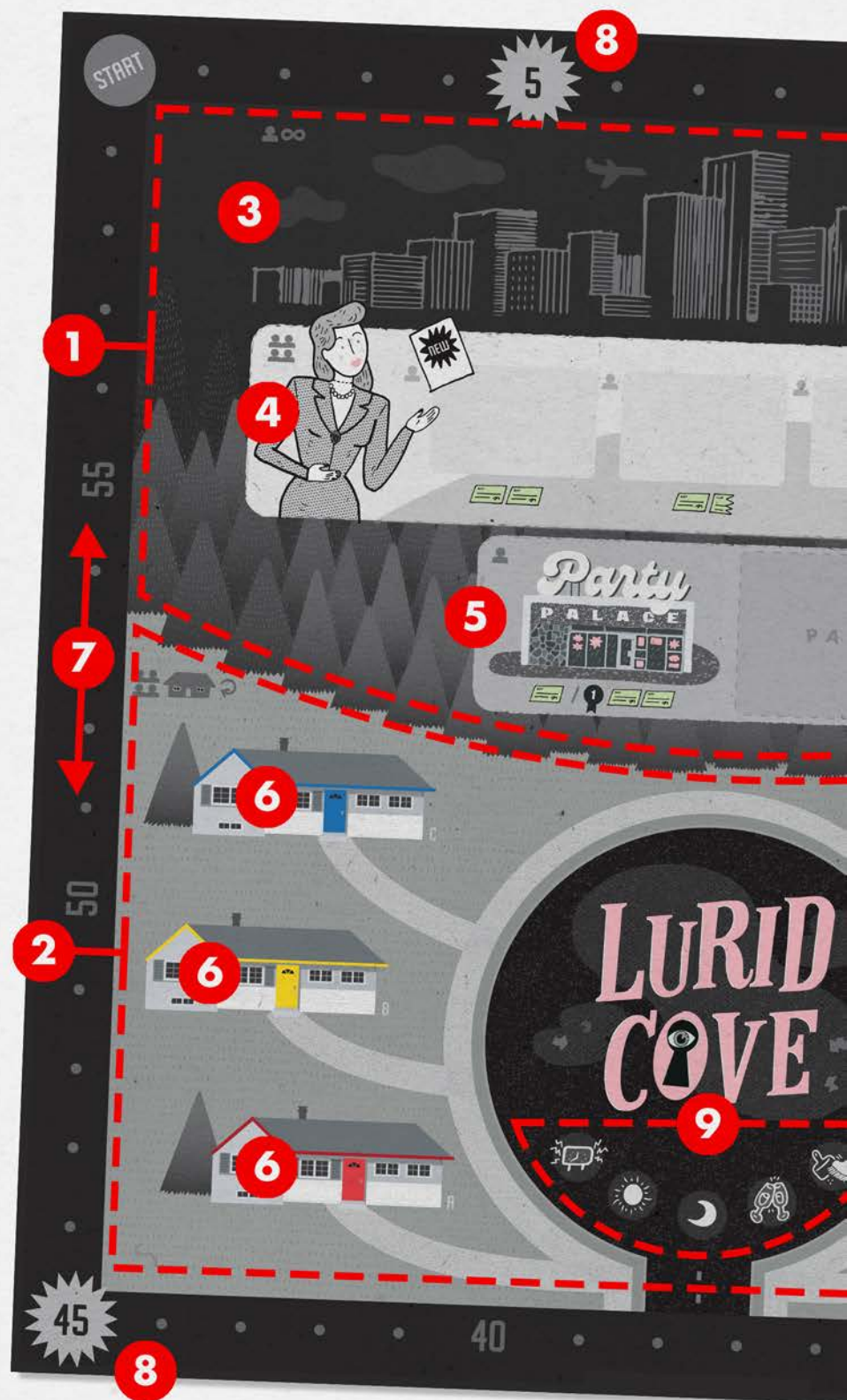
The Board

The game board is divided into two zones –

1. **The City** — the upper half of the board above the treeline.
2. **The Cul-de-Sac** — the lower half of the board below the treeline.

Both zones contain multiple *locations*. Each location has an *occupancy limit*, shown in its upper left corner. A location cannot contain more character pawns than its occupancy limit allows.

3. **Downtown** has an unlimited occupancy and is where employed characters Go to Work in the Rise & Shine phase.
4. **The Shopping Center** has an occupancy limit of four (one character per space) and sells items that you gain by Shopping.
5. **Party Palace** has an occupancy limit of one and lets you Plan a Party.
6. **The Homes** in the Cul-de-Sac each have an occupancy limit of four and allow you to take a variety of Cul-de-Sac actions. Each Home belongs to the couple that matches its color.
7. **The Social Standing track**, around the outside of the board, records each player's score. As you raise or lower your Social Standing, move your marker the appropriate number of spaces forwards or backwards respectively. When any player's Social Standing reaches 60 points or more, the end of the game is triggered.
8. **The highlighted spaces** (located at 5, 15, 30 and 45) *improve one skill* on one of your characters.
9. **The phase track** shows which phase is currently being played.



Characters

Characters are considered *friendly* if controlled by you, *rivals* if controlled by another player, and *neutral* if not controlled by any player. You begin the game controlling the two characters in the *couple* that match your player color, but later you may gain control of neutral characters by taking the Blackmail action.

Each character has two skills — *Gossip* and *Seduce* — which are used when taking the respective actions.



Character card anatomy

- 1. Name & occupation** — no effect on gameplay.
- 2. Pawn type** — male or female.
- 3. Employment status** — if the icon is showing, this character is *employed* and may *Go to Work*.
- 4. Skill values** — for the *Gossip* and *Seduce* actions.
- 5a. Player side** — the colored background represents the character's player color.
- 5b. Neutral side** — the reverse side, with the gray background and icon, is the *neutral* version of the character.

Improving Your Skills

The first time you land on or pass a highlighted space on the Social Standing track, you must *improve one skill*.

To improve a skill —

1. Select the *Gossip* or *Seduce* skill for one of the characters in your player couple.
2. If that skill has not been improved, collect the value 4 improvement and place it over the skill on the character card.
3. If that skill has been improved to value 4, flip the improvement over to value 5.
4. If that skill has been improved to value 5, replace the improvement with the value 6 improvement.

Skills cannot be improved above value 6. Blackmailed and neutral characters' skills cannot be improved.

Example: Peter (the purple player) just raised his Social Standing to 7 points, crossing over the highlighted 5 space on the Social Standing track. He decides to improve the Seduce skill on Dennis. He places a 4 value improvement over the character's current Seduce skill. The next time Dennis takes the Seduce action, his base value will be 4.



Secrets & Shame

Acquiring and Revealing Secrets is an essential part of your path to winning the game.

Secrets are either *hidden* or *revealed*. Any Secret in a player's hand is *hidden*. You may only *Reveal a Secret* about a rival player.



Secret anatomy

- 1. Name** – no effect on gameplay.
- 2. Color** – denotes which player is the Secret's *owner*.
- 3. Usage limit** – (once a day) or (unlimited).
- 4. Social Standing value** – increase your score by this many points when you Reveal the Secret.
- 5. Power** – may be activated by the Secret's owner once it has been revealed.
- 6. Shame Dice** – rolled by the owner when the Secret is Revealed and anytime its power is used.
- 7. Reveal cost** – the number and color of rumors needed to Reveal the Secret.

Revealing Secrets

Before or after taking any action in the Daytime and Evening phases, you may Reveal as many *rival Secrets from your hand* as you wish. Revealing Secrets does not count as an action.

To Reveal a Secret, first spend its reveal cost in rumors from your personal supply into the bag and raise your Social Standing by the number of points indicated on the Secret.

You may use *two rumors* in your player color as a substitute for one rumor of any other color. You can use any combination of required rumors and substitute rumors, provided the total reveal cost is met.

Next, read the name and power of the Secret aloud and *hand the Secret card to its owner*. That player then places the Secret face up below their character cards and *must roll the indicated number of Shame Dice*. They then resolve all symbols shown on the dice.

Important! You can never Reveal Secrets of your own color!

Shame Dice

A *Shame Die* will show one of 4 possible outcomes —

- | | | | |
|--|---|--|---|
| | No effect. | | Return one <i>rumor</i> of your choice from your supply to the rumor bag. |
| | Pay <i>half a paycheck</i> to the bank. | | Lower your <i>Social Standing</i> by 1 point. |

If you are required to lose more of something than you have, then simply lose as much as you can and ignore any remainder. You can never go negative.



Using Secret Powers

You may use the powers of any Secrets you own, providing the Secret has been **revealed** and any condition stated has been met. The power is available to you as soon as another player Reveals the Secret.

Using a Secret power is **always optional**. If you wish to activate multiple powers during the same action, you may choose the order in which to resolve them.

After using a Secret power, you must roll the number of **Shame Dice** depicted on the card, then resolve the symbols shown.

If you used a power marked as **'once a day'**, flip the card face down as a reminder that it cannot be used again until tomorrow. **Unlimited powers** may only be used once per action.

Restrictions on Powers

Powers that are related to specific actions can only be used if you are the player taking the action. For example, powers that say 'When you Gossip' can only be used if you are the player taking the Gossip action.

Seduction-related powers are the only exception. They can be used whenever any of your characters are engaged in Seduction, whether or not you took the action.

'Go to Work' powers that are limited to 'once a day' can only be used for one character. 'Unlimited' powers may be used for each character you send to work.

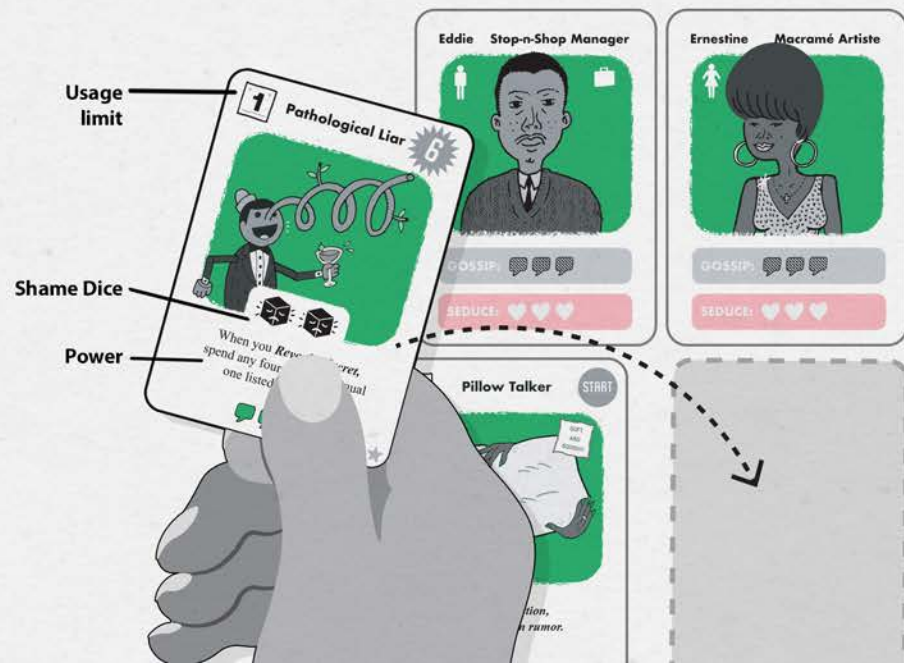
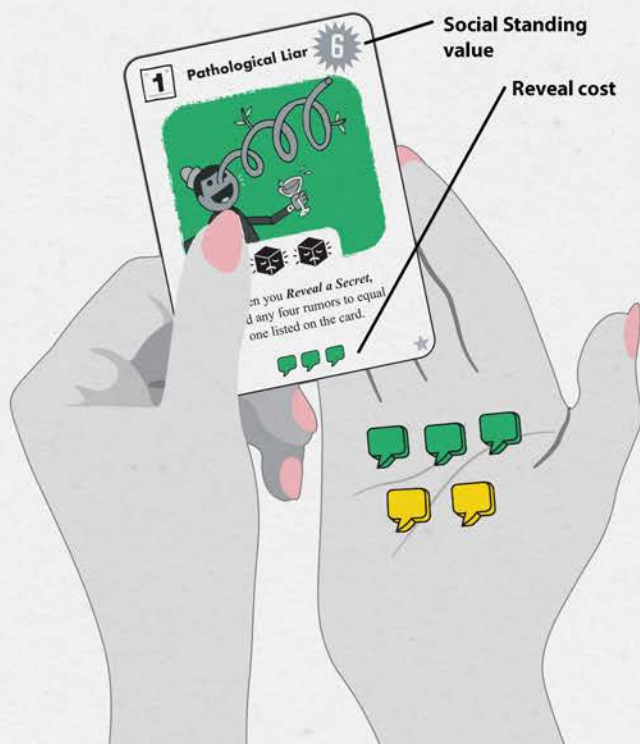
For detailed explanations of how specific powers work, see the **'Card Clarifications'** section (p. 21).

Important! Secret cards in your hand are always considered **private**; you must never discuss them with other players. All other **'face up'** information is **public knowledge**, including how many paychecks and rumors are in a player's supply, what items they possess, and even the contents of their seduction discard piles.

Example: Yvonne (the yellow player) has a Secret belonging to Gary (the green player) in her hand. The Secret's reveal cost is three green rumors, which Yvonne has in her supply. She could also choose to spend two of her own yellow rumors to equal one of the green rumors, but decides to save them. She returns the three green rumors to the rumor bag and raises her Social Standing by 6 points.

Yvonne then hands the revealed Secret to Gary, reading its name and power out loud. Gary places the Secret face up below his characters and rolls two Shame Dice. Due to the dice results, he decreases his Social Standing by 1 point, and chooses one rumor from his supply to return to the rumor bag.

On Gary's turn, he may use his 'Pathological Liar' Secret power if he wishes. Every time he uses the power, he must roll two Shame Dice and resolve the symbols shown.



The Phases of a Day

Lurid Cove takes place over a number of rounds called *days*. The current day being played is referred to as *today*, the next day to be played is referred to as *tomorrow*.

Each day has five *phases* —



1. Rise & Shine — Employed characters may Go to Work and earn paychecks.



2. Daytime Actions — Characters that did not go to work may take City and Cul-de-Sac actions or pass.



3. Evening Actions — All characters that went to work or passed in the Daytime must take Cul-de-Sac actions.



4. Party — If a player took the Plan a Party action today, they become first player and announce which party they will host. Skip this phase if no one Planned a Party today.



5. Housekeeping — Clean up the board, refresh used items and Secrets, discard down to 12 rumors, refill the Shopping Center, and change first player (if no party was hosted).

After completing each phase, move the *phase tracker* to the next space on the phase track.

Each character must take exactly one action a day, in either the Daytime or Evening phase. Characters that Go to Work or pass in the Daytime phase, must take an action in the Evening phase.



1. Rise & Shine (Simultaneous)

During this phase, players may *Go to Work* and send their *employed* friendly characters to Downtown. This will earn the player one paycheck per working character.

Going to Work does *not count* as an action.

To determine which characters will *Go to Work*, all players simultaneously do the following —

1. Take all of your employed friendly characters' pawns off the board and place both hands under the table.
2. Secretly decide which characters you want to Go to Work and place those characters in a *closed fist*. Keep any characters you do not want to Go to Work in your other hand.
3. Once all players are ready, everyone holds their fists above the table and opens them simultaneously.

All selected characters are placed in *Downtown* and players collect one paycheck for each of their friendly characters there. All other characters are placed back in their Homes and no paychecks are earned for them.

Paychecks & half paychecks are unlimited. If you ever run out, use a suitable replacement. You may make change for paychecks and half paychecks whenever you need.



Rise & Shine example

Step 1.
Bernard (the blue player) takes his employed character Cesar off the board.

Step 2.
He decides that Cesar will Go to Work and places the character's pawn in a closed fist.

Step 3.
Once the other players are ready, Bernard opens his fist and reveals his decision.
Cesar is going to work!

If Bernard did **NOT** want Cesar to Go to Work, he would have left his fist empty.





2. Daytime Actions (Turns)

Starting with the first player and going clockwise, each player takes one **turn**. On your turn, you *may* take actions with any of your friendly characters that did not Go to Work. You may **Reveal Secrets** before or after taking your actions.

You may choose to pass with any or all of your characters in the Daytime phase, but those characters must take actions in the Evening phase. Characters that take an action in the Daytime cannot take an action in the Evening. The available actions are –



Shop (City) – Spend paychecks to buy an item and raise your Social Standing. (p. 14)



Plan a Party (City) – Spend paychecks to raise your Social Standing by 3 points, take a Party card, and become the first player tomorrow. (p. 15)



Gossip (Cul-de-Sac) – Collect random rumors. (p. 15)



Seduce (Cul-de-Sac) – Attempt to take a Secret card from a rival's hand. (p. 16)



Blackmail (Cul-de-Sac) – Gain control of one neutral character for a number of actions. (p. 18)



Relax (Cul-de-Sac) – Shuffle your discarded seduction cards into your seduction deck. (p. 18)



Dig Thru the Trash (Cul-de-Sac) – Go to a rival's Home and take a rumor of your choice from their supply. (p. 18)



3. Evening Actions (Turns)

Starting with the first player and going clockwise, each player takes one turn. On your turn, you *must* take actions with all of your friendly characters that went to work or passed during Daytime. **Only Cul-de-Sac actions** can be selected during this phase. You may **Reveal Secrets** before or after taking your actions.



4. Party (Turns)

If you took the **Plan a Party** action during the Daytime phase, you are the **Host**. Take the **First Player Trophy**, then look at your Party card and decide which of the two options to conduct.

Parties are always conducted clockwise, starting with the Host, unless otherwise noted on the card. All players, whether they participate in the Party or not, are considered **attending** for the purposes of Secret and item powers. Unless the card says '**all players may**,' all players must follow the Party's instructions if they are able to.

This phase is skipped if no player took the Plan a Party action today.

Party card anatomy

- Each card has two choices with different effects to resolve.
- All Party cards are tossed in the Dump after use.



5. Housekeeping (Simultaneous/Turns)

Resolve the following seven steps in order –

- Return all characters to their **Homes**.
- Flip all used '**once a day**' items and Secret cards face up.
- In turn order, players may activate and resolve any '**During Housekeeping**' items and Secret powers.
- If any player has more than 12 rumors in their supply, they must **return rumors** (of their choice) to the bag until they have exactly 12 rumors remaining.
- Refill the **Shopping Center**.
 - If no items were purchased today, dump the rightmost item.
 - Slide any items remaining in the store to the right to fill in any gaps.
 - Draw new item cards and place them into the available spaces.
- If no Party took place today, pass the **First Player Trophy** to the next player in clockwise order.
- Move the **phase tracker** back to Rise & Shine, then begin a new day.

Actions in Detail

The seven actions are divided into *City actions*, which are only available in the Daytime phase, and *Cul-de-Sac actions*, which are available in both the Daytime and Evening phases.

Some actions can be taken by multiple characters simultaneously, while others can only be taken by a single character at a time. Multiple characters may take the same action over the course of a day.

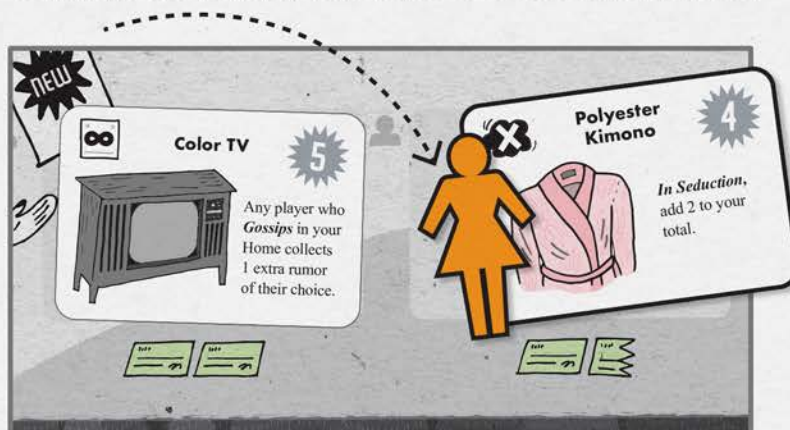
City Actions



Shop

Place one of your character pawns on any available item in the **Shopping Center** to buy it. Pay the cost listed below the item to the bank, gain the Social Standing listed on the card, and take the item immediately into your supply. You may use it as soon as applicable.

While each character can only buy *one item per action*, a player may Shop with multiple characters during the Daytime phase. Shopping is *the only way* to gain an item's Social Standing value.



Example: Olivia (orange player) wants to buy the Polyester Kimono, so she places Florence onto its space in the Shopping Center. She pays one and a half paychecks to the bank, raises her Social Standing by 4 points, and takes the item into her supply.



Item anatomy

- 1. Name** – no effect on gameplay.
- 2. Usage limit** – **X** (dump after use), **1** (once a day), or **∞** (unlimited).
- 3. Social Standing value** – increase your score by this many points when you buy the item.
- 4. Power** – may be activated if the item is in your supply and any condition stated has been met.

Using Items

Using an item's power is *always optional*. The power restrictions that apply to Secrets apply to items as well. Items that say '*any player*' provide a power your rivals may also use.

After using an item marked '*once a day*,' flip the card face down as a reminder that it cannot be used again until tomorrow. After using an item marked '*dump after use*,' toss it in the Dump. Items marked '*unlimited*' may only be used once per action.

Remember! You can only Shop and Plan a Party in the Daytime! The stores are closed at night!





Plan a Party

Place one of your character pawns in **Party Palace**. Spend one paycheck (or two if you are first player), and immediately raise your Social Standing by 3 points.

Then, take the top card from the Party deck and place it face down in front of you. You may look at it, but keep it secret from other players until the Party phase.

You will host your Party during the **Party Phase** today and will be the first player tomorrow.



Don't Forget! Planning a Party raises your Social Standing by 3 points!



Cul-de-Sac Actions



Gossip

Place (and/or leave) any number of your character pawns in a **Home** with at least **one rival character**. Collect your **Gossip skill's value** in **random rumors** from the rumor bag. If acting with multiple characters, add their Gossip skills together and collect the total.

Then, every other **player** with at least one character in the Home collects **one random rumor** from the bag.

Rumors are limited, and if the bag runs out of rumors during your Gossip action, no further rumors are drawn.



Example: Yvonne (the yellow player) places Bob and Brigitte in a Home with Ernestine and Constance. Bob and Brigitte's Gossip skills are both 3, so Yvonne collects 6 random rumors from the rumor bag into her personal supply. Gary (the green player) collects 1 random rumor from the bag for his character Ernestine, and Constance is a neutral character who is not currently blackmailed, so no rumors are collected for her.



Seduce

Choose *one rival player* with at least *one Secret* in their hand and place (and/or leave) any number of your character pawns in a *Home* containing at least one of their characters.

Two players engaged in a Seduction are called *opponents*. You (the '*seducer*') may *only use your acting characters* in the Seduction, while your opponent (the '*seducee*') will use *all of their friendly characters* in the Home.

Any characters in the Home listed below are considered to be *watching* —

-  Characters controlled by players other than the seducer or the seducee.
-  Neutral characters.
-  Any of the seducer's characters that have already taken an action, or that they choose not to involve in the Seduction.

To resolve a Seduction, complete these four steps in order —

1. The seducer rolls *one Shame Die for each watching character* in the Home, then resolves the symbols shown.
2. The seducee declares any *items* and 'Before' or 'In Seduction' *Secret powers* they are using, then *adds* up the *Seduce skill values* of all of their *friendly characters* in the Home.
3. The seducer declares any *items* and 'Before' or 'In Seduction' *Secret powers* they are using, then *adds* up the *Seduce skill values* of their *acting characters only*.
4. Both the seducer and seducee *draw the top card* of their *seduction deck* and add its value to their current *seduction total*. The drawn cards are then put into their player's discard piles.

In the event of a conflict between Secret or item powers, the seducer decides their order of execution.

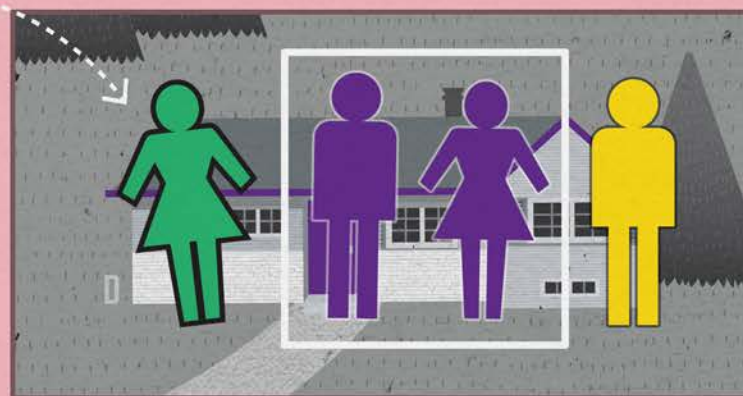
If your *seduction deck runs out of cards*, immediately shuffle your discards to form a new deck.

The player with the highest seduction total *finishes 'on top'* and the other player *finishes 'on bottom.'* In case of a tie, the seducer is on top.

The bottom player selects *two Secrets* from their hand and passes them to the top player. The top player looks at both Secrets, *takes one* into their hand and *returns* the other to the bottom player.

Both players may now use any '*After Seduction*' Secret and item powers. In the event of a conflict between Secret or item powers, the top player decides their order of execution.

Remember! You can always ask to see a rival's discard pile before deciding to seduce them.



Seducer

Seducee



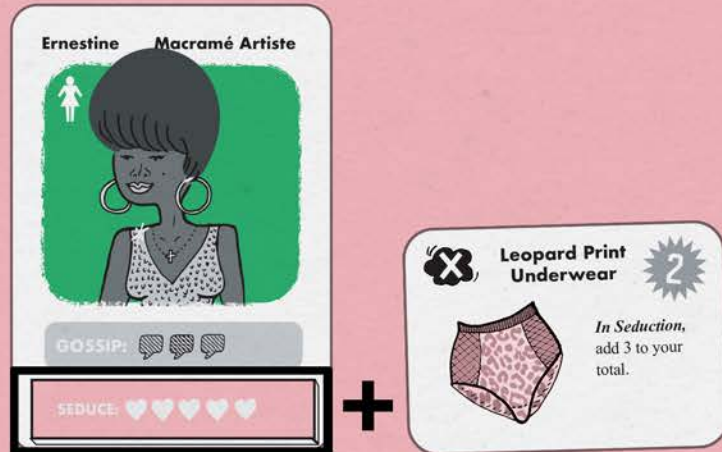
Example: Gary (the green player) places Ernestine in a Home containing Dennis, Delores, and Bob and declares she wishes to Seduce Dennis and Delores (both controlled by Peter, the purple player). Gary is now the '*seducer*' and Peter is the '*seducee*'.



Step 1: Gary rolls one Shame Die, because one character, Bob, is watching. He rolls a blank, so he does not have to lose anything, phew!



Step 2: Dennis and Delores have not improved their Seduce skills, and Peter has no items in his supply or revealed Secret powers he can use, making his current total 6.



Step 3: Ernestine's Seduce skill has been improved to 5. Gary declares that he will use his Leopard Print Underwear item, which adds 3, making his current total 8.



Step 4: Both players now draw their top seduction cards. Gary draws a 4, making his final seduction total 12. Peter draws a 3, making his seduction total 9. Gary finishes the Seduction on top and Peter finishes on bottom.





Blackmail

Place one of your character pawns in the Home with the *neutral character* you want to Blackmail. Take the corresponding character card from the neutral character display and put any number of rumors in the character's color from your personal supply on top of it. The character is now considered *friendly* to you and a *rival* to all other players.

Starting tomorrow, the blackmailed character can take any actions your player couple can. They can Go to Work if they are employed. They can use any of your items and Secret powers. In seduction, they use your deck. Their skills cannot be improved.

After taking an action with a blackmailed character, spend one rumor from their character card and return it to the bag. As soon as there are no rumors left on the card, return it to the neutral character display.

Players must perform another Blackmail action to place additional rumors onto currently blackmailed characters. Blackmailed characters may take a Blackmail action to place additional rumors onto their own cards.

Remember! Each character must take one action a day, this includes blackmailed characters!

Example: Olivia (the orange player) places Frank in a Home with Albert (a neutral character.) She claims Albert's card from the neutral character display and places three red rumors from her supply on top of it. She will take actions with Albert for the next three days.



Relax

Place (or leave) one of your character pawns in *their Home* and *reshuffle* your seduction discard pile into your seduction deck.

If you have no cards in your discard pile, you cannot perform this action.



Dig Thru the Trash

Place any number of your character pawns in a rival's Home and *take one rumor of your choice* from their supply per acting character.

All other characters in the Home are considered to be *watching*, including friendly characters that have already taken actions. Roll one *Shame Die* for each watching character, then resolve the symbols shown.

If the Home belongs to neutral characters who are currently blackmailed by two separate rival players, choose which player to take the rumor(s) from.

If a rival player has no rumors in their supply, you cannot Dig Thru the Trash in their Home.

If You Can't Take an Action

In the very, very rare event that you are unable to take an action (i.e. you can't afford to Shop or Plan a Party, there are no Homes in which you can Gossip or Seduce, you can't Blackmail because you have no neutral colored rumors or all neutral characters are already blackmailed, you can't Relax because you have no cards in your seduction discard pile, and you can't Dig Thru the Trash because none of your rivals have any rumors in their supplies), then collect one random rumor from the bag for each character you are unable to take an action with.

Ending the Game

When any player's Social Standing reaches **60 points or more**, or when any player has ***all six Secrets in their color revealed***, the end of the game is triggered. Finish playing the current day, and end after the Party phase has concluded. (Skip the Housekeeping phase.)



If you're playing for the first time, trigger the end of the game when any player's Social Standing reaches **30 points or more**, or when any player has **four Secrets in their color revealed**.

End Game Scoring

Once the day has finished, you may spend rumors to ***Reveal any rival Secrets*** in your hand for ***half their Social Standing value***, rounded up. Items and Secret powers cannot be used to help Reveal Secrets after the game ends, and no Shame Dice are rolled for Revealing them.

For each ***Secret card remaining in your hand*** (including your own Secrets), raise your Social Standing by 2 points.

For each full ***paycheck*** left in your supply, raise your Social Standing by 1 point.

The player with the ***highest Social Standing*** (most points) wins! If there is a tie, the player with the fewest revealed Secrets wins. If there is still a tie, the tied players exchange their favorite casserole recipes.



Strategy Tips

Remember that you can take the Seduce, Gossip, and Dig Thru the Trash actions with more than one character. This lowers your risks of finishing a Seduction on bottom, rolling Shame Dice, or letting rivals collect rumors that might help them.

Seduction is a numbers game. Try to Seduce when you have an advantage. Keep in mind that the player you are Seducing will use all of their characters in the Home, while you can only use your characters that are taking the Seduce action.

Keep in mind that you can also Seduce characters that have been blackmailed by your rivals. These characters have fixed Seduce skills, and some are better than others!

Remember, you can look through other players' seduction discard piles at any time. The higher the numbers in a player's discard pile, the more vulnerable their characters are.

Secrets and rumors go hand-in-hand. Let the Secrets in your hand guide which rumors you focus on collecting. Or, let the rumors in your supply determine which players you Seduce.

Once revealed, your Secret powers not only give you ways to bend the rules, but can suggest different paths to victory.

When in doubt, Plan a Party. Being first player lets you take your pick of the items in the Shopping Center, and guarantees all your rivals will be available to Seduce.

After you've played *Lurid Cove* a few times, try out the...

Advanced Secret Draft

In step L of Player Set-Up, instead of picking one Secret in each Social Standing value, players may select any 5 Secrets as long as their the total of their Social Standing values is *no less than 50* and *no greater than 65*.



Card Clarifications

This section includes further explanations and examples for the more involved Secret and items powers. If you have any questions about the game that aren't addressed in the rules, please reach out to us at info@living-lunch.com.

This section uses the following abbreviations.

Ex: = Example. *All examples are in italics.*

[X] = Social Standing value. *Ex: A [9] Secret is worth 9 Social Standing points, and costs 4 rumors in its color to reveal.*

Items

Erotic Encyclopedia – You may dump any of your seduction cards, whether they are in your deck or your discard pile. After you dump the card, reshuffle all of your seduction cards to form a new deck.

Gourmet Cookbook – Shuffle your unselected card back into the Party deck.

Lycra Girdle – You may dump any of your seduction cards, whether they are in your deck or your discard pile. After you dump the card, reshuffle all of your seduction cards to form a new deck.

Musky Cologne – You may dump any of your seduction cards, whether they are in your deck or your discard pile. After you dump the card, reshuffle all of your seduction cards to form a new deck.

Novelty Tie – You may dump any of your seduction cards, whether they are in your deck or your discard pile. After you dump the card, reshuffle all of your seduction cards to form a new deck.

Polaroid Camera – *Ex: You reveal a [9] Secret about the orange player. You spend three orange rumors instead of four, and raise your Social Standing by 9 points.*

Realistic Wig – You will most often use this item when Revealing Secrets, but may use it in connection with other items, Secrets, or Parties that allow you to spend rumors in your own color. *Ex: You reveal a [13] Secret about the green player by spending 3 green rumors, two rumors in your color, and 2 rumors in any other color.*

Virgin Mary Lawn Ornament – If your rival needs to roll more Shame Dice than are available, they must make multiple rolls. *Ex: You reveal a [18] Secret about the red player, they will need to roll 6 Shame Dice. They roll 3 Shame Dice, resolve the symbols shown, then roll 3 Shame Dice again, and resolve those symbols.*

Secrets

Amateur Hypnotist – The neutral character may act alongside your friendly characters if you Seduce, Gossip, or Dig Thru the Trash.

Blabbermouth – *Ex: After you reveal a [9] Secret, collect 4 random rumors from the rumor bag.*

Briber – You may combine paychecks with rumors in the neutral character's color when using this power. *Ex: You move Ernestine to the yellow Home to Blackmail Bob. You place two yellow rumors and two paychecks onto Bob's character card. You will control him for four days. After Bob takes an action, you may choose whether to spend a rumor or a paycheck from his card.*

Chatterbox – Remember, this power only works when you take a Gossip action during your turn! *Ex: Frank takes a Gossip action in a Home with Bob, Brigitte, and Albert. Frank's Gossip skill has been*

improved to 4. Collect 6 random rumors from the bag – 4 for Frank's Gossip skill, plus the two rumors that would have gone to rivals (1 for the yellow player, and 1 for the red player.)

Clairvoyant – You may use this power on literally any face-down deck in the game, including your seduction deck, rivals' seduction decks, the Party deck, and the Item deck.

Copy Cat – “Non-Seduction related Secret powers” do not have the words “Seduce” or “Seduction” in their description. You will always roll 3 Shame Dice to use this power, regardless of how many Shame Dice are shown on the rival Secret power you're using.

Counterfeiter – You may combine rumors and paychecks when using this power. You still increase your Social Standing for purchasing the Item. *Ex: Ernestine goes to the Shopping Center to buy a Virgin*

Mary Lawn Ornament item, which is worth [3] and costs two paychecks. You spend one paycheck and two purple rumors (to equal one paycheck) and raise your Social Standing by 3 points.

Dirty Mouth – Ex: ‘Delores’ is engaged in Seduction, and her Seduce skill is 4. Before the Seduction, you spend 3 yellow rumors. During Seduction, you draw a 5. Your total is 12. $4 + 5 + 3 = 12$

Dumpster Diver – “Non-Seduction related items” are any items that do not have the words “Seduce” or “Seduction” in their power description.

Eager Beaver – If you have only one seduction card in your deck during Seduction, draw that card and set it aside. Then, re-shuffle your remaining discarded seduction cards to form a new deck and draw a second card.

Elitist – You may spend half-paychecks to equal some of all of a Secret’s reveal cost. Ex: When revealing a [9] Secret about the blue player, you may spend two blue rumors and one paycheck.

Evidence Planter – You may combine rumors in any one color with rumors in the neutral character’s color when using this power. Ex: You move Florence to the blue Home to Blackmail Constance. You place two blue rumors and two red rumors onto Constance’s character card. You will control her for four days. After Constance takes an action, you may choose which rumor to spend from her card.

Exhibitionist – Remember to skip the first step of Seduction! You will always roll 3 Shame Dice when using this power, no matter how many watching characters are in the Home.

Fire Bug – ‘Unlimited’, ‘Once a day’ and ‘Dump after use items’ may all be dumped by using this power.

Fuzzy Bunny – Ex: Cesar is engaged in Seduction, and his Seduce skill has been improved to 4. You are also using a ‘Pink Pajamas’ item which adds 1 to your total. You draw a seduction card and get a 3, making your final total 13. $(4 \times 3) + 1 = 13$

Handcuffer – If your opponent has only one seduction card in their deck during Seduction, they draw that card and set it aside. Then they’ll re-shuffle their remaining discarded seduction cards to form a new deck and draw a second card. Ex: Your opponent draws two seduction cards, a 2 and a 4. They must add the 2 to their total. Both the 2 and 4 cards are placed in their discard pile.

Hearing Voices – This power lets you take a Gossip action in an empty, or a Home with only neutral or friendly characters in it. Remember to collect two extra random rumors!

Kama Sutrism – Ex: Dennis is engaged in Seduction, and his Seduce skill is 3. You look through your seduction deck and select a 6 to add to your total. Shuffle the unselected cards, in case you decide not to use this power the next time you’re engaged in Seduction.

Kleptomaniac – This power works in any Home and the Shopping Center. You may take any items from a rival’s supply as long as they have one character in the same location. You do not need to be in their specific Home to use this power.

Leather Dresser – If you have only one seduction card in your deck during Seduction, draw that card and set it aside. Then, re-shuffle your remaining discarded seduction cards to form a new deck and draw a second card. Ex: During Seduction, you draw a 4 and then a 3. You’ll add 6 ($4 + 1.5$, rounded up) to your Seduce skill to calculate your total.

Line Cutter – You may take one action before or after any rival’s turn in the Daytime or Evening. You may announce this as soon as you wish to take the action, or you may announce when you wish to act ahead of time. If you Gossip, Seduce, or Dig Thru the Trash, you may use multiple characters to take this action if you wish. You may use this power to act later in turn order as well, but keep in mind that all your friendly characters must take one action per day.

Lingerie Lover – Ex: Constance is engaged in Seduction as uses a Fishnet Body Stocking item, which normally adds 3. Constance’s Seduce skill is 4 and you draw a 1 from your seduction deck, making your final total 11. $4 + 1 + (3 \times 2) = 11$

Masochist – Remember, you must declare which Secret you wish to use before drawing your seduction card. Ex: Eddie is engaged in Seduction and has a Seduce skill of 5. You draw a 3 from your seduction deck, making your total 11. $5 + (3 \times 2) = 11$. Then, you toss your 3 card into the dump. It’s gone for the rest of the game.

Nympho – Unlike other Seduction-related powers, you may only use this power on your turn. You may take your additional Seduce action in the same Home or a different Home, as long as you use your exact same characters. After you take your additional Seduce action, you may immediately use this power again.

Objectophile – ‘Unlimited,’ ‘Once a day’ and ‘Dump after use items’ may all be dumped with this power. Ex: Frank is engaged in Seduction and has a Seduce skill of 5. You dump a Gourmet Cookbook item worth [4], and then draw a 2 from your seduction deck. Your total is 9. $5 + 2 + (4 \div 2) = 9$

Obsessive – If you use this power to re-use a Secret power, do not roll any additional Shame Dice. You will roll 3 Shame Dice every time you use this power to re-use another power, regardless of the number of Shame Dice shown on the card.

Pack Rat – You’ll mostly use this after any player (including yourself) uses a ‘Dump after use’ item. This power also works any time an item is placed in the dump for any reason, such as a Secret power or Party card.

Panty Sniffer – “Seduction-related items” are any items that have the words “Seduction” or “Seduce” in their power description.

Paranoid – You will mostly use this power when rivals reveal Secrets in your color, but you can also use it anytime a rival spends green rumors while using an item or Secret power, or while participating in a Party. You may not use this power during Housekeeping if a rival returns green rumors to the bag because they have over 12 rumors in their supply.

Party Pooper – When you Host a Party, the effect described on the card applies only to you. Some Party cards will be more advantageous than others. All players are still considered ‘attending’ for the purposes of Secret and Item powers. *Ex: You host the ‘Cool Scene’ party and collect one blue, green, and purple rumors. All other players collect nothing.*

Pathological Liar – *Ex: You reveal a [9] orange Secret by spending 3 orange rumors, 2 yellow rumors, and 1 red rumor.*

Pickpocket – *Ex: Florence takes a Gossip action in a Home with Ernestine, Constance, and Cesar. After completing the action, you take half a paycheck from the green player, and a full paycheck from the blue player.*

Pill Popper – You must use the same character you take the Relax action with to take the additional action.

Rubber Lover – If you have only one seduction card in your deck before Seduction, you may discard that card and set it aside. Then, re-shuffle your remaining discarded seduction cards to form a new deck and discard a second card.

Sadist – If your opponent draws their last card during a Seduction, they must immediately reshuffle their seduction deck, and you will not be able to use this power.

Satanist – You will mostly use this power when revealing Secrets, but you can also use it any time you return red rumors from your supply to the rumor bag. *Ex: You reveal a [13] Secret owned by Gary (the green player) by spending 2 green rumors and 6 red rumors. You raise your social standing by 13 points (as normal) and all other players decrease their social standing by 6.*

Self Pleasurer – *Ex: Your seduction discard pile has the 4, 5, 2, and 3 cards in it. You decide to leave the 2 and 3 in your discard, and shuffle the 4 and 5 back into your seduction deck. You also could have decided to leave just the 2 in your discard, and shuffled the 3, 4, and 5 back into your deck.*

Shop-A-Holic – This power allows you to buy multiple Items with a single Shop action. You must be able to pay for all the items you purchase. *Ex: You take a Shop action with Albert and purchase Binoculars (worth [3]) for one paycheck AND a Tequila Decanter (worth [2]) for a paycheck and half. Raise your Social Standing by 5 points and take both of the items into your supply.*

Spoiler – *Ex: Eddie is engaged in Seduction, and his Seduce skill is 4. Before the Seduction, you spend one and a half paychecks (effectively, 3 half-paychecks.) During Seduction, you draw a 5. Your total is 12. $4 + 5 + 3 = 12$*

Ultimate Degenerate – “Seduction-related Secret powers” have the words “Seduction” or “Seduce” in their description. You will always roll 3 Shame Dice to use this power, regardless of how many Shame Dice are shown on the rival Secret power you’re using.

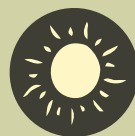
The "CHEAT" SHEET



1. Rise & Shine

Secretly decide which employed characters will **Go to Work**.

Reveal simultaneously, and collect one paycheck for each working character, place others in their Homes.



2. Daytime Actions

In turn order, players may take **City and Cul-de-Sac actions** with any characters that did not Go to Work.

You may **Reveal Secrets** before or after you take any action.



3. Evening Actions

In turn order, players must take **Cul-de-Sac actions** with characters that went to work or passed during Daytime.

You may **Reveal Secrets** before or after you take any action.



4. Party

Host takes the **First Player Trophy** and announces which party they are conducting.

Skip this phase if no player took the Plan a Party action today.



5. Housekeeping

All characters return Home.

Refill the Shopping Center.

Refresh items and Secrets.

Discard down to 12 rumors.

If no Party was thrown, First Player Trophy moves clockwise.

City Actions (Only available in Daytime!)



Shop. Move to the **Shopping Center** and spend paychecks to gain the **item** of your choice. Increase your Social Standing.



Plan a Party. Move to **Party Palace** and spend one or two paychecks to take a Party card. Increase your Social Standing by 3 points.

Cul-de-sac Actions (Available in Daytime and Evening)



Gossip. Move to (or stay in) a Home with at least one rival character and collect **random rumors** from the bag equal to your Gossip skill. Each rival player with characters in the Home collects 1 random rumor.



Seduce. Choose a rival player with at least one Secret in their hand and move to (or stay in) a Home with any of their characters. You are the **Seducer**, and they are the **Seducee**. Follow these steps.

1. Seducer rolls 1 Shame Die per watching character.
2. Seducee adds Seduce skills of **all their characters in the Home**, and declares items and Secret powers they will use.
3. Seducer adds Seduce skills of **only their acting characters**, and declares items and Secret powers they will use.
4. Both players draw & add seduction cards to their **total**.

The top player is handed **two Secrets** by the bottom player, and **keeps one**.



Blackmail. Move to a Home with a **neutral character**, collect their character card, and place any number of rumors from your supply on top of it.



Relax. Move to (or stay in) your Home and **reshuffle** your seduction deck.



Dig Thru the Trash. Move to any rival's Home and **take one rumor** of your choice from their supply. Roll 1 Shame Die per watching character.

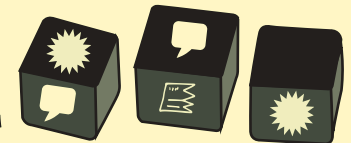
Revealing Secrets



To Reveal a rival's Secret, pay it's cost in rumors to the bag, raise your Social Standing, and hand the Secret card to its owner. They roll the depicted no. of Shame Dice and may use its power ASAP.

Remember! You can spend two rumors in your color to equal one rumor of any other color!

SHAME DICE



Return a rumor of your choice to the bag.



Decrease your Social Standing by 1 point.



Return half a paycheck to the bank.



No effect!

THE GAME ENDS...

- ☐ When one player's Social Standing reaches **60 pts. or more**.
 - ☐ When one player has **all 6 Secrets in their color** revealed.
- Finish the current day, skip Housekeeping, and proceed to -

End Game "Scoring"

- Reveal rival Secrets for half their value.
- Earn 2 pts. per Secret card in your hand.
- Earn 1 pt. per paycheck in your supply.