

CHEZ GOTH™

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At the Warpoon 2004 charity auction in Cork, three fans bought the right to appear on *Chez Goth* cards. Thanks to Howard Samuel (Graveyard Shift), Aurelie Trombetta (Faint Dramatically), and Emma Ryan (Can't Find Clothes), for their very generous donations to Irish children's charities, and to John Kovalic for everything!

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In this game, you and your fellow players (up to 5 people, or more in combination with *Chez Geek*, *Slack Attack*, or *Block Party*) become housemates – and not just any housemates, but GOTH housemates. The object of *Chez Goth* is to be the first to reach your personal Slack Goal . . . with the help of a little Gloom.

SETUP

There are two types of cards, *Life* and *Job*. These go in separate piles. Each player will need table space for his *room* – that is, the cards he has played for *Activities* and *Things*, and the *People* who have come over. You'll also need at least one six-sided die, and two kinds of markers: black ones for Gloom, and something else for cards with variable Slack. About 20 of each should be more than enough for the whole table.

Job Cards

There are eight of these; they are purple, front and back. Each Job has three numbers and a special perk or disadvantage.

- **Income** is how much money you can spend on Shopping or Activities. You get your Income at the beginning of your turn. You can't save Income from turn to turn; any Income not spent on Things or Activities disappears at the end of your turn.
- **Free Time** is the number of things you can do during your Free Time phase.
- The **Slack Goal** is the number of Slack points you need to win.
- The perk or disadvantage is something special that your Job lets you do or keeps you from doing.

Variable Income

Some Job cards have two numbers (e.g., 2/4) for Income. Roll a die each turn, on your Roll phase, to see how much Income you have for that turn. On a roll of 1, 2, or 3, you have the lower number. On a roll of 4, 5, or 6, you have the higher one.

Life Cards

There are four kinds of Life cards: *Person* (green), *Thing* (blue), *Activity* (red), and *Whenever* (orange). If you run out of Life cards during a game, shuffle the discard pile and reuse it.

Note: You may not give cards away or trade them with other players, but you may show a housemate your hand if you like, and you may make any deal that you like about how you will play your cards. No deal is binding if someone decides to welsch, though.

HOW TO PLAY

The dealer shuffles the Jobs and deals one, *face up*, to each player. He then shuffles the Life cards and deals five, *face down*, to each player. The player to the left of the dealer goes first. Play proceeds clockwise. Each player's turn has five phases: *Draw*, *Roll*, *Call People*, *Free Time*, and *Discard*.

1. Draw

Draw cards from the Life deck until you have six cards in your hand. You should never have more than six in your hand at any time.

2. Roll

Various cards require you to roll a die at the beginning of each turn, either to determine Income, or to get rid of a Person (see *Getting Rid of People* on the next page). The Roll phase is when you do it.

Example: Angelique is the **Barista**. Her Income is variable (2/3), so she must roll according to the rules in *Variable Income*, above. This turn, she rolls a 3, so she has an Income of 2.

3. Call People

Person cards represent people who might visit your house. They may only be played during the Call People phase. You may call as many People as you want, if you have their cards in your hand.

There are two types of Person cards: invited (they give Slack) and uninvited (they have a Slack of 0 or less, and have other bad features, too). Invited People must be Called (see below). Uninvited People are put into play during the Call People phase, but you don't have to Call them. After all, cool people need to be called; jerks and mundanes just drop in. To play a Person card:

1. **Announce** your intention to have a Person come over, and lay down the card. Then **announce** whether the Person is coming to your room or another player's room. If the Person gives no Slack, play them now. Bad effects, if any, take place immediately. For instance, when the **European Import** drops in, you must immediately discard one Clothes or Shiny card.
2. If the Person gives Slack, roll a die. On a roll of 1-2, that Person didn't feel like coming over. Discard the card.
3. On a roll of 3-6, the call succeeded and that Person card comes to your room. Any effects that Person has on the game then occur, including Slack granted by that Person!
4. Cat cards count as Person cards for all purposes, and are played during this phase, but a Cat requires no die roll. Just put it in your room.

If you have no People in your room after you are through calling People, lose one Gloom point (see *Gloom*, below).

4. Free Time

During this phase, you may spend your Free Time by Shopping or doing Activities. Each Free Time allows you to do one Activity or to go Shopping. You may also play cards that give you more Free Time. You must always **announce** how you are spending your Free Time. Try to sound like it's the most important thing in your life; make your housemates jealous ("Graveyard Nookie! You wouldn't understand!"). You must have the card for any Thing you want to buy or any Activity you want to do.

Shopping

You must **announce** that you are Shopping. No matter how many Things you buy in one turn, the Shopping trip takes 1 Free Time. If someone cancels your Shopping, all Thing cards you played return to your hand. (See *Canceling*, below.) If you still have Free Time and Income left, you may attempt to Shop again.

If no one prevents you from Shopping, you may buy as many Things as you have the Income to afford.

Example: This turn, Etheria has an Income of 2 and a Free Time of 2. She plays **Found Wallet**, raising her Income to 5 for this turn. She then announces that she will use her first Free Time to go Shopping. She buys the **Coffin** (Cost 3) and **Absinthe** (Cost 2), which net her a total of 4 Slack. She puts both cards in her room. During her second Free Time, she will play an Activity card. Maybe it'll be Nookie and she can get some use out of that **Coffin**!

Activities

Some Activities have a Cost. If you don't have enough remaining Income to match the Cost, then you may not perform that Activity.

You must **announce** the Activity that you plan to perform as you play the Activity card. If nobody plays a card to stop you, place the card in your room and gain the appropriate Slack. Some Activities are worth a variable amount of Slack, determined by a die roll. If a result is ever zero Slack (or less), the Activity is considered unsuccessful and the Activity card is put in the discard pile. You have still used up one Free Time in the attempt.

Example: During Simon's Free Time phase, he announces that he will try for some nookie. He plays the **Ex-Friend Nookie** card. No one plays a card to stop him, so he rolls and gets a 1. The Slack for a Nookie card is 1 die-1, so Simon's Nookie is worth zero Slack and he must discard it. As his "friends," you may now make sly and falsely sympathetic comments about his failed attempt at nookie.

5. Discard

If you have more than five cards, you *must* discard down to five. You *may* discard all the way down to one; you can't discard to zero. This rule only applies to discarding. If you can use your whole hand before your Discard phase, more power to you!

Other Actions You Can Take During Your Turn

Your *Whenever* cards may be played on anyone at any time, unless the card text specifically prohibits it.

Actions You Can Take When It's Not Your Turn

1. Again, *Whenever* cards may be played on anyone at any time, unless the card text specifically prohibits it.
2. Play a TV card to cancel someone else's free time. (See *TV Cards*, on the next page).

Marking Slack

If an Activity gives variable Slack, or if *anything* changes the amount of Slack on any card so the printed value is no longer correct, the owner must place Slack markers on the card, one for every point of Slack. All players must be able to look at your room and count up the markers, and the printed value on all cards with no markers, to see how much Slack you have.

Or: Players start with a pile of markers, as many as their Slack Goal, and then mark *each* card in their room with the appropriate Slack. When someone runs out of markers, he knows he's won. If you use this system, you need about 20 Slack markers per player.

GLOOM

Gloom represents a temporary shadow over your life. For Goths, this is a GOOD thing. The more gloom, the better.

Use a different kind or color of marker to represent Gloom. As long as it's black! Put the Gloom markers in front of you, not on cards. You can get Gloom either by having cards played on you, or by performing Gloom-inducing activities (such as Moping and Complaining), especially when you have an audience.

Gloom points count as Slack for reaching your Slack goal.



Sadly though, Gloom tends to evaporate. If you have no People in your room after you are through Calling People, lose one Gloom point. (Misery loves company; if you have even one Person card, you keep your Gloom.) Some cards also get rid of Gloom.

WINNING THE GAME

The first person to reach or exceed the Slack Goal on his Job card immediately wins.

Example: Gilly has the Job card **Video Clerk** (Slack Goal 21). She has 20 Slack currently and buys **Torn Fishnets**. Even if someone plays **Borrow Clothes** to take the Fishnets from Gilly immediately after she plays them, Gilly still wins because she had 21 Slack, if only for that short time. (**Borrow Clothes** is not a canceling card.)

The winner gets to *choose* his Job card for the next game before everybody else draws theirs.

OTHER RULES AND DEFINITIONS

Canceling

A card which can *cancel* other cards may only affect a target card as that card is being played – which means that the canceled card's Slack is never applied to the room's Slack total. Canceled cards are discarded. If the card was an Activity, the Free Time for that Activity is lost. If someone cancels Shopping, all Thing cards that the player was trying to buy are returned to his hand. A canceling card has no effect on any card already in play.

A card that is "being played" is a card that a player has announced and put in his room. You must play a canceling card *before* that player:

1. puts down another card, or
2. rolls to see if a Person is coming over, to see how much money they get, or to see how much Slack or Gloom a card gives or takes away, or
3. ends his turn.

Example: Mr. Sunshine can cancel a Sleep card. If Lucrezia plays a Sleep card and ends her turn, and then Cesare draws Mr. Sunshine on his next turn, he cannot affect the Sleep card Lucrezia already played. Cesare will have to wait until someone else plays a Sleep card, at which point he can cancel it.

TV Cards

You may play a TV card as a normal Activity, or you may play it against a housemate to cancel one of his Free Times. As someone announces what he will do with one of his Free Times (Shopping or performing an Activity), play a TV card on him. He then spends that Free Time watching TV, and the Activity card he attempted to play, if any, is discarded. Thing cards return to his hand. He keeps the TV card in his room and gains 1 Slack.

TV cannot be used to prevent players from Calling People.

Getting Rid of People

On the Roll phase of your turn, you may attempt to get rid of any People in your room. To invite someone to leave, roll a die. On 1-3, the Person hangs around and any bad effects take place. On 4-6, send them to any other room that they are not restricted from entering, and they have no effect on you that turn. If there is no other room the Person can enter, the card is discarded. Except for the turn they enter your room, unwanted People do not have a bad effect until *after* you roll to get rid of them.

Example: Hugo plays **European Import** on Isolde. This is an unwanted Person who takes Clothes and Shinies. Isolde discards **Ankh**, a Shiny. During Isolde's next Roll phase, she rolls to get rid of the **European Import**, but gets a 3. He stays, and Isolde discards **Velvet Cape** to appease her unwanted guest. On his next turn, she again fails to get rid of **European Import**, but she doesn't have anything left that the jerk wants, so **European Import** just hangs around and criticizes. When Isolde rolls during her next turn, she gets a 6. Finally! The **European Import** must leave. Since Isolde controls the card, she puts it in Hugo's room. Turnabout is fair play! Now Hugo must discard a Clothes or Shiny card (and so on, and so on . . .).

Jobs and Slack

If your Job increases the Slack of other cards in your room (such as **Barista** increasing **Sleep Slack**), put a marker on the cards to show the extra Slack. If you get a new Job during the game, you keep any such extra Slack that you acquired during your old Job. The new Job's special trait only applies to cards played *after* that Job card comes into play.

Example: Gustav is the **Morgue Attendant**, and has two Books in his room, each one worth +1 Slack because of his Job. Someone plays **New Job** on him, and he draws **Artiste** as his new Job. The Books he already has are still worth extra Slack, but if he plays any more Book cards, they will not get a Slack bonus.

Noisy Nookie

At any time a player gets Nookie worth 5 or more Slack, the players on either side of him lose (if they have it) one Sleep card from their room. Yes, this removes an already-played Sleep card.

COMBINING CHEZ GOTH WITH CHEZ GEEK

Chez Goth may be combined with **Chez Geek** and/or any of its expansion decks. The rules here have been abbreviated for space. The **Chez Goth** web page has more complete rules for combination games; go to www.sjgames.com/chezgoth/.

All the Job cards in the **Chez Goth** set are called "Goth Jobs" in the rules below. We trust you will have no trouble telling them apart.

Shuffle all Job cards together at the start of the game. Players may draw either a Goth or a non-Goth job, and may get a different type when they change Jobs. Changing jobs is assumed to mean a lifestyle change as well . . .

Only players with Goth Jobs can get Gloom. Other effects of cards that

produce Gloom still apply to non-Goths. If you go from a Goth Job to a regular Job, lose all your Gloom, but immediately *get one extra Slack* because your life has meaning again. (If you lost no Gloom at all, though, you don't get any Slack.) Put a marker on your Job card to show that point of Slack. You'll keep it even if you become Goth again.

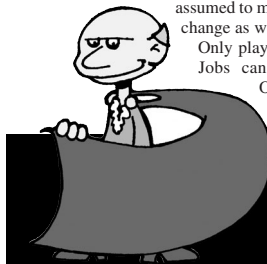
Likewise, if you become Goth, get one instant point of Gloom.

Paint Windows Black gives all Goths one extra Slack, but *removes* one Slack from non-Goths. If someone manages to get rid of that card, the paint is scraped off and the effects are reversed.

The **Poet**, the **Drummer**, and the **Temp** are considered to be equivalent, in that they are immune to most Job-related misfortunes. Any card that says it does not affect the **Poet** will also not affect the **Drummer** or **Temp**, and vice versa.

Blog and **Online Shopping** count as **Surf the Net** cards when **Chez Geek** and **Chez Goth** are combined.

It could certainly be argued that many of the visiting People who give Slack to Goths would be considered loathsome and annoying to non-Goths, and vice versa. Likewise, you might think that your ordinary geek Corporate Drone or Drummer would not get much Slack from, for instance, a shiny black coffin in the middle of his room. We have chosen to deal with these issues through the technique of *denial*. If you want to create house rules that make some geeky things slackful only to geeks, and some Gothy things slackful only to Goths, go right ahead. But there should be no such thing as bad Nookie, unless of course you roll low.



Chez Goth Rules

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for whatever else we come up with to add to the game!

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Chez Geek 2 – Slack Attack – This 56-card expansion adds new stuff, new activities, new annoying "friends" – and, yes, new nookie! – to the all-important quest for Slack. #1333, \$9.95.

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