

# DIRTY VIRGINS

A Game by Steve Hickey

A large town in the middle ages. The Dragon will destroy it unless he is given a virgin sacrifice.

You're one of the town's Virgins.

The Dragon is coming tomorrow morning.

The object of the game: get enough mud on your reputation to avoid being killed.

## **CHARACTER CREATION**

Every virgin has an ABILITY of 40.

Ability is a pool that can be divided into REPUTATION and SKILL as each player sees fit.

*Example: Elisa divides her ability into a reputation of 24 and a skill of 16.*

## **STRUCTURE OF PLAY**

Starting order is determined randomly. The starting player states what scandalous thing their virgin will do in order to muddy their reputation. NB: **no one in the town (or anywhere near it) will have sex with them because they don't want their home to be destroyed.**

The other players collaborate to determine what will oppose her. It will probably be something that represents the repressive patriarchy (Priest, interfering mother, betrothed fiance, the tavern owner or anything that fits the mediaeval setting of a large town).

*Example: Elisa wants to carouse with the travelling players outside of town. The other players decide that the town elders are there in the audience.*

Now the player has to determine if they succeed in scandalising the patriarchy.

First, the player nominates how they will try to scandalise. Then they assign a certain number of points from their Skill to that.

*Example: Elisa says she will Can-Can Dance. She assigns 3 points to CAN-CAN DANCING.<sup>1</sup>*

The player to her left draws 2 cards from a shuffled deck of cards (with the jokers in). Take the highest valued card.

- If it's a face card OR a card of equal value to the Skill, the scene ends unresolved. The player can use her can-can dancing Skill in a later scene to try and destroy her Virgin's reputation.
- If the card that is drawn is higher than the Skill the virgin is using, then the Virgin's reputation increases by the difference. The Virgin narrates how.
- Likewise, if the card is lower than the Skill, the Virgins reputation decreases. The other players narrate how.

*Example: The other players draw a 4 and a 5. Elisa's reputation increases by two.*

After that narration, the turn passes to the next player.

## **KINKS**

A Skill can only be used once.

The night ends when one of the Virgin's Reputations reaches zero or if all players have assigned all their Skill points.

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<sup>1</sup> Yeah, I'm aware it's an anachronism.

## **NEXT MORNING, THE DRAGON COMES**

All of the Virgins are assembled in the town square. All of the townsfolk watch as the Dragon swoops down to choose the most delectable Virgin.

This is the Endgame. All the players need to add up the number of skill points they assigned. They then subtract that from their Skill score. This is the Total.

*Example: Elisa put 3 points into Can-can dancing, 5 points into Swearing & 4 points into Drinking Competition. That adds up to 12. Her Skill is 16. That makes her Total = 4 (16 - 12).*

Everyone votes (in character, as the townsfolk) for the candidate they think deserves it. The Total is the number of votes each player has to assign to the Virgins. You can split your Total (that is, your votes) between Virgins.

It's a secret ballot. Write the number of votes down on a scrap of paper, fold the papers up and put them on the appropriate Virgin's character sheet.

Total the number of votes. Each player subtracts that from their Reputation.

*Example: Elisa receives 5 votes. Her reputation falls from 24 to 19.*

As you can see, the votes are like attacks on your reputation. They're the mud sticking, if you will.

At the end of each round of voting, everybody increases their Total by one. In other words, each round you get one more vote. All information is out in the open. Everyone knows how much reputation you all have left. Alliances between players are encouraged.

When a Virgins reputation reaches zero, they are out. **However, they can still vote.**

The last Virgin left standing with an untarnished reputation (ie. greater than zero) is carried off by the Dragon and eaten!

The town has been saved! You may now all celebrate.

## **DESIGNERS NOTES**

I wasn't going to enter this month's Ronnies, but then – 3 hours before the deadline –some time freed up. The rough draft of this game was written in 43 minutes.

I wanted something with the spirit of a German boardgame, where the abilities you needed to use in the first phase actually starts to hinder you (or become meaningless) in the endgame. I guess play testing will show me if I succeeded.

This game was written for the November Ronnies 2005 and uses the keywords ' mud ' and 'Dragon'.

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