

PANTY RAIDER

Overview

You're on a hunt for panties. The mission: Storm the girl's dorm across the quad and raid or trade to get those prized undergarments. The winner is the first player to bring 5 panties back to the boy's dorm.

Contents

35 dorm cards are the girls with the panties. Dorm cards are drawn 2 at a time, so they always come paired as roommates.

67 mischief cards are items (purple) or situations (orange). Players' hands are their secret stashes of mischief cards to help or hinder each other.

6 guru cards are unique styles of panty raiding taught by a seventh-year senior who has dedicated his academic endeavors to the craft. His techniques are demanding, so only 1 style may be practiced at a time.

1 or more dice are needed to play but are not included in the box.

What You Need to Know First

Raid is one of two ways to get panties by using stealth and speed.

Trade is the other way to get panties by offering items as barter.

Bank means dropping off panties (won during a raid or trade) at the boy's dorm for 1 point each.

Victory happens when any player banks 5 panties at the boy's dorm.

Setup

Deal each player 4 purple mischief (item) cards.

Shuffle purple and orange (all mischief) cards together into a face-down pile on the side.

Shuffle the dorm cards into a face-down pile.

Shuffle the guru cards into a face-down pile.

Choose a starting player.

How to Play

Play proceeds clockwise around the table. Each player takes a turn in order. Each player's turn has 3 phases:

Gear up, Girl's dorm, and Boy's dorm. During each player's turn, all players are involved in all 3 phases.

1. Gear up: All players equip items, and current player may learn from a guru.

- **Equip items** means placing items from hand onto table face-up. **Unequip** means taking an equipped item back to hand. All players may freely equip and unequip at this time. Items must say **EQUIP** at the bottom-left. Only 1 item per body part: **head, hands, body, face**.
- **Learn from a guru** means discarding 1 mischief card to draw a random guru and place it face-up in front of you. A style can be unlearned by discarding it back to the guru pile at any time.

2. Girl's dorm: Current player chooses one:

- **Scrounge** by drawing 2 mischief cards, or
- **Storm the dorm** as follows:
 - a) Decide to go in alone or make a deal with another player to be your wingman. Deals made with your wingman are binding.
 - b) If no dorm cards are in play, flip 2 new dorm cards from the deck. Otherwise, use the 2 dorm cards already in play.
 - c) Decide to raid or trade (see other side).

3. Boy's dorm: All players except the current player and wingman return to the boy's dorm. They draw 1 mischief card and also may bank panties in clockwise order from current player.

- **Bank panties** by flipping face-down any number of panties in hand for 1 point each. Upon having banked 5 panties, a player immediately wins the game. Banked panties stay face-down in front of players to keep track of score. Draw 1 mischief when banking a bikini or 2 mischief for a thong. Sorry, no progs for boyshorts.
- **Discard** any mischief cards in hand beyond the 6-card limit. Panties, equipped items, and gurus do not count toward this limit.



This game would not exist without help from amazing people like Martin Sachs, Jen Palacio, B.D. Duker, Ari Herbstman, Ben Hu, J. & K. Chung, Christina Nyren, and The Gittens-Sexton Squad.

Game design by Stephen Greenfield. **Illustration** by Ash Jackson. **Color** by Wee-San Lim. **Layout** by Annette Hocbo.

Raiding

1. All players may play any number of mischief cards in any order. Mischief played at this time must say **USE BEFORE ROLL** on the card. The situation (orange) cards indicate whether they help the players or girls (roommates). Item (purple) cards must say **GIRL OR PLAYER GETS RAID DIE** to be played at this time. When playing this kind of card, choose whether to support the raiders or roommates. This continues until all players agree to play no more mischief.
2. Roll for each mischief card that calls for a die.
3. Add up the totals for each side:
 - **Total for Players =**
sum of mischief dice supporting players +
sum of raiders' equipped item raid bonus +
number of panties banked by raiders
 - **Total for Roommates =**
sum of mischief dice supporting roommates +
sum of roommates' raid scores
4. Players may play **USE AFTER ROLL** cards one by one.
5. Add up the scores again.
 - **If the raiders win,** discard all mischief played this turn and see **The Undergarment Life Cycle**.
 - **If the roommates tie or win,** they stay in play with all situation (orange) mischief still in effect. Discard any item (purple) mischief played during the raid. Raiders discard unbanked panties.

Tip: Use dice of 2 colors, one for mischief helping players and one for mischief helping roommates.

Trading

1. The current player and wingman begin a trade by offering items (in hand or equipped) to the roommates. At least 1 item must be offered to each roommate for its value (bottom-right of the card). The value of 1 item per roommate may be doubled if the icon in the bottom-right of the item matches the icon on the roommate card (she likes that item).
2. All players may then freely play mischief cards that say **USE BEFORE ROLL** at the bottom-left. These cards indicate whether they help the players or the girls (roommates). Item (purple) cards that say **GIRL OR PLAYER GETS RAID DIE** may not be played at this time. Players continue to play cards until all players agree to play no more mischief.
3. Roll for each mischief card that calls for a die.



4. Add up the totals for each side as follows:

- **Total for Players =**
sum of mischief dice supporting players +
sum of traders' equipped item trade bonus +
sum of value of offered items +
number of panties banked by traders
- **Total for Roommates =**
sum of mischief dice supporting roommates +
sum of roommates' trade scores

5. Players may play **USE AFTER ROLL** cards one by one.

6. Add up the scores again.

- **If the traders win,** discard all mischief played this turn and see **The Undergarment Life Cycle**.
- **If the roommates tie or win,** they stay in play with all situation (orange) mischief still in effect. Discard any item (purple) mischief offered or played during the trade.

The Undergarment Life Cycle

1. Players who win a raid or trade get the dorm cards, which are then considered panties. Divide them according to any agreements with the wingman.
2. Put panties face-up in front of their new owners.
3. When banking, flip panties face-down to keep track.
4. Banked (face-down) panties give a permanent +1 bonus when raiding or trading.

Reshuffling

Typical games will cycle through the mischief deck more than once. When this happens, reshuffle the discard pile and start anew. However, 6 cards are removed when played. They are the mischief that end turns or discard panties:

- scented candles
- a fistful of smoke bombs
- dude, she's your cousin!
- they're granny panties!
- someone pulled the fire alarm
- someone tipped off the hall monitor

And if that's not enough...

Variant for panties on head: Players may equip panties that have not been banked on their heads. When raiding, add 1 die for each panty equipped by raiders. Players with panties on their heads may not trade.

Variant for 2 or 3 people: Each player starts with 1 guru, and girls don't have roommates.

See **pantyraidergame.com** for more, including:

- gameplay examples, more game variants, and
- the free **Past Lives Expansion!**