



LAP DANCE

The boss just fired the manager of his most prestigious strip club and is now looking for a new one.

In Lap Dance players are trying to win the Manager's position in a strip club by showing off their skills while simultaneously trying to mess up the other players' attempts. The player who will manage to make the most money at the end of the night, will win the game and get the position.



Components

102 x Action cards



12 x Male Dancers



12 x Female Dancers



12 x Cheap Drinks



12 x Expensive Drinks



12 x Luxury Items



12 x Luxury Services



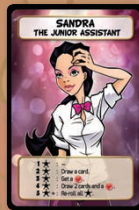
30 x Events



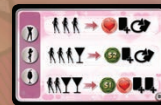
18 x Customer cards



6 x Staff cards



4 x Aid cards
(Junior Assistant)



18 x Desire cards



4 x Priority cards



18 x Special cards



50 Money tokens



30 Favor tokens

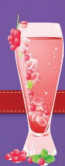


8 x 6-sided dice



1x 1-min Hourglass
(Timer)





LAP DANCE



Cards



CUSTOMER CARDS

These cards depict the Customers that players are trying to serve.

Each Customer comes with his/her own set of rules which stay in effect during a Round.

Customer card's name



Main Rule

Fun Rule (optional)



STAFF CARDS

The Staff cards can help you serve the Customers in return for Favor tokens. The number of players determines how many times each of them can be used during a round. All of them are used during the Action Phase except "Vladimir the Bouncer" who is used during the Events Phase.

Cost to use

Staff Member's name



Ability

Available slots based on the number of players





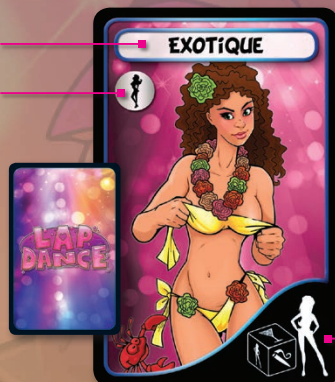
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ACTION CARDS

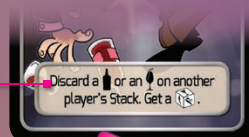
Players use Action cards to fulfill the Customers' orders.

Action card's name

Action card's type



Effect



Benefit



Male Dancer



Female Dancer



Cheap Drink



Expensive Drink



Luxury Item



Luxury Service



Event



SPECIAL CARDS

The Special cards are only available through the use of "Jerry the Floor Manager" Staff card. They can be played any time during the Action Phase (unless stated otherwise) directly from a player's hand. Any number of Special cards can be played each Round.

Special card's name

Special card symbol



Special card

Effect





LAP DANCE

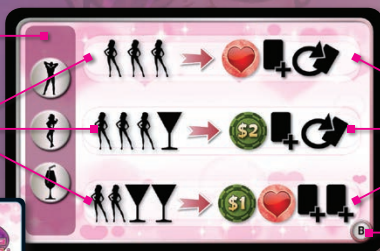


DESIRE CARDS

These cards indicate the Customers' desires and the orders they place while in the club. Their desires determine which cards the players are allowed to use while the orders list the rewards a player gets if she fulfills them.

Customer's Desires

Customer's Orders



Customer's Rewards

Card Level



3 Setup

- 1 Each player chooses a color and takes the corresponding set of 6 Starting Action cards.
- 2 Shuffle all the remaining Action cards and deal 4 more cards to each player.
- 3 Place the rest face down on the table - this will be the Action card deck.
- 4 Place 5 Customer cards face up in the center of the table and put a face down Desire card above each one. Make a face-down pile with the rest of the Desire cards and put them next to the Action card deck. Put the rest of the Customer cards back in the box.
- 5 Place 6 Staff cards below the Customers.
- 6 Shuffle the Special cards and place them face down next to "Jerry the Floor Manager" Staff card.
- 7 Place the Priority cards on the table so that all players can reach them.
- 8 Each player gets 2 Favor tokens, \$3 and 1 Aid card (Sandra, the Junior Assistant).

CARD SYMBOLS



Get back one Action card from your Stack



Draw an Action card



Dancer Symbol



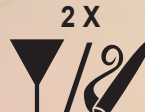
Two Dancer Symbols



Luxury Symbol



Drink Symbol



Two Drink OR two Luxury Symbol



Locked die Symbol





Before starting the game, decide if you would like to use the Customers' Fun Rules or not. If you decide to use them, then every time a player does not comply to them and the other players take notice, she must discard one Favor token. If she has no Favor tokens then she must lose \$1. If you decide not to use the Fun Rules, ignore the Fun Rule box text in all Customer cards.



Game setup with 3 players.





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Gameplay

The game is played in 5 Rounds with each one consisting of 4 Phases:

Preparation Phase



Event Phase



Action Phase



Refill Phase

During each Round the players try to fulfill the orders of the left-most Customer, always according to his/her specific desires.



PREPARATION PHASE



At the beginning of the Preparation Phase the players **read the rules** on the left-most Customer card. They then **reveal the Desire card** above it and immediately **turn the Timer**.



The players have **1 minute** to decide which cards in their hand they will play this Round. Players may only play Action cards that **share a symbol** with the Customer's desires and/or Events. Each player chooses and plays up to 4 cards face down in front of her. This area is called a Stack.



When a player finishes playing her cards she announces it to all the players and **gets the Priority card** with the lowest number available.



When the Timer runs out, no more cards can be played. If there are players that haven't gotten Priority cards, shuffle the ones available and deal them at random to them. Also, if there are players with more than 4 cards in their Stack, discard cards at random until the limit is reached. In the rare case where no player has played a card and the timer runs out, discard the Desire card, replace it with a new one and repeat this Phase.



After all players have played their cards and gotten a Priority card, turn all cards in all players' Stacks face up and move to the next Phase.



EVENT PHASE

In Priority order, **each player activates one Event card** in her Stack (if available). Repeat this process until all the Event cards have been activated and then move to the next Phase.





★ ★ ACTION PHASE

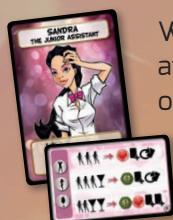
During this Phase the players take turns in Priority order trying to **fulfill as many Customer's orders** as possible.



During her turn, each player takes 2 dice plus an extra one for each die symbol on the cards in her Stack (up to 8 dice) and rolls them.



Set aside all dice that have rolled a Star symbol. These dice are called **Locked dice** and are out for the round - they can **no longer be rerolled** (except with the use of Alfonso or Sandra). The player looks at the rest of her dice, decides which ones she wants to keep and **rerolls the rest**. A minimum of one die must always be kept before rerolls (not counting Locked dice).



When a player decides to stop rolling (or is no longer allowed to reroll), she looks at her Junior Assistant card and receives the corresponding compensation based on the number of star symbols she has rolled. She then uses her results to **fulfill the current Customer's orders** as listed in the Desire card. A player may try to fulfill as many orders as she wants, however each rolled symbol may only be used once. Also, each order may only be fulfilled once by the same player.



To fulfill an order, the player may also use cards from her Stack which show a specific die result. In addition to that, a player may also **spend Favor tokens** and use one or more of the Staff members that have free slots.



After a player is done fulfilling orders, she gets the rewards for each one. Keep in mind that a player may never have more than 3 Favor tokens in his possession. Any Favor tokens a player gets in excess of 3, must be discarded.



After all players have taken their turn (in priority order), move to the next Phase.

★ ★ REFILL PHASE



❑ **Discard** the current Customer card and the accompanying Desire card,

❑ **Remove** the Favor tokens from all Staff Members,

❑ **Return** the Priority cards to the center the playing area, and

❑ **Deal** one Action card to each player.





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GAME END



At the end of the 5th Round, the game ends. The player with the **most money is the winner**. In case of a tie the player with the **most Favor tokens wins**. If there is still a tie, the owner of the club is so impressed that he decides to promote all tied players!



To set the mood for the game, you can download the mp3 files available through Artipia's website to replace the use of a timer.

Visit us at www.artipiagames.com or scan the QR code.



Credits

Designers: Anastasios Grigoriadis
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Anastasios Grigoriadis:

"I dedicate this game to my wife Anna for all her love and support".

Panagiotis Tsirogiannis:

"Dedicated to my cousin Ismini who introduced me to the magical realm of boardgames".

Note: This game's theme evolves around legal erotic dancing performed by willing professionals. Nothing more is implied. The designers and publisher do not wish to promote any kind of human degradation or illegal activities through this game. All depicted circumstances should be perceived as humorous and should not be taken seriously.

Special thanks to

Manolis Trahiotis,

Nikos Chondropoulos.

Should you have any comments or questions, please contact us at info@artipiagames.com

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