

THE FULL MONTY

GAME PLAY:

The winner of the game is the first player to get a job - but you may have to go The Full Monty before you finish the game. First, ensure that all players have on the same number of clothing items.

Gather together a selection of clothing, the more bizarre the better, and place them in a pile on the floor. This pile of clothes will now be known as the kitty.

Each player chooses a pawn as their playing piece and places it on the Job Club.

Before you begin the game, decide your group's criteria for the Full Monty. Is it as it should be, totally naked, in the buff, or will you chicken out and strip down to underwear only? The choice is yours! Randomly decide who goes first. Throw the dice and move that many spaces forward (clockwise). Follow the instructions for the space you land on as described below.

BOARD SPACES

Dare or Bare. Take the top card from the pile and follow its instructions. The other players decide whether you successfully achieve the objective of that card. A split decision is decided on the toss of a coin. If deemed successful then you may put on an item from the kitty, OR force another player to take off an item they are wearing. If they decide you failed then the player to your left decides whether you take off an item, (of your choice), OR they put on an item from the kitty. All discarded clothing goes to the kitty.

Know it or Blow it. The player to your right takes the top card from the pile and asks you the question on that card. If you answer correctly you may either move your pawn forward one space, OR take another turn. If you answer incorrectly, move your pawn back one space. Either way, follow the instructions for whatever space you move onto.

Job Club. If you throw 1,2 or 3 you have failed the interview! Throw 4, 5 or 6 and you have on more items of clothing than any other player - you have got the job and won the game!

Liberate. Take one item of accessible clothing from another player and put it on yourself.

Pick and Mix. Pick another player. Both of you choose one item you are wearing and trade it with the other.

Depression. Put on 6 items of clothing from the kitty then choose another player, that player throws the dice, and removes from you that amount of accessible clothing.

Dance Class. Perform an acknowledged dance or dance move, but if you mention its name that dance is void and counts as a failed guess. The player who sits to your left in the game must determine which dance you are performing. If they succeed, all other players must take off one item. If they fail then you both take off an item of clothing.

Training Option. Throw the dice. 1,2,3 you refused training, remove one item. 4,5,6 you accepted. Put on one item and move to Job Club.

Blackmail. Force another player to take off one item or draw another card.
Audition or Rehearsal. Perform a sexy dance for the other players without removing any clothing. If you have already landed here, you must try to improve on your last effort. If the other players approve move forward one square.

You're nicked! All players on 'Audition or Rehearsal' throw the dice. 1,2,3 they are nicked and miss their next turn, 4,5,6 they escape and continue as normal.

Best Mates. Take a 'Dare and Bare' card. Then choose another player to act out or answer that card.

A prick from Eros. Ask another player for a snog. If they accept, snog them and both put on one item from the kitty. If they refuse, take off one item of each other's clothing.

Repossession. Remove one item of clothing.

Gnome mans land. Stand in the corner and pretend to be a garden gnome until your turn comes around again.

Lose bottle. Put on one item from the kitty.

Big Night. Remove one item.

Factory closure. All players remove one item of clothing.

Contents: Board, 6 pawns, 1 dice & 112 cards.