

Wedding Crashers Board Game

Synopsis:

The Bride wants the perfect wedding and she has a few simple rules. No one gets hammered or sleeps with anyone.

Little did she know a bunch of nefarious actors were invited to her wedding and are after the Groom.

If she so much as hears the Groom had a fun night before the wedding the wedding is off.

The players must either crash the wedding or protect the integrity of the wedding.

How to play:

Gamemaster, Bridezilla, Groom, and at least one Stripper role are required to be in the group of cards the players choose from.

The rest can be randomly taken.

Gamemaster sets up the board.

Players write down their names and roles on the event log listing card.

Gamemaster requests the event log listing cards from everyone and writes down anything he needs to.

The game is divided into day and night cycles.

During the day cycle players are free to say whatever, Gamemaster can moderate.

During the day the good players goal should be to try to kick evil role players from the wedding.

Evil role players goals should be trying to get the good role players kicked.

A vote can be determined on whether or not a person should be kicked by everyone around. Votes can keep changing until either everyone gives up on voting or someone is voted out.

The Gamemaster then changes the cycle to the night.

During the night cycle every player writes what role ability they used and on who in the event card.

They also write who they chose to have a drink with at night in the event card.

Then they throw the event cards face down in a center pile.

Gamemaster gets all the event cards, figures out who did what and what effect canceled out what, then writes down the response action and gives each event card back to the player.

At any time in game a player can write notes in the RSVP Notes Listing; this can be anything from helpful information for the good or evil side or a crude drawing of a dickbutt.

Gamemaster changes back to the day cycle, returns event cards, and process repeats.

Play continues until conditions for evil or good victory occur.

When a player is eliminated they can display their role card and their RSVP Notes Listing.

How to win:

For the evil side to win all good roles must be voted out or removed during the night or turned to an evil role.

For the good side to win all evil roles must be voted out.

For the neutral roles the condition is written below and on the card.

Alternate rules:

When a player is eliminated they only show their RSVP Notes Listing. So no one can be sure of which role the person belonged to.

The Gamemaster can tell the players what roles are in the current game for process of elimination deductive reasoning.

Role Abilities:

Most roles have an ability that can be triggered either during the day or the night. Night abilities are written on the event card before the Gamemaster retrieves all the event cards.

Everyone must choose to drink with another person at night. The Pimp Daddy and the Crazy Uncle will trigger their abilities as part of the drink process.

Some roles have an ability that lets them gain information from the Gamemaster before the first day begins.

If the Pimp Daddy or Crazy Uncle visit someone without a drink token, the target receives a drink token the next day.

NOTE: The Pimp Daddy and Crazy Uncle can receive a drink token if visited however they cannot get turned from a second drink as they are already an evil role.

Roles:

Gamemaster:

Alignment: Neutral

Goal: Moderates day and night, cannot win or lose.

Night Ability: Handles all the calculations of what every role did the night before and who is kicked out of the wedding the next day.

Immunity: All roles.

Wedding Crasher:

Alignment: Neutral

Goal: Get kicked out of the wedding during the day voting.

Night Ability: None

Immunity: None

Bride:

Alignment: Good

Goal: Good side win.

Day Ability: Can reveal herself and gain double vote in day voting.

Night Ability: Can lock a door role-blocking the person inside but also protecting them.

Immunity: Stripper

Groom:

Alignment: Good

Goal: Good side win.

Day Ability: Can reveal himself and gain double vote in day voting.

Night Ability: Lock door up to 3 nights to block anyone from visiting.

Immunity: None

Stripper:

Alignment: Evil

Goal: Evil side win or wins if she gets the groom.

Night Ability: Can visit a person once a night to remove them from the wedding.

Immunity: All evil roles.

Crazy Uncle:

Alignment: Evil

Goal: Evil side win.

Night Ability: Can visit a person a night and give them a spiked drink. Becomes a crazy uncle after 2 drinks. Everyone who gets a first drink gets a drink token.

Immunity: All evil roles.

Optional Roles:**Ex-girlfriend:**

Alignment: Neutral

Goal: Good side win with bride removed. Can win with ex-boyfriend instead of groom.

Pre-Game Ability: Gamemaster reveals who the bride is at the start of the game to her.

Immunity: None

Ex-boyfriend:

Alignment: Neutral

Goal: Good side win with groom removed. Can win with ex-girlfriend instead of bride

Pre-Game Ability: Gamemaster reveals who the groom is at the start of the game to him.

Immunity: None

Bizarre YouTuber:

Alignment: Neutral

Goal: Wins if he uses ability on the same person two nights in a row without getting blocked.

Night Ability: Using his bizarre YouTube video library ability blocks a person from speaking during the next day event.

Immunity: None

Pastor:

Alignment: Good

Goal: Good side win

Night Ability: Can bring back one person who was eliminated

Immunity: Crazy Uncle

Clumsy Waiter:

Alignment: Good

Goal: Good side win

Night Ability: Picks two people at night. Switches any drinks between those two people.

Immunity: None

Nosy Aunt:

Alignment: Good

Goal: Good side win

Night Ability: Picks a person at night and is told from the Gamemaster who visited that person.

Immunity: None

Usher:

Alignment: Good

Goal: Good side win

Night Ability: Investigates one person per night, Gamemaster will tell him sus if they are a Neutral or Bad role or not sus if they are a Good role.

Immunity: None

Wedding Attendant:

Alignment: Good

Goal: Good side win.

Night Ability: None

Immunity: None

Pimp Daddy:

Alignment: Evil

Goal: Evil side win

Pre-Game Ability: Gamemaster reveals who the stripper is at the start of the game to him.

Night Ability: Can make more strippers if he gives someone a second spiked drink. His second drink overwrites Crazy Uncle second drink if both are given to same person.

Immunity: All evil roles

Petty Planner:

Alignment: Evil

Goal: Evil side win

Night Ability: Picks two people at night. Switches rooms between those two people. Told which roles both of them are from the Gamemaster.

Immunity: All evil roles

List of Immunities:

Gamemaster cannot be affected by anyone or targeted by anyone.

Bride cannot be affected by Stripper.

Pastor cannot be affected by Crazy Uncle.

Stripper cannot be affected by Crazy Uncle, Pimp Daddy, or Petty Planner.

Crazy Uncle cannot be affected by Stripper, Pimp Daddy, or Petty Planner.

Pimp Daddy cannot be affected by Stripper, Crazy Uncle, or Petty Planner.

Petty Planner cannot be affected by Stripper, Crazy Uncle, or Pimp Daddy.

Gamemaster Responses:

List of Responses the Gamemaster must put on the Event Card Listing at the end of the night cycle:

If Bride locked a person's door and an evil role attacked she can get:

- > Nefarious attempt was made on the person.

For the person who got protected via the Bride:

- > Attacked but the door was locked.

If anyone tries to do an ability but the Bride locked their door:

- > Roleblocked

If the Groom locks the door and is attacked he gets:

- > Attacked but the door was locked.

If the Stripper visits someone who is immune:

- > Immune.

If the Stripper visits someone who has a locked door:

- > Door was locked.

If the Stripper visits someone the groom and he is unprotected:

- > Win condition met.

If the Crazy Uncle visits someone who is immune:

- > Immune.

If the Crazy Uncle visits someone who had a second drink and Pimp Daddy did not visit:

- > Turned into Crazy Uncle.

To the person who got turned:

- > Your role is now a Crazy Uncle.

If the Crazy Uncle visits someone who has a locked door:

- > Door was locked.

If the Bizarre YouTuber picks a person who has a locked door:

- > Door was locked.

If the Nosy Aunt picks a person:

- > Visited by <list of people> (or "no one")

If the Usher picks a person who is evil or neutral role:

- > Sus.

If the Usher picks a person who is good role:

- > Not sus.

If the Clumsy Waiter switches drinks and the Pimp Daddy or Crazy Uncle visited them, instead use the new person the Clumsy Waiter switched drinks to.

Crazy Uncle and Pimp Daddy may be unaware of this change.

If the party planner picks two people who is not blocked with a locked door:

- > 1st target is <role>

- > 2nd target is <role>

Ignore stating role of a target if there was a locked door for that target. Ignore any form of effect switching would have on those people as well.

If the Pimp Daddy picks a person who is immune:

> Immune.

If the Pimp Daddy turns a person.

> Turned into a Stripper.

If the Pimp Daddy picks a person who the Crazy Uncle picked:

> Both you and the Crazy Uncle visited the person. He/she is now a Stripper.

To the person who got turned:

> Your role is now a Stripper.