

DADDY'S DUNGEON

3-8 PLAYERS · 60-120 MIN · AGES 18+
246 CARDS · 8 PLAYER BOARDS · BOX 9.75 x 7 x 2.5 IN



CRUISE THE HALL. MANHANDLE WHAT'S BEHIND THE DOOR. OR SEDUCE IT.

A take-that dungeon-crawl card game where the dungeon is a shady bathhouse, the monsters are the men behind the doors, and there are always two ways past one of them. **Manhandle for Favor.** **Seduce for twunks.** First man to Favor 10 — by winning a fight, while holding three twunks — walks into the sauna and wins.

WHY IT'S DIFFERENT

- **Two exits from every encounter**
Beat him, or seduce your way past. Two currencies that fight each other.
- **Nobody starts as anybody**
Tribe and position come out of the deck. Until you find one, you're a Walk-In.
- **Your board is a dating profile**
Eight personas. The score track is Daddy's DM thread — one message per Favor.
- **Last Call**
The twunk supply runs dry, the lights flick twice, and the whole room gets harder.

212 ORIGINAL ILLUSTRATIONS, ONE HAND



IN THE BOX

Door deck	111 cards
Treasure deck	87 cards
Twunk deck (The Pen)	48 cards
Player boards	8
Favor flame tiles	10
Last Call marker · d6	1 · 1
Rulebook	16 pp

CONTACT

Press	swole.inc.gaming@gmail.com
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Category	Adult-humour party game
Status	Art and rules complete. No release date or price announced.

Original IP · 212 unique illustrations · art complete
Franchise: Circuit Party · Gay Cruise · CAMP · Euro Trip