

Are you Sheriff Dullard?

Well, pumpkins, looks like it's the age-old dilemma. Style... or substance.



Are you Sheriff Dullard? is a party game for 8 or more players.

Set Up:

Print out the role cards on cardstock and cut them out.

Make a deck as follows:

- 3 Drag Queens
- 1 Sheriff Dullard
- 1 Virgil
- 1 Carol Ann
- 1 Director
- Enough Townspeople for all the other players, minus 1.

The **Drag Queens** are a group of cosmopolitan gay men with way too much fashion sense for one gender. Their car broke down in rural America, and they are stuck until it can be fixed.

Sheriff Dullard is a small-minded cop who, upon having an altercation with one of the Drag Queens, has made it his mission to find them and arrest them for the crime of being different.

Virgil is the small-town mechanic who hates anyone who is different or interesting and who is so afraid of women, he beats his wife, Carol Ann.

Carol Ann is a small-town woman with a backbone of steel. She protects one person each day from arrest. Her ability cannot be used on the same player twice in a row, and may not be used to protect herself.

Townspeople are individual folks who live in this little town and slowly grow to trust and love the visiting Drag Queens.

The **Director** doesn't play, but instead takes secret information from the Sheriff and Virgil for the nightly arrest.

This game plays like *Mafia* or *Werewolf*, in that there is a day and night phase, but because our Drag Queens are fabulous and enjoy the nightlife, the "whole town" phase is called "night" and the Sheriff and Virgil go hunting for drag queens during the day.



Feel free to adopt drag queen personas and/or wacky accents as you play.

Night Phase: The town accuses someone of being Dullard or Virgil, discusses, and then the Director calls for a vote. Exile requires a majority agreement.

The drag queens may or may not reveal themselves, at their leisure, though doing so puts them at risk for arrest during the day phase. Townsfolk might also pretend to be Drag Queens. The Sheriff and Virgil might even do so, hoping not to be exiled.

The Day Phase does not end until someone is exiled. Once exiled, the player reveals their card to the Director, but not to the rest of the party, and sits out the rest of the game.

Day Phase:

The Director calls for everyone to close their eyes. The Director asks Carol Ann to open her eyes and indicate who is under her protection.

Carol Ann selects one player for protection and indicates this person by pointing or otherwise indicating. That person can be indicated by the Sheriff and Virgil for arrest, but will not be arrested.

The Director calls for Carol Ann to close her eyes, and for the Sheriff and Virgil to open theirs and indicate who is under arrest.

Sheriff Dullard and Virgil select one player for jail.

The Director calls for the Sheriff and Virgil to open their eyes.

The Director indicates who was arrested. That player gives their card to the Director and sits out the rest of the game.

Game End:

After each exile/arrest, the Director checks the cards to make sure there are still at least one Drag Queen and either Sheriff Dullard or Virgil in the game.

- If all 3 drag queens are in jail or exiled, Sheriff Dullard and Virgil win.
- If both Sheriff Dullard and Virgil are exiled, the drag queens/town win.