



BADIK Halloween Party guide

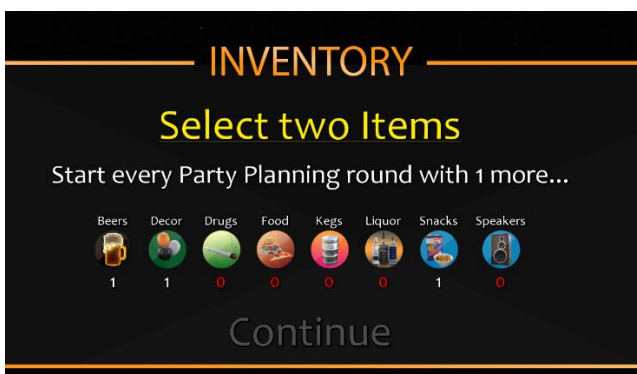
The first thing to know is your budget is \$20

Tommy will suggest the following activities.

| Activities |                         |                              |         |
|------------|-------------------------|------------------------------|---------|
| I          | <u>Body Shots</u> (\$2) | Beer Battle (\$1)            | Nothing |
| II         | Scary Stories           | <u>Haunted Mansion</u> (\$2) | Nothing |
| III        |                         | <u>CUM-petition</u> (\$5)    | Nothing |

I choose the most expensive as you can always change things up later. It's worth noting that other than on the Sage path the Haunted Mansion doesn't seem to add much. Scary stories are certainly more fun with Bella. (Fucking Derek)

The next choice is RNG heavy. You can get some really shit starts and some good ones.



This is an example of a terrible start. Each Item holds a value (\$1 Beer, \$2 Décor, \$4 drugs, \$2 food, \$5 Keg, \$2 Liquor, \$1 snacks and \$3 Speakers). This roll is worth \$4, however Décor only benefits one DIK (Fucking Nick) and you need a second for the first to be useful. This will take two spaces for 1 point for 1 for 1 DIK

This is a better start.



It includes a \$5 Keg, \$2 Liquor and \$3 drugs. An overall value of \$10. On the surface this seems ideal. However, drugs aren't a great option. They give Tommy one point but deduct one from Jamie. So zero overall gain. This does mean it's impossible to cap Jamie and Tommy. You can't make everyone happy.

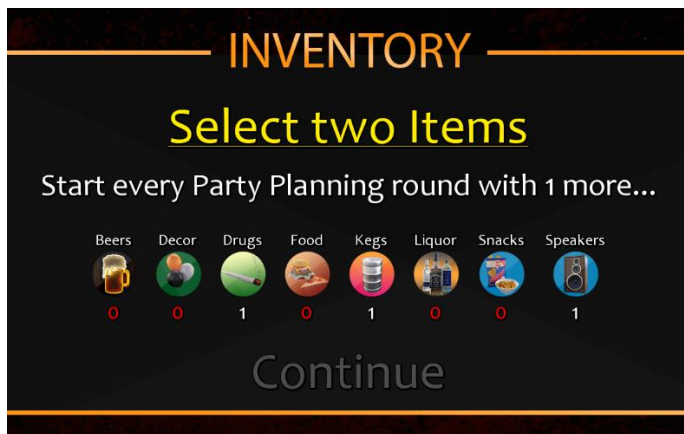
Some will argue the Keg isn't good value either as it only benefits Jacob, however at a \$5 cost getting one for free to begin with is great.

Here is an even better start.



This holds a value of \$6. The food can work with multiple people and if you're lucky the snacks can as well. The speaker is a \$3 cost and again with some luck can be lined up to only need 1 music to work two speakers. This gives a point to Jacob, Nick and Derek. 3 Points for 3 spots is great value.

This next one is the best I was able to get in about 10 tries.



This has a value of \$12. The keg and speaker are the two most expensive to buy in the next section of party planning, so getting one of each for 3 is great. The drugs suck, but this isn't bad, if I get this roll I would just not use them in the party plan. This still leaves the value of the roll at \$8.

The best roll I think I have ever had is a Speaker, Keg and Liquor for a value of \$10 all useable in the planning stage. I was lucky enough to roll this while trying to get the final board (screen shot includes my choice of extra speaker and food).

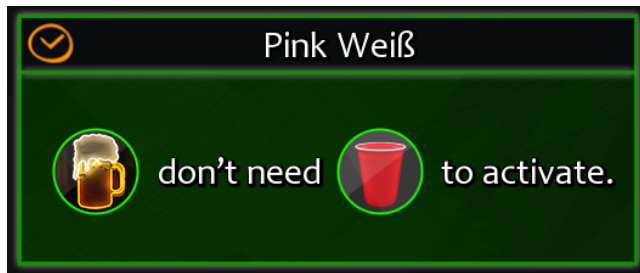


What would I add to the selection?



One Speaker and one \$2 cost item (Liquor or Food). If I didn't roll a keg I'd add a keg and a speaker. If I got a keg, Liquor and Food as a start I'd add one speaker and one food or Liquor. You'll have to buy a second speaker, but that wouldn't be to terrible.

Next you'll need to choose a bonus. I go with Pink Weiß as space on the board is more important than extra cash.



Next you have to consider what the DIKS actually want. (Connections and overall counts don't include cups, music. (Trashcans are included for JB)

Tommy has a cost of \$6, connected items, 12 overall



Leon has a cost of \$5, 6 connected items, 8 overall



Rusty has a cost of \$8, 4 connected items, 5 overall.



JB has a cost of \$6, 5 connected items, 8 overall.



Nick has a cost of \$7, 4 connected items, 6 overall.





Jamie has a cost of \$4, 5 connected items, 5 overall.



Can we have a party without drugs for once? 41%

2 Beers, 1 Drugs, 2 Girls, 1 Sad Face

Leon has a cost of \$8, 3 connected items, 4 overall.



Would be cool if the party had a Keg! 50%

1 Speakers, 1 Beers, 1 Girls, 1 Happy Face

Derek has a cost of \$9, 4 connected items, 6 overall.



This party needs at least 2 Speakers! 42%

1 Liquor, 2 Girls, 1 Snacks, 1 Sad Face

I've sorted them in order of annoyance to get the maximum 4 points.

Tommy goes top as he requires 6 items to be in direct contact with him (next to or diagonal) and one of those items reduces points for some one else. He also then requires 6 girls on the board. This does tend to work itself out, however he needs 12 squares. This is where efficient in the next STAGE comes in.

Leon is next as he requires 8 spaces. 2 of which are for guys, and he's the only one asking for that. He also requires 3 beers and 1 Liquor making his connections tricky.

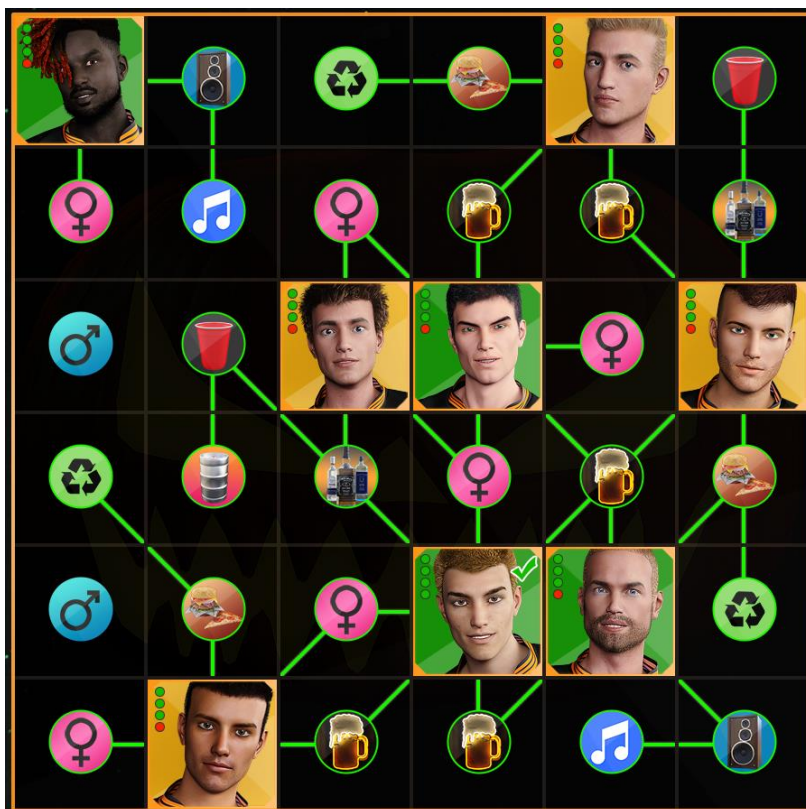
Rusty is also annoying he needs \$8 spent on him for 4 points.

Derek is the easiest. He can normally sync his Liquor up with Rusty or Leon, his girls with Tommy, his snacks with JB, and you're probably going to play the speakers for Nick and Jacob anyway.

Next up is the layout.



This layout is tricky. Tommy want's 3 girls, but Rusty, JB and Nick don't want any. That means it can be tricky to use the spaces around him efficiently. I've managed to hit 7.25 multiplier but can't get higher, I also had to sacrifice the haunted mansion to get there (Activities will be body shots, scary stories, and Cum-petition).

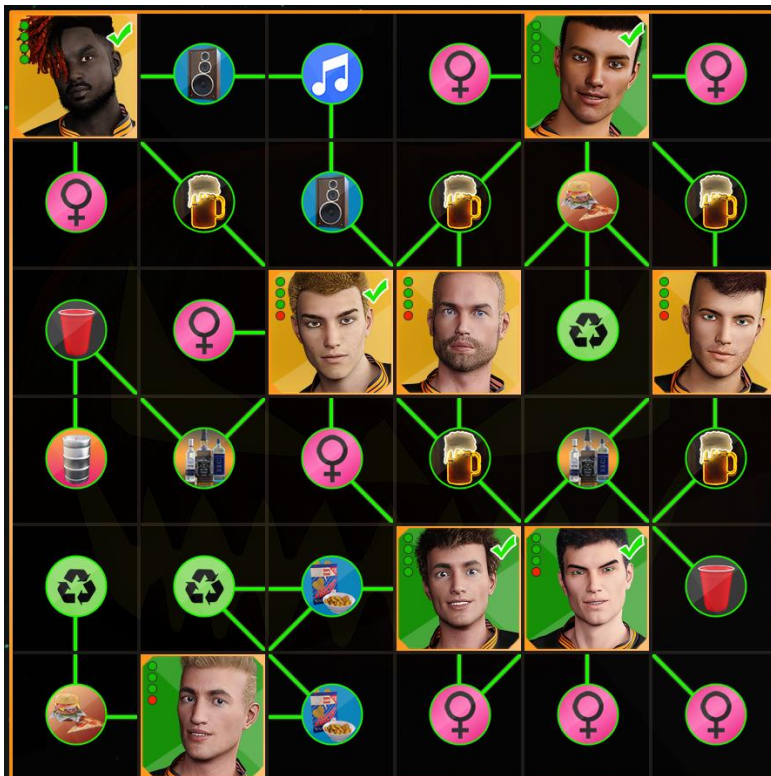


Efficiency is how to get the best results. If something costs money, you should aim to have it reach as many people as possible. For example I have 1 beer hitting 4 people, 1 girl hitting 3.

This layout is easier. Jamie, Nick and Rusty can combo. Nick Jamie and Tommy. Jacob and Leon. Derek and JB.



With this layout, the main awkward person is JB. We can combo a snack with JB and Derek. With this layout I was able to reach 7.75 multiplier.



I was able to save space with only needing one music, I only needed two food, freeing me up to combo a snack with JB and Derek. 3 of the DIKs were able to get to four. Because of the lucky roll I got with the where I was able to start with 2 x Speaker 1 x Keg and 1 x Food I was able to get the 7.75 multiplier and keep all of the premium events in place.

This is the third layout. It's tricky especially with a poor start. On this roll I had 1 décor, 1 food, 1 keg, 1 snack and 1 speaker



With this layout I was able to hit 7.75 multiplier however I did have to sacrifice the cum-petition and the haunted mansion. You could sacrifice the least efficient beers from Jacob and Jamie to add the dudes for Leon for this would drop your multiplier. The only time you might consider this is if Leon is yellow while Jacob and Jamie are both green. They'll end up with a 10% boost while he'll get something like 24%.

