R<3 Pair

R<3 Pair is a cooperative card game about looking for love and avoiding drama.

For 1-3 players

Game contains:

10 Character cards
10 Desire&Despise cards (D&D-cards)
30 Action cards

You will need two different types of tokens:

About 30 tokens for love
6 tokens for drama

Set up:

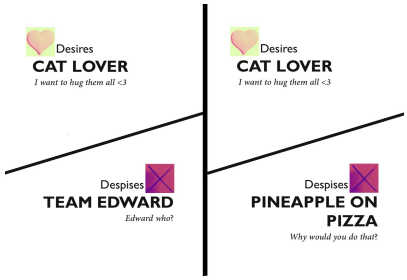
Shuffle the D&D and Action cards separately. Put the D&D cards face down under the character cards. If you have plastic card sleeves or paper clips, you can combine the characters and their desires and place them so that the desires are face down and the character sides are up and visible to all the players. Randomly make 3 pairs and four singles from the characters. Deal each player 3 Action cards. The love/drama tokens rest in a pile nearby.

The **SPEED DATING** -card and the **HEART2HEART** -card are optional, and you may choose to leave them out of the Action deck

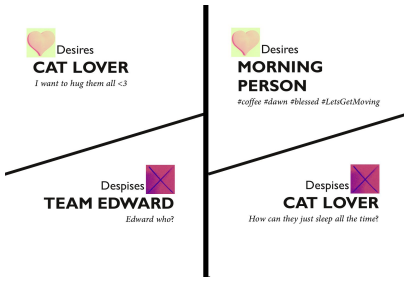
For solo play, remove the following cards from the Action deck: 2 **BREAK UP** -cards, 2 **AFFAIR** -cards, 2 **CRUSH** -cards, 2 **NEW LOVE** -cards, 1 **REBOUND** -card, the **SPEED DATING** -card and the **HEART2HEART** -card.

Gameplay:

The aim of the game is to create the best matches out of the ten characters. They have certain desires, and certain things that they despise, and it's your job to find the perfect couples in the game.



Two characters are a perfect match when they have the same desires, for example when a Cat lover is paired up with another Cat lover. When one of the paired characters despises something that the other desires, they unmatch; for example: a character that despises Socks in bed + a character that desires Socks in bed = unmatch. Otherwise they are a neutral pair; not the greatest love story ever told, but neither are they completely incompatible with each other.



The players work together as a team to create some real love into the emotional and social mess that the characters are in at the start of the game. You win or lose together as a team.

The first player can be chosen by the amount of break ups they have, or by rolling a dice, or however you want! After that the players will take turns to play cards in the order
you choose.

On each turn the active player may play one Action card from their hand and do the action described in the card. The only exception is the Rebound card, which can be played by any player only right after Breakup. After the Rebound, play order resumes from where it was left off before playing it.

The actions may affect the existing pairings either by breaking up a pair or creating new pairs. Some actions may let you check the D&D-cards of some character(s). You should do this so that the other players won't see them, unless you're playing in super easy mode. The Action cards are explained in detail later. At any time you move the character around or look at their D&D-cards, make sure that the character card stays together with their own D&D-card.

Some actions will create more drama, some will create more love; take these tokens accordingly and place them in piles somewhere near the play area. These piles are your communal pools of drama and love, which will become points at the end of the game. If at any time the drama pile has six or more tokens, you've lost the game.

If you can't play a card from your current hand or don't want to, you can discard your whole hand and do one of these three actions: remove 1 drama token from the drama pile, or look at the desires of one character, or (in medium or hc mode) tell the other players the specific desires and despises of one character but don't remove any tokens or look at any D&D cards.

Put the played card(s) into the discard pile and draw from the Action deck until you have three cards. At all times you should have three Action cards in your hand.

Your hand is secret, and you shouldn't reveal any information about it to other players. You can't change the card you want to play after revealing it. However, after revealing it, you may discuss together how you want to execute the action described in the card. The difficulty of the game can be adjusted according to the level of communication you allow to yourselves.

Available Action cards:

BREAK UP (7 cards)
Break up an existing pair and check their D&D-cards. If they were a perfect match, take 2 drama tokens. If they were neutral, take 1 drama token. If they unmatch, take no tokens. Other players may deduce what kind of pairing you broke up from the amount of tokens you take, but unless you're playing an easy mode game, don't tell them anything else.

REBOUND (4 cards)
Can be played by anyone directly after a break up to match one of the newly broken pair with another single, but not the one they just broke up with. Take 3 love tokens and 1 drama token.

NEW LOVE (7 cards)
Make a new pair from two singles. Either take 2 love tokens, or remove 1 drama token but take no love tokens.

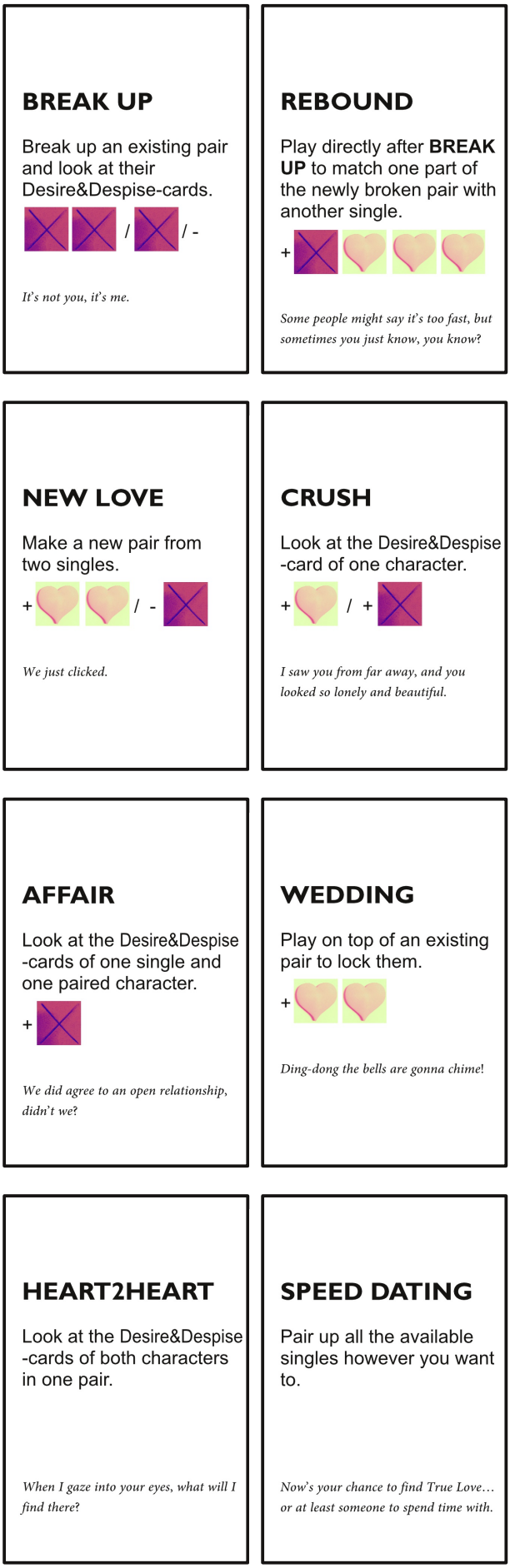
CRUSH (4 cards)
Check the D&D-cards of one character. If that character is already paired, take 1 drama token. If they are still single, take 1 love token.

AFFAIR (4 cards)
Check the D&D-cards of one single and one paired character. Take 1 drama token.

WEDDING (2 cards)
Play on top of an existing pair to lock them. None of the other cards have any effects on them anymore. Take 2 love tokens.

HEART2HEART (1 card)
Optional - can be taken out of the deck
Check the D&D-cards of both characters in one pair.

SPEED DATING (1 card)
Optional - can be taken out of the deck
Pair up all the available singles however you want to.



End of the game:

If at anytime the players get 6 or more drama tokens, the game ends immediately.

Play until you reach the end of the Action cards deck and a player can't fill their hand. Then the game ends immediately.

Reveal the Desire&Despise-cards of all the paired characters and count your points in the following way:

For every pair that is under a **WEDDING** card, if they're a perfect match, take 2 love tokens. If they unmatch, take 2 drama tokens. For every unwedded perfect match, take 1 love token. For every unwedded unmatch, take 1 drama token. From neutral pairs you get nothing.

If at this point you have 6 or more drama tokens, you've lost. Otherwise count your points. Every love token is one point, every drama token is one minus point. If you have any singles left at the end of the game, they are each minus one point. Check how well you did!

Points at the end of the game:

20+:
You're the Cupid(s) of the Year! You get to tell all your friends, neighbours, their cats, people you meet on the streets and anyone at all, who they should love, marry, and spend the rest of their lives with.

10-20:
You're pretty good with matters of the heart. You're now allowed to help your friends with their lovelives. Maybe set up some lonely soul with another?

0-10:
Love is like a lottery game for you. Sometimes you lose, sometimes you win. It's all in the hands of the mysterious Lady Luck.

-5-0:
Love is an unknown territory for you. You don't really get it, so maybe you should leave giving advice to people who understand emotions a bit better.

-6 or under:
You've lost. Don't help anyone with their lovelife. You do more harm than good with your meddling.

Difficulty modes:

EASY
You can communicate all you want, and even show the D&D cards to everyone whenever you get an action that allows you to check them.

MEDIUM
You can talk vaguely about who might match with whom, or if you know that someone has a match, but don't talk about the specific desires or despises of any character.

HC
Don't talk at all. Seriously. At all. Only expressions are allowed.