

Relationship: the Card Game

By Zach Weiner

Idea:

Each player attempts to win the relationship by caring the least. How much you care about a particular relationship aspect is represented by the value of each card. If you get enough cards from your opponent(s), your opponent must be a clingy loser, and you win!

Cards:

There are 40 cards, each of which represents your behavior during a relationship interaction. They are divided as follows:

- 11 Love
- 11 Lust
- 11 Status
- 7 Special

Gameplay:

Each round proceeds as follows:

- 1) Deal cards.
- 2) Play until no cards remain.
- 3) Tally score and spend points.

Dealing:

- a) Shuffle cards.
- b) Remove cards randomly until you have a number of cards that is a multiple of the number of players.

- 2 players: Remove no cards.
- 3 players: Remove 1 card.
- 4 players: Remove no cards.
- 5 players: Remove no cards.
- 6 players: Remove 4 cards

- c) Deal 1 card at a time to each player until no cards are left.

Playing Cards:

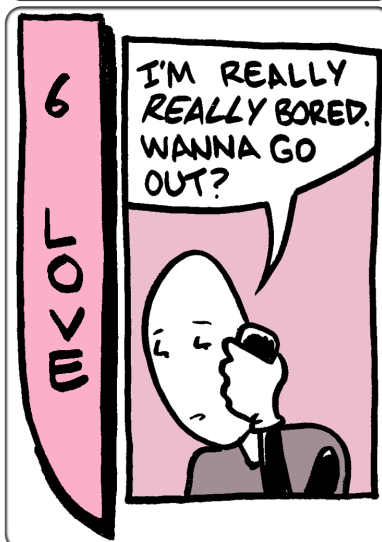
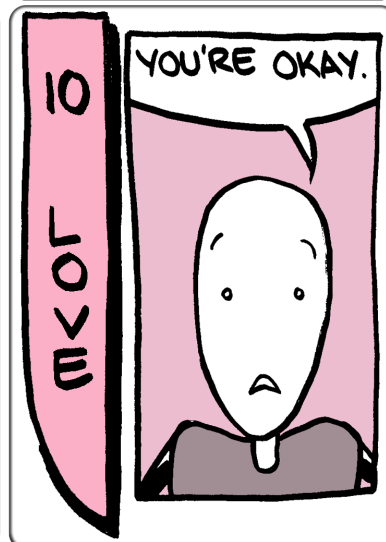
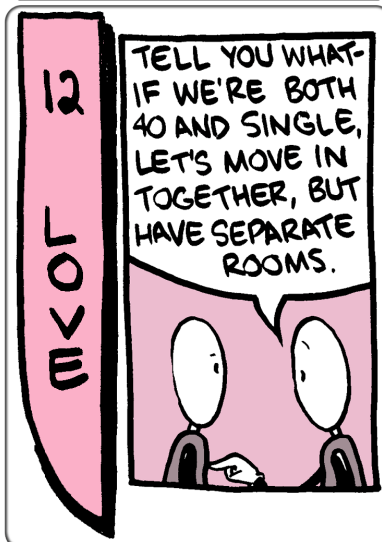
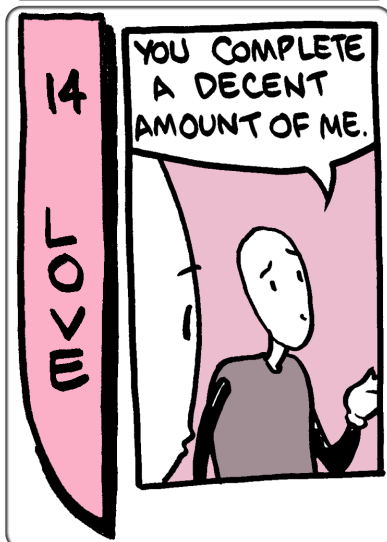
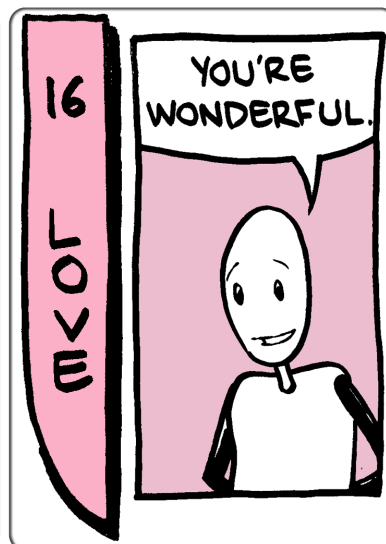
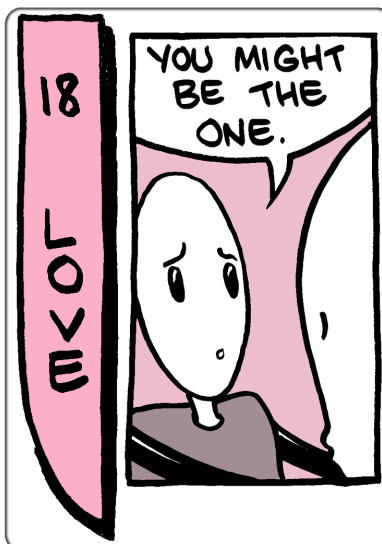
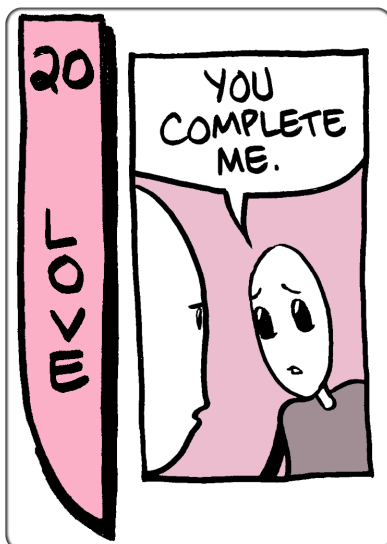
On the first turn, the person left of the dealer plays first. Thereafter, the person to play first is the next person clockwise.

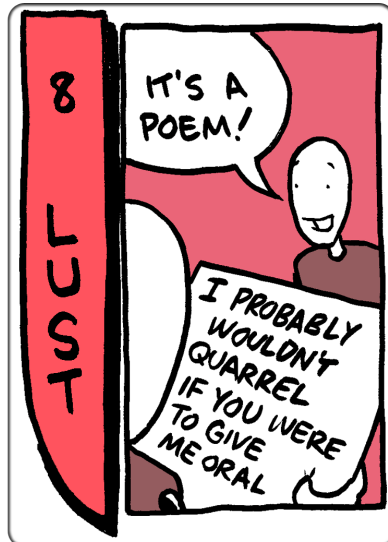
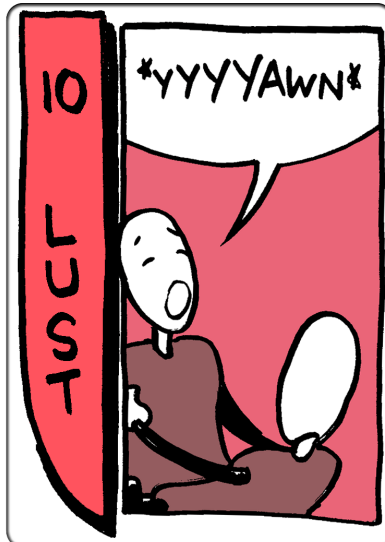
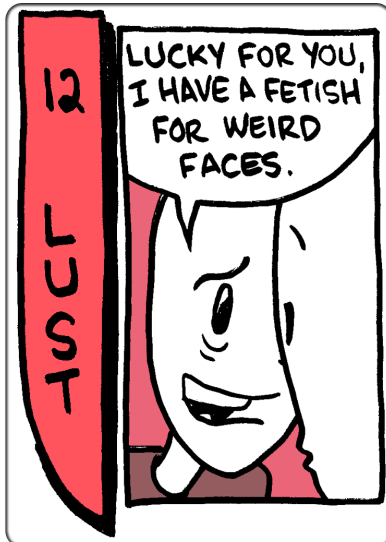
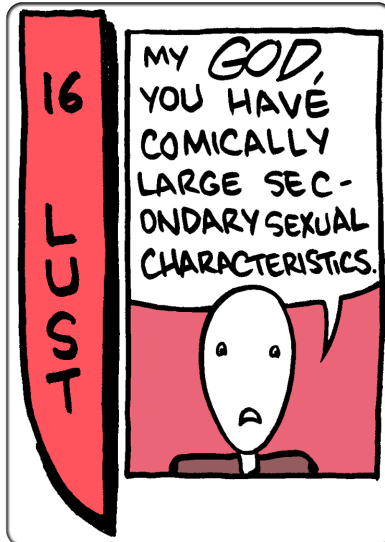
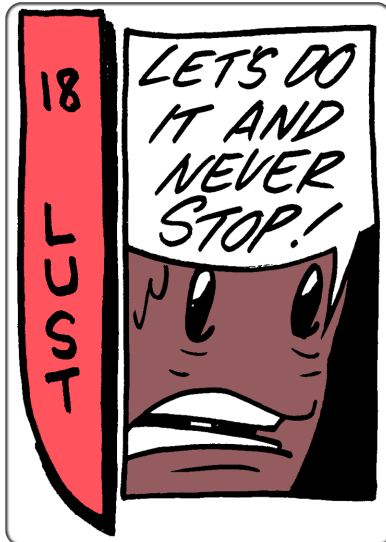
During each turn, players play one at a time in order. At the end of a turn, the person who played the lowest card takes all the cards in that "trick." In the case of a tie, the last person who played one of the tying cards takes the trick. Then, a new turn starts. Repeat until all players' hands are empty.

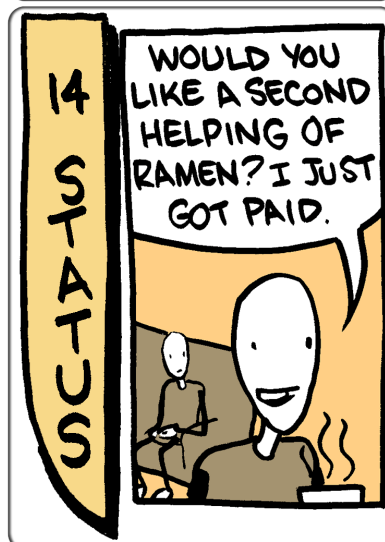
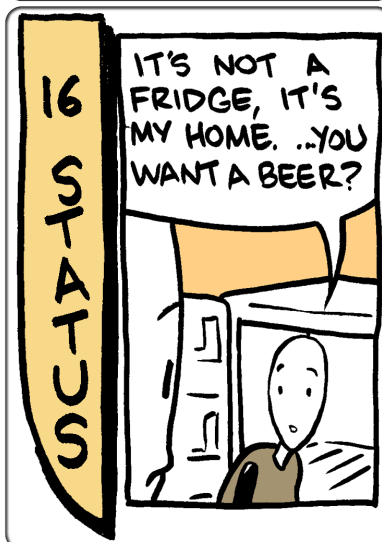
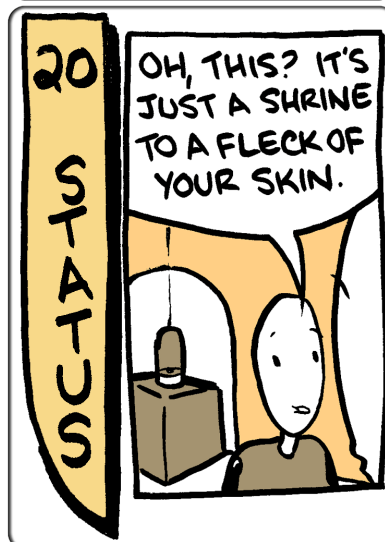
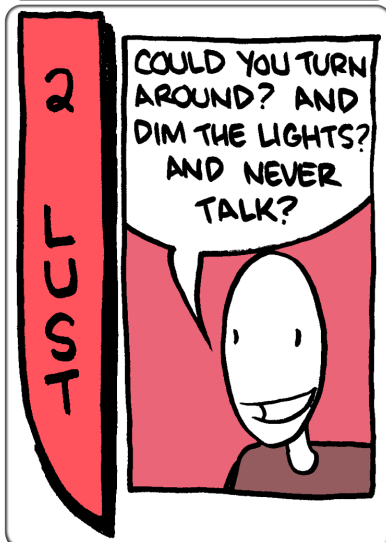
Special cards are played like other cards, except instead of adding points, they cause some effect. Unless otherwise stated, special cards only last for the duration of the turn.

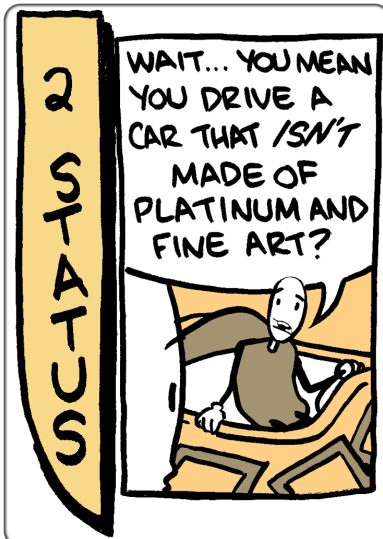
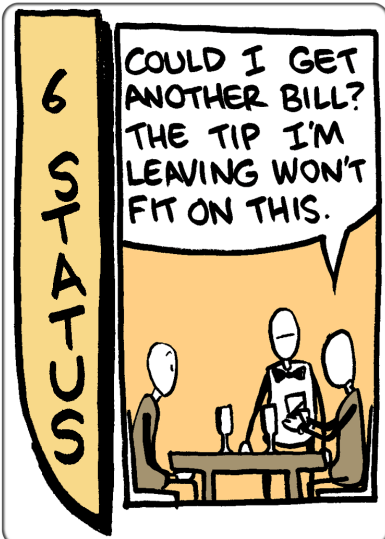
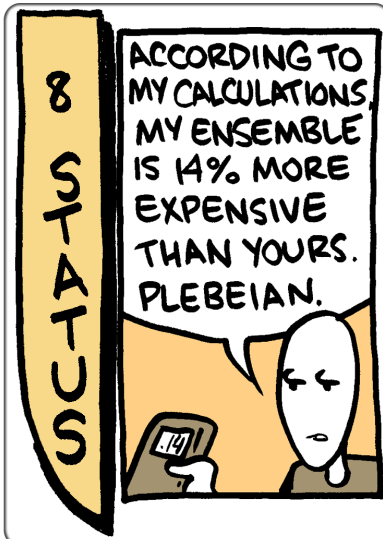
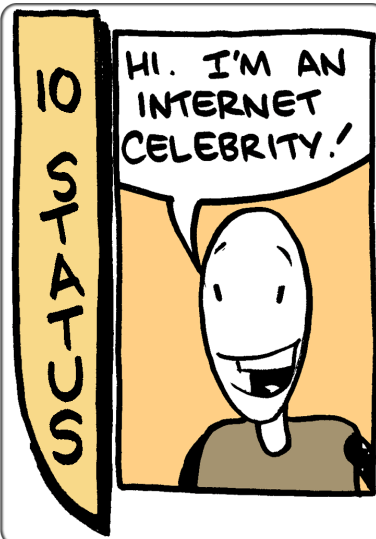
Tallying Score:

Tally the number of points you got of each type. If you ever get more than 300 points in any particular suit, you can remove them from your score sheet to eliminate an opponent. If there are no opponents left, you win.









JUST KIDDING

Cancel the effect of any special card already in play for this trick OR place "Just kidding" on a non-special card. When tallying, this card adds no points.

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CONDOM BROKE

All lust totals go to zero at the end of this round.

EXPOSED LIES

All cards played during this trick count as zero.

EXTENDED DATE

This turn goes around the loop of players twice.

PLASTIC SURGERY

At the end of this round, you get +30 to lust.

SARCASM

Place Sarcasm on top of any card played so far in this turn. When tallying (but not when determining the winner of a trick), that card counts as the negative of its actual value.