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.
You complete me.

You might be the one.

You're wonderful.

You complete a decent amount of me.

Tell you what- if we're both 40 and single, let's move in together, but have separate rooms.

You're okay.

You might be the one, except for that trollish voice and ugly series of facial contortions you call a personality.

I'm really really bored. Wanna go out?

Honestly, I'm just here hoping you'll put in a good word for me with your sibling.
8 LUST

It's a poem!

I probably wouldn't quarrel if you were to give me oral.

6 LUST

If there were two of you, that would've been the third best sex I ever had.

4 LUST

What do you mean you're not paying me?!

2 LUST

Could you turn around? And dim the lights? And never talk?

0 LUST

Geez... I would love some sex, but I'm such a good masturbator...

20 STATUS

Oh, this? It's just a shrine to a fleck of your skin.

18 STATUS

Can I call you "Your Highness"? It just... seems appropriate somehow.

16 STATUS

It's not a fridge, it's my home... you want a beer?

14 STATUS

Would you like a second helping of ramen? I just got paid.
12 STATUS

So you're aware: I'm only letting you boss me around because I'm a cowardly directionless loser.

10 STATUS

Hi. I'm an internet celebrity!

8 STATUS

According to my calculations, my ensemble is 14% more expensive than yours. Plebeian.

6 STATUS

Could I get another bill? The tip I'm leaving won't fit on this.

4 STATUS

I'll pick you up in my private jet! You can sit in coach.

2 STATUS

Wait... You mean you drive a car that isn't made of platinum and fine art?

0 STATUS

Wow! You're fat, stupid and poor?!

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.