

The player whose turn it is draws a new card from the pile of Rose cards so that they keep four cards in hand.

● *Swapping your bouquet for points (optional)*

If your bouquet contains a minimum of 4 roses you can swap the whole bouquet (in front of you) for charisma points.

Take 1 or more Heart tokens according to the total value of the roses in the bouquet:

- 4-5 roses → you win 1 point.
- 6-7 roses → you win 2 points.
- 8-9 roses → you win 3 points.
- 10 or more roses → you immediately win the game.

End of the game



The game can end in the following 3 ways:

- a player reaches 5 or more charisma points. This player immediately wins the game,
- a player gets rid of a bouquet containing 10 or more roses.
- this player immediately wins the game, when there are no more Rose cards in the pile, the game continues until everyone's turn is over and then the game ends.

The player with the most charisma points wins the game. In the case of a tie, the players involved share the victory.



Valentine's Day™



Ken Gruhl
Sabrina Miramon



Contents

54 Rose cards
28 Heart tokens (1 Heart token is worth 1 charisma point)

Introduction

Love is in the air ... or not!

Set your heart on a player of your choice and offer them a rose. Will they accept?

Create bouquets of roses to win points but be careful: the task isn't that simple! Too many thorny roses will spoil the bouquet! Sometimes, it's important to know when to say "no".

Aim of the game

Be the first player to reach 5 or more charisma points.
To achieve this, players must carefully choose which of their opponents to offer roses to.

Set up

Shuffle together the Rose cards and give 4 to each player.
Place the remaining cards in a pile in the centre of the table, face down.

Place the Heart tokens near the pile of Rose cards.

Watch out for thorns and the game can begin!



How to Play

The last player to have been pricked by a thorn starts and gameplay continues clockwise.
On your turn, you must start a tête-à-tête with another player.
You can swap your bouquet for points afterwards if you wish.

Go on a date with another player (mandatory)

Offer one of your Rose cards to another player by sliding it across the table to them, face down. During this turn, you and the other player are on a date.

The player receiving the card has two options:

- They accept your rose and add the card face-up to their bouquet,
- They reject your rose in which case, you must take the card and add it, face-up, to your bouquet.

Checking the bouquet

If the bouquet containing the new rose contains a total of 5 or more thorns then this bouquet is ruined. All the cards from this bouquet are discarded, face-up, next to the Rose cards.

