

# Anniversary

## RULEBOOK

### Anniversary

Anniversary is a two player game about being in a relationship, and thus, a cooperative game. The goal of the game is to play through the story, winning each chapter and progressing to the next. You do so by “silently” going on Dates, and completing Sweet Gestures for each other. Don’t forget to practice Healthy Communication!

### Chapters

You cannot play the next chapter until you have succeeded in the preceding chapter, but you can replay chapters as many times as you like. The storybook contains each of the chapters, their story, their sweetness, and any special rules that chapter may have. A Chapter’s sweetness is also its difficulty, the sweeter the chapter the harder it will be to progress.



### The Deck



*There are 26 playing cards that makeup the main deck. There are 4 suits with values from 1-6.*

**Teal** represented by a butterfly

**Pink** represented by a heart lollipop

**Red** represented by a strawberry

**Purple** represented by a skull

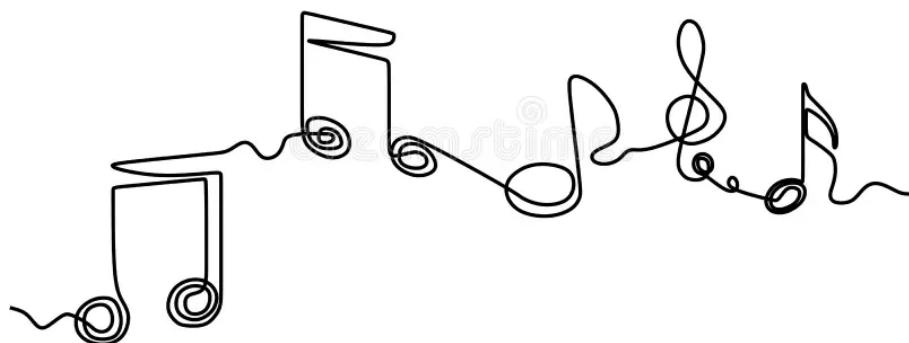
There are also two position cards which count as their own suit. They are considered to be higher value than all other color cards, the top card is of higher value than the bottom card.

## How To Play (Going on Dates)

Anniversary is a ‘trick-taking game’. A card game where rounds (called tricks) are evaluated to determine the winner of that trick who takes all the cards that were played in that round. There are many fun trick-taking games you can play with your friends! Many of them include a rule about following suit- including this one. In this game each trick is called a Date and proceeds as follows:

The ‘top’ starts by placing a playing card from their hand face up in the middle of the table. This sets the suit color for the date. Each player must play a card of the same color. Only if you do not have a card of this color may you play a card of a different color. During a color-suited Date, a position card may only be played if a card in the color suit cannot be played. If a position card is played first, this will establish the suit, and must be followed if possible.

Next the bottom plays a card, then the top, and finally the bottom again so that the ‘Date’ contains 4 cards. The player who places the card with the highest value of the same color ‘foots the bill’ for the date. The position cards are trump cards. They always foot the bill. The top card beats the bottom card. Whoever foots the bill gets to keep all the cards (face-down) from that Date. This is the same as ‘winning’ that round.



## How To Play (Cont'd)

Each chapter can consist of up to 6 Dates. Before the start of each Date (except the first) you each draw 1 card from the pile of 8 cards set aside at the start of the Chapter. You may use Healthy Communication cards after this, and they can be used on your newly drawn card. The top starts the first Date of each Chapter, the next Date is started by whoever footed the bill for the previous Date. At the end of the sixth Date the Chapter is over. It can end sooner than this if all the Sweet Gestures have been performed. If at the end of the sixth date there are any Sweet Gestures that you cannot complete the Chapter is failed. You will each end the sixth date with 1 card still remaining in your hand. Consider this when planning your strategy.

The player who places the card with the highest value of the same color ‘foots the bill’ for the date. The position cards are trump cards. They always foot the bill. The top card beats the bottom card. Whoever foots the bill gets to keep all the cards from that Date. They must keep those cards face down unless it was the most recent Date - which can be looked at again. When you foot the bill for a Date that relates to one of your challenges, you can place all the cards from the Date face up beneath that Sweet Gesture card to keep track of your progress toward the challenge but once the Sweet

Gesture is performed, you should turn those playing cards face down.

## How To Win

However, the goal in Anniversary is *not* to win rounds, but to complete challenges known as Sweet Gestures. As soon as each of you has performed all your Sweet Gestures, you have successfully completed the Chapter and are ready to begin the next one. But even if there is only one Sweet Gesture that you cannot complete, you immediately lose and have to start the Chapter over. You can choose whether you want to try the same Sweet Gesture cards again or discard the Sweet Gesture cards and draw new ones.

However in a relationship, communication isn't easy - and so in Anniversary you **cannot discuss the cards in your hand** or anything you know because you know it from the cards in your hand.

## Sweet Gestures

Each Sweet Gesture Card contains a description of the Sweet Gesture, a sweetness shown by the number of candies on the card's back, and a challenge to complete. Each chapter begins by drawing cards from the Sweet Gesture card deck until the sum total of their sweetness matches the sweetness of the Chapter.

The card's owner must complete the card's challenge to perform the Sweet Gesture, the challenge does not apply to your partner. You should look out for ways to help your partner complete their challenges. A Sweet Gesture is performed when its conditions have been met and can no longer fail. In that case, turn the Sweet Gesture card face down.

When you foot the bill for a Date that relates to one of your challenges, you should place all the cards from the Date face up beneath that Sweet Gesture card to keep track of

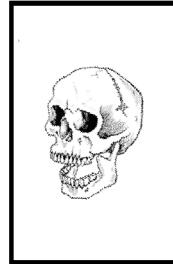
your progress toward the challenge. Once the Sweet Gesture is performed, you should turn those playing cards face down.

I will foot

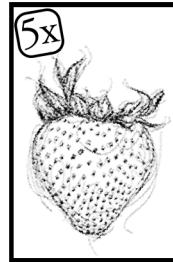


with a

I will foot no



I will foot at least



## Healthy Communication

There is one way to communicate information about your hand. That is Healthy Communication cards. Healthy Communication cards may only be used *before* a Date, and never during it. Your Healthy Communication cards persist from chapter to chapter, any cards you use in a chapter that you succeed on are consumed and go back to the pile of Healthy Communication cards.

### How To Use

You can use a Healthy Communication card as follows:

Take a *color card* from your hand and place it face up in front of you. You can still play it normally but now your partner can see it. It's always good to be transparent! Place the Healthy Communication card into your hand, to remind you that you have a card out on the table.

Then, take a Pink Gem and place it either at the top, bottom, or middle of the card.

- At the top, if it is your highest card of this color.
- In the middle, if it is your only card of this color.
- At the bottom, if it is your lowest card of this color.

If you can't do any of these things the Healthy Communication cannot be used on that color card.

You cannot communicate position cards. The placement cannot be changed if it later no longer applies.

### How to Get

Wowee! How do I get a Healthy Communication card!? Good Question! During the drawing of Sweet Gesture Cards you can decide to draw one 'bounty' Sweet Gesture of any sweetness that does not get assigned. Anyone who fulfills the challenge earns a number of Healthy Communication cards equal to the sweetness of the 'bounty' Sweet Gesture. If you reach a point where the 'bounty' Sweet Gesture cannot be completed you do not fail the Chapter, you simply discard the Sweet Gesture and receive no Healthy Communication cards.



## Game Setup

1. Shuffle the Sweet Gesture cards and place them in a face-down pile.
2. Keep the Pink Gem tokens and Healthy Communication cards close by

## Chapter Setup

### 1. Playing Cards

Shuffle the Playing Cards. Place **8** face down in their own pile. Deal the rest out evenly. You should each have **9** cards.

### 2. Top and Bottom

Whoever has the Top Position card is the top for this Chapter. The other player must remove their shirt as a sign of respect. If neither player has the Top position card re-deal.

### 3. Draw Sweet Gesture Cards

Keep drawing cards from the Sweet Gesture card deck until the sum total of their sweetness matches the sweetness of the Chapter. You have to reach this value exactly. That means that you may have to skip some cards in the deck.

Place the drawn Sweet Gesture cards in the middle of the table face up. Watch out for impossible Sweet Gesture combinations. If the drawn Sweet Gestures are impossible, begin replacing them until the set of drawn Sweet Gestures is possible.

Additionally you may draw one bounty Sweet Gesture card of any sweetness. It will not be assigned.

### 4. Assign Sweet Gestures

The top starts by selecting a Sweet Gesture from the middle of the table. If there is only one Sweet Gesture card the top may pass, forcing the bottom to take the card. When you take a card you open the card up and share it with your partner, then place it face up in front of yourself.

Continue back and forth selecting a Sweet Gesture of your choice until all the Sweet Gestures have been distributed.

### 5. Healthy Communication

Anyone who has Healthy Communication cards may use them now before the first Date of the Chapter. (You can also use Healthy Communication cards *before* any other date in the Chapter Date but never during a Date).

