

Matching 4U / 2-3 players / 15min / Age 8+

You are a girl who is very busy preparing for a date that was suddenly decided. You want to be cute and fashionable, but you don't have any of those items! Borrow a lot of fashionable items from other people and aim to go on wonderful dates with as many boys as possible.

Contents

- Item cards: 24 cards (numbered 1-24)
[Red/Blue/Yellow x 7 each, White x 3]
- Date cards: 8 cards
- Rulebook

Card Description

Card type

Item Cards: The cards you need for your date. There are 7 types: girls, clothes, bags, rings, shoes (4 for each), perfume, and aquarium tickets (2 for each).

Date Cards: These cards are the boys you are going to date. If you get 1st place in "Card Play", you will get the "Date Point (DP)" and "Item Icon" shown.

Date Point (DP): A point that marks a successful date. It can be obtained from both "Item Cards" and "Date Cards" and is used when calculating scores.

How to read the item card

Number Icon (Top Left) - Represents the number on the card.

Item Type (Middle) - Represents the item type. When counting the number of icons, refer to the 'Item Icon'.

Item Icon (Top Right) - This is the icon used when scoring. The scoring method is different for each icon.

DP/Scoring Method (Bottom Middle) - Describes how this card is scored.

There is a gauge around the number icon in the top left, which indicates the strength of that number among the other numbers of that color. (In this case, the yellow 5 card represents the second lowest yellow number).

Game Preparation

The player who most recently went on a date becomes the first player. The first player shuffles all item cards face down and distributes 8 cards to each player. Next, shuffle all the date cards face down, and place it in the center of the table, leaving it face down, creating the Date Deck.

Game Flow

1) Card Draft -> 2) Play Cards -> 3) Calculate Score

The flow from Steps 1 to 3 is regarded as 1 round, and the game ends after 3 rounds.

**For 2-player, see 2-player rules at the end of this rulebook.*

1) Card Draft

All players look at the 8 item cards they have been dealt, select 2 of them, and place those 2 cards face down in front of them. After that, pass the remaining cards to the player on your left face down. Repeat the above steps until all players have 8 cards face down in front of them.

2) Play Cards (Consists of A. Presentation of Items and B. Acquire Items)

A. Presentation of Items: The first player turns over the top card of the date deck and places it face up where everyone can see it. Starting with the first player and going clockwise, play any one item card face up from your hand in front of you. When everyone puts out one item card, the order is determined according to the following rules based on the card put out by the first player.

A1. If you play a card with the same color as the first player: The player with the highest number is ranked first, followed by the second highest number, and then the third highest number.

A2. If you play a card with a different color as the first player: The player with the highest number is ranked first within 2a, but still ranked under all players in 1a.

B. Acquire Items: Once the order is determined, the following cards are obtained in order starting with the player in 1st place. **1st place:** Acquires 1 date card and 1 item card, in play, of your choice. **2nd place:** Acquires 1 item card from the remaining item cards in play. **3rd place:** Gets the last remaining item card.

Rulebook example: The first player, Mr. A, plays a "Yellow 5", Mr. B plays "Yellow 23", and Mr. C plays "Blue 24". So the order is as follows: 1st place: Mr. B → gets the date card and chooses the "Blue 24". 2nd place: Mr. A → chooses the "Yellow 5" from the remaining cards. 3rd place: Mr. C → get the last remaining "Yellow 23"

About White Cards

White cards will be treated as the same color as a previously played card (if there are two colors in play, you can choose which color.) If you play a white card as the first player, it will be treated as white (the weakest color, ranked lower than all cards in A1 and A2 described above). The next card played becomes the "first player" color.

Rulebook example: The first player, Mr. A, plays a "Red 15", Mr. B plays "White 21". The "White 21" becomes a "Red 21".

Place the acquired card(s) in front of you faceup. After that, the player who ranked first overall during step B. Acquire Items becomes the first player. Repeat Steps 2A and 2B until all players are out of cards.

3) Calculate Score

Score the round, with pen and paper, according to *Card Scoring*. Then, shuffle all item and date cards separately, distribute 8 item cards to each player, recreate the date deck, and proceed to the next round (3 rounds total).

Card Scoring

Scores are calculated by totaling the number of item icons printed on all cards in front of you. The scoring method for each item is as follows:

1. Girl: You will get -10 points for 0 or -5 points if you have 2 or more
2. Clothes: You will get 2 points for each
3. Bag: If you have 1/2/3/4+ bags, you will get 1/4/9/16 points
4. Ring: The player with the most rings will get 6 points, second most will get 3 points
5. Shoes: For every pair of shoes (2 icons) you will get 7 points. If you have one by itself, -3 points.
6. Perfume: Quadruple the score for one of your clothes (8 points instead of 2 points)
7. Aquarium tickets: 2 points per date card you get

End of Game

The game ends after 3 rounds and the player with the highest total score wins. If there is a tie, share the victory.

Translator note: Tiebreaker could be "the player with the most date cards in the last round"

2 Player Rules

When playing 2P, the game is played with a third dummy player, and only the following rules are changed:

[Card Draft] The remaining 8 cards are the dummy player's hand. The dummy player selects 2 cards at random before passing them to the next player.

[Item presentation] Item cards played by the third person are chosen at random.