

A Numbers Game

RULEBOOK



A Numbers Game

You are insecure young adults living in Los Angeles who are hungry for social status. And at this age, relationships mean a lot. Everyone around you seems to be projecting the image of a perfect life and a perfect partner. Now it's your turn.

Time to try to outdo them. Search for the most socially desirable date in the eyes of society at large. Find someone with traits that you can brag about to all your friends over Sunday brunch and mimosas – **someone who makes for prime arm-candy**. Do everything you can to project the better lifestyle and feel superior to the other player.

Who cares if you actually like them? After all, **it's all just a numbers game.**

In the Box

2 Reference cards

32 Profile cards

32 Occupation cards

32 Hobby cards

32 Personality cards

32 Quirk cards

20 Situation cards

2 Dating Pool cards

2 Dump Pool cards

1 six-sided die

Setting Up

This game takes up a good amount of space, so make some room!

Shuffle the Profile, Occupation, Hobby, Personality, and Quirk cards and lay the decks between players.

These are potential character traits your dates can have.

In the corner of each card is a number indicating the trait's social value in terms of points. Higher values are more broadly socially desirable. You might have different preferences and their true worth may be different. But who cares? You're just playing society's game.

Shuffle the situation deck and place it face down to the side of the other decks. This deck comprises of some interesting events that can happen while you're dating.

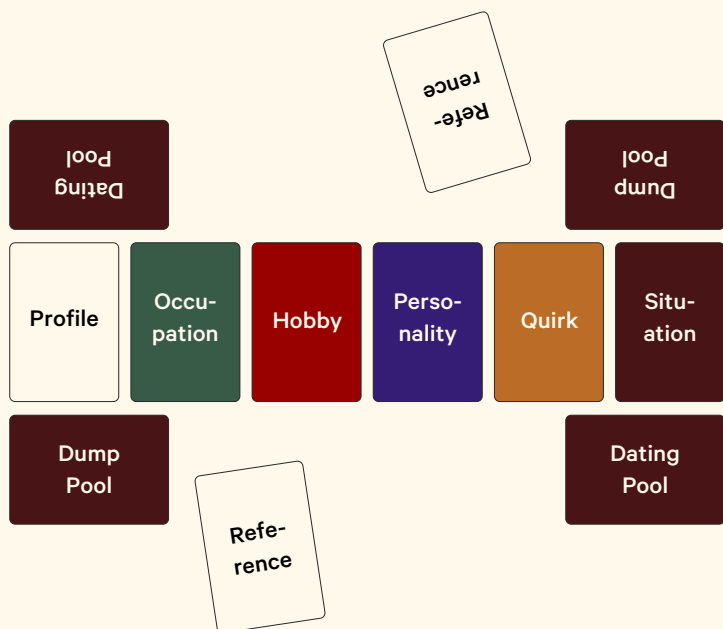
Setting Up

Each player now receives a “Dating Pool” and “Dump Pool” card.

Players should place these in front of them, right and left respectively.

Everyone you date will be placed next to the Dating Pool card, while those you’ve dumped and been dumped by will be by the Dump Pool card.

Setup Example



Playing the Game

The eldest player begins the game — they're running out of time.

Players alternate turns, making up to 3 moves per turn. Moves consist of looking, dating, dumping, stealing, and becoming exclusive.

* Looking, dating, and dumping are relatively straightforward, so they only cost 1 move.

* Stealing the other person's date is harder, so it costs 2 moves.

* Becoming exclusive with somebody is kind of a game-changer. It requires all your time, so it costs 3 moves, and you must dump everyone else you're seeing to commit. Oof.

* Players can only have a *maximum of three dates in their Dating Pool* at a time. The moment it goes over, the player must dump enough dates to drop the pool back down to three.

Traits

A person's profile comprises of **Occupation**, **Hobby**, **Personality**, and **Quirk**. They are discovered in that order. A person reveals their occupation to you when they agree to go out with you. **Hobby** and **Personality** are revealed as you begin to date people. A person's **Quirk**, however, is only revealed after you choose to become exclusive with a person.

Occupation and **Hobby** have a maximum value of 5, **Personality** has a max of 7, and **Quirk** has a max of 10. On this scale, cards with a value of 1 have the lowest social status, and it continues to go up from there. Without any additional points or subtractions, a person's total score will range from 4 to 27. **Situation** cards may add or subtract from this value.

Looking

On the prowl for some fine arm-candy? Want to keep your options open in case something better comes along? ***If you choose to look with one of your moves***, draw one profile card from the deck and place it in front of you, faceup.

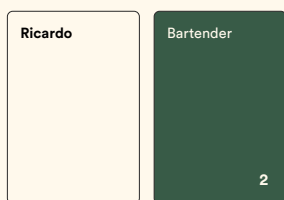
If you'd like to ask them out, state you are doing so, roll the die, and follow the table:

1	You were rejected. Move your date straight to the Dump Pool.
2 3 4 5 6	Nice! Move your new date to the Dating Pool. <i>Draw one Occupation card</i> from the pile and read it aloud, then place it next to your date's profile card.

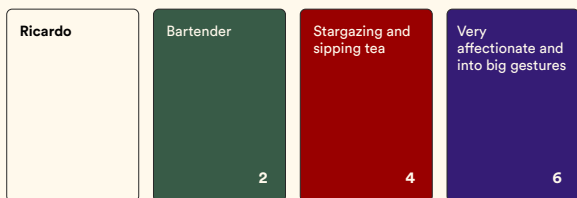
Dating

Got yourself a date? Time to scope them out and see if they're going to advance your social standing.

If you choose to spend a move on a date, **state aloud which character you want to take on a date.** Even though you have 3 moves per turn, **you may only go on one date per character per turn - desperation isn't a good look.** Roll the die and follow the table to see how it went. Example:



Roll a 5 or 6



and flip over two cards!

<p>1</p> <p>2</p>	<p><i>Draw a Situation card and have the opposing player read out the instructions. Follow them and end your turn.</i> Place the situation card next to its respective date's cards.</p> <p>(If the deck is empty, gather up the discarded situation cards, reshuffle, and draw.)</p>
<p>3</p> <p>4</p> <p>5</p>	<p>Your date went pretty well! You learn a bit more about them. Draw and flip over one hidden trait from <u>top to bottom</u> (flip Hobby before Personality).</p>
<p>6</p>	<p>You nailed it! Your date went great and you learn a lot about them. Flip up to two hidden traits, from <u>top to bottom</u>. (do not flip over Quirk without becoming exclusive).</p>

Dumping

Like what you see so far! Great! Don't like what you see? Are they not that socially desirable? Less great. But hey, you can just dump someone whenever you want!

If you don't want to see things through with a character, you can use one of your actions and dump someone during your turn.

Whatever traits have not been drawn remain in their respective piles. Move your date to the Dump Pool along with any traits you uncovered about them.

Stealing

Don't want to see the other player outdo you with a finer date? Or do you lust for their date yourself? Well hey, it's morally questionable, but **you can steal one of their dates for yourself.** (You can't steal exclusive dates).

To steal, roll and follow the table:

1 2 3 4	You failed.
5 6	Whoa. You did that. You really did that. Nice! Move your new date straight into your Dating Pool. They retain the traits that were revealed.

Exclusivity

Found out everything there is to know about your date? Great! But are you ready to commit?

*** If you choose to spend 3 points and become exclusive with them, move all of your other characters from your Dating Pool to the Dump Pool (dumping doesn't cost points here).** You then may reveal their final trait, their **Quirk**.

If you think this one's a winner, then you're effectively done with the game **(unless you think you can do better... then dump them and jump back in).** Enjoy your new relationship; your date can't be stolen anymore.

But you can still impact the game — while your exclusive S.O. takes up a lot of your time, you can try to sneak away to **attempt to sabotage the other player's dates once per turn.**

It's basically like stealing, but since you already have a solid relationship, you'll just throw away their date. If you choose to sabotage, roll the die and follow the table:

1 2 3	You spend too much time away from your date attempting to sabotage the other person's relationship and end up causing strife on your own. Your exclusive S.O. leaves you. Move them to the Dump Pool.
4	You weren't successful in your sabotage, but thankfully, your S.O. hasn't noticed your absence.
5 6	Well, you did it. You kept your relationship and sabotaged the other person's date - move them to the Dump Pool. Oh!

Ending the Game

The game ends when either both players have become exclusive OR the profile deck has been exhausted.

The player who's become exclusive with a character with the higher sum of social value points across their four traits is the winner. They have the more perfect-looking life, and that's all that matters! If one of you hasn't become exclusive with someone, well, you're the loser. If you both haven't found anyone to become exclusive with, I guess you're both losers.

Ties

If you both end up with dates that have the same values overall, draw one **Quirk each and flip them over simultaneously.** Add that to your dates' overall scores and recalculate the winner.

