Rulebook

" We spend our childhood wanting to be adults, but then we spend our adulthood wanting to be children. "
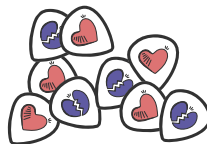
—Someone old, wise, and famous

✩ ⚡ What's included ⚡ ✩

25 Character Cards

32 reversable Signal Tokens

(Like & Dislike)

32 reversable Point Tokens

(1 point & 5 points)

40 Goal Cards

40 Event Cards

1 X Card

What's NOT included

- 4 - 20+ players
- Sense(s) of humor
- A party
- A place to party

Hello from the designer

What is this game?

Love, Career & Magic is an collaborative storytelling party game where the goal is to have fun and laugh with a lot of people. This is not a serious or competitive game. It's meant to be played with friends over some drinks on a relaxing night.

The most important rule

Everything in this game is flexible. Including the rules and the Character Card details.

Feel free to add your own house rules to change things up as you see fit. This is your party afterall. Don't let a book tell you what to do.

Background lore

Welcome to a fantastical world where mythological creatures like orcs, elves, and dragons roam free amongst each other in peace.

All creatures in this world live their lives as we humans do in our world—complete with day jobs, hobbies, and ~~existential dread~~ lifelong dreams.

We will play as members of a reality TV show called **SHAREHOME** and act out various events and situations as they occur.

Everyone voluntarily came onto this show looking for something—what are **you** here for? Love? Career? Or a little *magic?* *insert jazz hands*
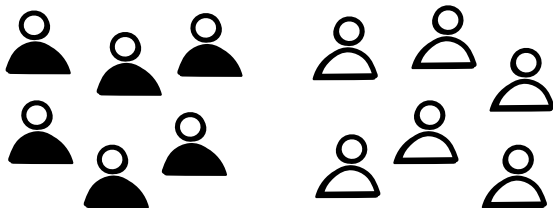
Game setup

You don't have to read every step before playing.
You can read and play as you go. 👉

STEP 1

Members of the house   Commentators of the show

Decide who will be playing as Members of the house. Everyone else will be playing as Commentators on the reality show.

- You need four to six Members to play.

- You need at least 2 Commentators. If you don't have enough players, some people must play as both.

STEP 2

Your goal is to finish your secret Goal Card or find love and leave the house.

Members

Members are given a random Character Card, a secret Goal Card, and two Signal Tokens.

- Place your Member Card face up for all to see.

- Try to keep your Goal Card a secret.

- The more convincing you act, the more everyone has fun!

Your goal is to commentate on what the Members are doing and crack jokes.

Commentators

Commentators are given a random Character Card and a Signal Token.

- You may speak up at any time. Sit back and enjoy the show.

- The more you talk, the more everyone has fun!

Game rules

You don't have to read every step before playing.
You can read and play as you go.

STEP 1 — Introductions Round

New Members have just arrived at the house! Sit in a circle and all new Members must introduce themselves to everyone.
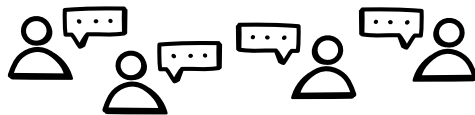
All Members then **secretly** point their Signal Token(s) towards **any** Member they like or dislike.

- Keep this information hidden!
- Flip the token over for like or dislike. You can like or dislike anyone for any reason at all.
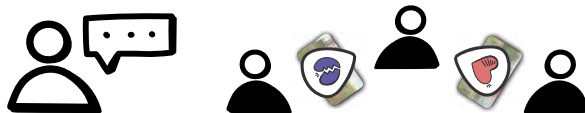
STEP 2 — Commentary Round

Commentators commentate on and openly discuss what they just saw and what they think about the Members.

- Members and Commentators are not allowed to interact or speak with each other.
- Commentators are talking to each other and the ~~fictional~~ audience watching at home.

All Commentators then use their Signal Token to **publicly** predict which Member likes (or dislikes) who.

- **Publicly** place your Signal Token in between two Members.
- Place your Character Card underneath your Signal Token to mark that it's your prediction.
- Flip the token over for like or dislike.

Event Round (Liked)

The Member with the most amount of predicted "**likes**" from Commentators is now trending on social media!

- Aka whoever has the most amount of "**like**" Signal Tokens pointed **towards** them by Commentators.

This Member draws an Event Card from the top of the deck and chooses who will act out the Event. Read the card out loud.

- You may include yourself in the Event.
- The other Members not included in the Event can either watch or have their own side conversations with each other.

Event Round (Disliked)

The Member with the most amount of predicted "**dislikes**" from Commentators is now getting flamed on social media!

- Aka whoever has the most amount of "**dislike**" Signal Tokens pointed **towards** them by Commentators.

This Member also draws an Event Card and follows Step 3.

Reveal Round

All Members are now back at the house! Any Member may ask any other Member on a date even without Event Cards by making up a scenario to act out.

- This is so that anyone who wasn't picked for an Event can have a chance to do something.
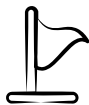
All Members now reveal their Signal Tokens.

For any **correct** predictions…

- The Commentator who predicted receives a Point Token.
- The two Members involved in the prediction also receive a Point Token each.

Graduation Round

Any Members who have accomplished their Goal Card may now choose to graduate from the show to receive a Point Token.

= 1 point

= 5 points

Members who liked each other may decide together to both graduate from the show to receive a Point Token each.

- You must both graduate **together**. Or choose to remain on the show together. Afterall, you're a TV couple now.

Any graduating Member is replaced by the youngest Commentator player with the fewest points. Both players swap roles. They may select a new Character Card at random when doing so.

Repeat from STEP 1

Play until someone has the same amount of points as number of players.

Or stop at a natural stopping point in the party and move on to other things.
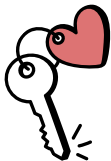
Like cleaning up after yourselves.

Thanks for playing!

—Wonmin "1min" Lee, *Game Designer*

Cheatsheet

Game setup

Split into teams—4 to 6 Members and at least 2 Commentators. If you don't have enough people, some people must play as both roles.

👤 **Members**	👤 **Commentators**
Each receive	**Each receive**
• 1 Character Card	• 1 Character Card
• 1 Goal Card	• 1 Signal Token
• 2 Signal Tokens	
Goal	**Goal**
Graduate by completing a Goal Card or finding love.	Crack jokes and make people laugh.

The most important rule

Every single rule and Character Card detail are only **suggestions**. The goal of the game is to have fun. Add any house rules you want.

1 — Any new Members to the house introduce themselves. All Members secretly point their Signal Tokens towards a Member they like / dislike. *(Introductions)*

2 — Commentators make jokes about what just happened. They then use their Signal Token to publicly predict who they think likes (or dislikes) who. *(Commentary)*

3 — The Member with the most predicted **likes** pointed towards them draws an Event Card. Choose the Member(s) who will act out the event. Read the card out loud. *(Event)*

4 — The Member with the most predicted **dislikes** pointed towards them repeats Step 3. *(Event)*

5 — Reveal all Signal Tokens. Commentators who were correct receive 1 point. The 2 Members involved also receive 1 point each. *(Reveal)*

6 — Members who fulfilled their goal or Members who like each other can choose to graduate and receive a point. *(Graduation)*

Repeat from Step 1. Play until someone has the same # of points as # of players.