Rulebook

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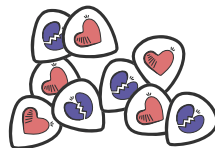
—Someone old, wise, and famous

✩⟨ What's included ⟩✩

25 Character Cards

32 reversable Signal Tokens

(Like & Dislike)
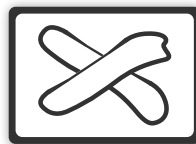
32 reversable Point Tokens

(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 improv 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 weekend night (aka a party).

Regarding rules...

Everything in this game is flexible. Including the rules and the Character card backstories.

If you disagree with anything, feel free to add your own house rules to change things up as you see fit. This is your party afterall.

Background lore

Read me out loud

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

Every creature in this world lives their lives as we humans do in our world—complete with day jobs, hobbies, and existential dread.

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*
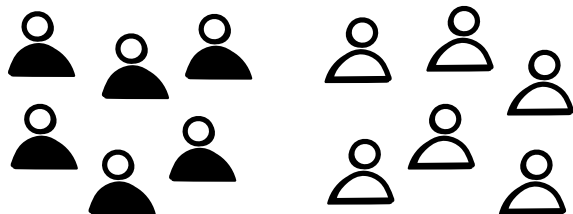
Game setup

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 on 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.
- If you have fewer than seven players, each Member also plays as a Commentator.

STEP 2

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

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 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.

Introductions Round

New Members have just arrived at the house!
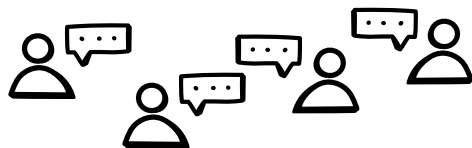All new Members must introduce themselves to everyone.

All Members then **secretly** point their Signal Token(s) towards **any** Member they like or dislike.

- Use your Character Card to cover your Signal Token.
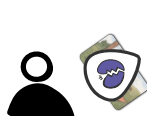- Flip the token over for like / dislike. You can like or dislike someone for any reason.

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.

All Commentators then use their Signal Tokens 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 is your prediction.
- Flip the token over for like / 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 criticized 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 and talk about how their days went.

- Any Member can ask out any other Member on a date now even without Event Cards.

All Members now reveal their Signal Tokens.
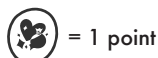
For any **correct** predictions...

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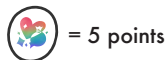
Graduation Round

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 non-Member player with the lowest amount of points. Pick a random Character Card and join the house!

Repeat from STEP 1

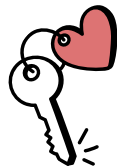Play until someone has the same amount of points as number of players.

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

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

Game setup

Split into even teams of Commentators & Members with at least four to six Members.

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

Members

Each receive
- 1 Character Card
- 1 Goal Card
- 2 Signal Tokens

Goal
Graduate by fulfilling Goal Card or finding love.

Commentators

Each receive
- Character Card
- 1 Signal Token

Goal
Crack jokes and make people laugh.

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.

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

5 Reveal all Signal Tokens. Commentators who were correct receive one point. The two Members involved also receive a point each.

Special notes

All rules and Character card backstories are only suggestions. The goal of the game is to have fun and laugh with your friends.

6 Members who fulfilled their goal or Members who like each other can choose to graduate and receive a point.

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