

Heartstrings

a romantic card game
for awkward people



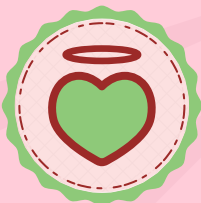
Playful

1. Propose an amusing bet.
2. Mention a funny riddle or puzzle.
3. Tell a recent humorous story.
4. Recommend a fun game for later.
5. Praise their sense of humor.
6. Tease them in a fun way.
7. Tell a funny childhood story.
8. Create an inside joke.



Forward

1. Hint at an exciting future plan.
2. Share a personal goal.
3. Mention an upcoming event.
4. Recommend a thought-provoking book.
5. Discuss a future project or idea.
6. Suggest making plans together.
7. Brag about an accomplishment.
8. Give someone a direct complement.



Free-Spirited

1. Share a spontaneous travel memory.
2. Mention a recent outdoor discovery.
3. Talk about a cultural tradition.
4. Ask about their bucket list.
5. Suggest trying something new together.
6. Ask about favorite travel experiences.
7. Ask about their next planned journey.
8. Propose a trek or hike in nature.



Nostalgic

1. Share a cherished childhood memory.
2. Recommend a classic book or movie.
3. Discuss a reunion with an old friend.
4. Talk about a family tradition.
5. Express fondness for sentimental moments.
6. Talk about a childhood pet.
7. Mention a fond memory of a grandparent.
8. Discuss a memorable school event.

EXAMPLE ENDINGS FOR



Astronaut, Thought, Caught, Forgot, A lot, Coffeepot, Sought, Spot, Knot, Yacht.

EXAMPLE ENDINGS FOR



Low, Hello, Meadow, Show, Torpedo, Row, Radio, Combo, To Go, Aloe, Shadow.

EXAMPLE ENDINGS FOR

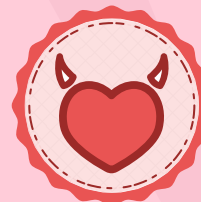


Station, Location, Invitation, Destination, Flirtation, Nation, Creation, Appreciation.

EXAMPLE ENDINGS FOR



Best, Contest, Blessed, Stressed, Chest, Invest, Progressed, Nest, Quest, Fest.



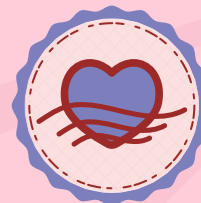
Sensual

1. Share a recent sensual experience.
2. Talk about sensual art or music.
3. Ask about favorite sensual scents.
4. Fondly discuss a romantic encounter.
5. Acknowledge someone's sensuality.
6. Share a quote about passion and desire.
7. Share your favorite ways of indulgence.
8. Propose a candlelit dinner.



Cute

1. Suggest a cute-themed outing.
2. Share a recent adorable moment.
3. Acknowledge someone's adorability.
4. Discuss a heartwarming news story.
5. Discuss cute fashion trends.
6. Ask about their favorite sweet treats.
7. Talk about a recent act of kindness.
8. Propose an activity related to pets.



Tipsy

1. Talk about a memorable hangout spot.
2. Propose a casual, relaxing activity.
3. Express enjoyment of fun and relaxation.
4. Ask about favorite beverages.
5. Share a funny hangover story.
6. Recommend a light-hearted movie.
7. Ask about favorite ways to unwind.
8. Share a funny drinking story.



Tough

1. Propose a physically active activity.
2. Acknowledge someone's strength.
3. Recommend an action-packed movie.
4. Mention a recent personal achievement.
5. Ask about interests in sports or activities.
6. Compliment yourself.
7. Tell a dirty joke.
8. Talk about a grudge you hold from the past.

Rule Sheet

Welcome to Heartstring
a card game for 2-6 Players.
Game by Hans Olav
Poetry by You

Heartstrings

a Romantic Card Game
FOR AWKWARD PEOPLE

Game Content

8 Lover Cards
Rulesheet

64 Rhyme Cards
64 Heart Tokens
8 Passion Cards

GOAL

Play with 2-6 players. Player vs. Player.
The goal of the game:

“Win the other players’ hearts by having them lose all their ♥ (Heart Tokens)”

Win Condition

- Be the only player with Tokens left.

Loss Condition

- Lose all your Tokens
- If multiple players reach zero in one round, the one with the largest deficit loses.

“How do you win or lose ♥ (Heart Tokens)?”

Win Condition

- Complete a Mission (2 ♥)
- Correctly guess another player’s Lover Card (2 ♥)
- Another player incorrectly guesses your Lover Card (2 ♥)

Loss Condition

- When finishing a Poem (As many ♥ as there are ♥ of your color on the table.)
- Another player correctly guesses your Lover Card (2 ♥)
- Incorrectly guess another player’s Lover Card (2 ♥)
- You have no matching Rhymes on your turn (See ‘Writer’s block’ below)

CHOICES

First, make some choices about what type of game you want to play. For more experienced players also refer to the ‘Optional Rules’ Section, bottom right.

“What choices do we need to make before starting the game?”

Duration

In a standard game, you start with 10 ♥. You can change the number of ♥ to alter the intended game time:

- +1 ♥ adds ~5 min of game time, cumulative. 10 ♥ is maximum for 6 players.
- -1 ♥ removes ~5 min of game time, cumulative.

Open or Closed

Make it easy or hard to figure out what Lover Card the other’s player have to better target them with the correct cards:

- Open game: Your discarded ♥ are visible to the other players.
- Closed game: Your dis

Who begins?

Argue amongst yourself about who starts and be overly polite about it. The starter is also the dealer that round.

- The one who gains the most votes starts.
- If two are tied to start, argue some more.
- Move to the next player, clockwise, the following round.

SETUP

Before diving into the gameplay mechanics, we will go through the setup of the game. It’s to know how to get somewhere if you’ve seen the map.. something like that? Anyway, the setup in Heartstrings is quite simple. Remember, the starting player is the dealer for each round.

“How do i set up the game?”

On Table

- Mission & Example Sheet (flip this sheet)
- Rhyme Card deck
- Lover Card deck
- Passion Card deck
- Discard pile for lost ♥
- Discard pile for used Rhyme Cards

To Each Player

- 5 Rhyme Card
- 1 Lover Card
- 1 Passion Card
- 10± ♥ (See Choices)

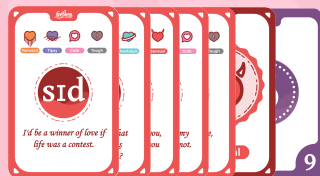
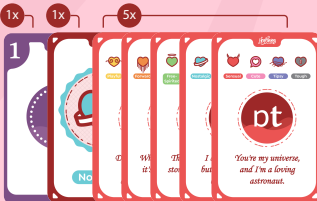
Player 1



♥ Tokens



Use candy as Heart Tokens in the Playful Edition. The Sensual Edition contains Heart Tokens.



WHAT NOW?

You have made your choices, been dealt your cards, tokens and the decks are set up on the table. The game is set up and ready, let’s get started and follow the three steps:

“How do we start playing?”

1. Inspect your Hand

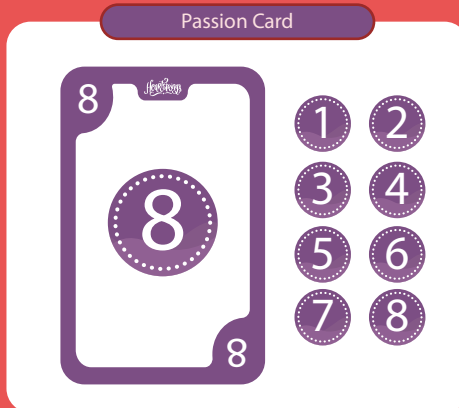
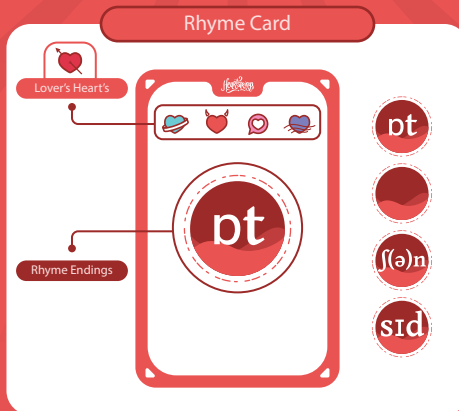
1. Check your Lover Card’s color
2. Check the ♥ on your Rhyme Cards. There are four per card.
3. Check the phonetic symbols on your Rhyme Card and take a look at the Example Sheet.

2. Find your Mission

1. Combine your Lover Card’s color with the number on your Passion Card.
2. Check the Mission- and Example Sheet to find your Mission.

3. Get started

1. The starting player picks a Rhyme Card to open with.
2. Compose a Poem with four Rhyme Cards
3. Tally the points and exchange ♥
4. Next player, clockwise, opens the next round.
5. Repeat until one player has remaining ♥



COMPOSING POEMS

A poem consists of four lines with pairs of rhymes, and requires the use of four Rhyme Cards. Players act in non-linear turns, where the only rule is that a player cannot create two lines in a row.

“How do I compose a Poem?”

1. Composing a Poem

1. The starting player picks a Rhyme Card, being mindful of the ♥ on the card
2. They create a line of a poem where the last syllable of the line matches with the phonetics of the center symbol on the card.
3. One of the other players puts down a Rhyme Card where the center symbol matches with the first card and creates a line of poetry.
4. Repeat the process for the 3rd and 4th line matches. The 2nd and 3rd do not have to match.

2. Count your Points

1. Each Rhyme Card has four colored ♥.
2. Count the ♥ on the table that matches with your Lover Card.
3. Discard that amount of ♥ from your own stack.
4. The starting player discards the four Rhyme Cards on the table.
5. Players who have completed their Mission collect their reward.

“Okay, but how do I create a line of poetry?”

Tips and Tricks

1. Say something romantic or give a compliment to one of the players.
2. Pick a word from the examples on the Mission- and Example Sheet as an ending of the line and work from that.
3. Check the example to the right.

An Example

- 1st line This poem is to show you appreciation, Rhyme: ()n
2nd line You’ve come this far - to this destination, Rhyme: ()n
3rd line Let’s make a poem and hit a new low, Rhyme:
4th line We’ll have fun, watch our love grow. Rhyme:

“Are there any requirements for the quality of poems?”

The players can vote if a poem does not follow these requirements, if so, the player has to redo the poem and pay a 1 ♥ penalty. Follow these guidelines:

Romance

1. The topic of the poem should be something romantic, but not every line needs to, you can build off a previous line, as in the 2nd line in the above example.
2. Be decent in your topic and framing, unless otherwise agreed upon.
3. Being awkward and making other people uncomfortable is not the same.

Positivity

1. Be nice to the other players, no backhanded compliments or ‘shade’.
2. Be nice to yourself.
3. Also be nice to the poet, it’s not easy to compose on the fly.

“What happens if no one has a matching card?”

If one player puts down a Rhyme Card and remaining players do not have a matching card on hand:

- All players, except the player who put down the last card, must draw new cards and pay a 1 ♥ penalty.
- The player to your left picks 3 Rhyme Cards at random from your hand, you draw the new ones.
- The ♥ penalty for the first draw is 1 ♥. If there are still no matches, the penalty increases with +1 cumulative.

LOVERS

The Lover card represents your persona in the game, there are 8 different ones, see the middle. This has an effect on what kinds of poems you find charming - also don’t worry, you don’t have to roleplay it.

Each Rhyme Card has 4 ♥, and if your color is on the card, it simply means you find that phrase charming. Each time you find a poem charming you are one step closer to having your ‘Heartstrings Pulled’ - i.e losing ♥. You keep your Lover Card hidden from the other players.

“Why do I have to keep my Lover Card hidden?”

If the other players know your Lover Card

1. They can tailor their Rhyme Cards to charm you.
2. They can at the end of a turn, after the ♥ are discarded, guess your persona. A correct guess forces you to give them 2 ♥ and draw a new Lover Card. An incorrect guess forces them to give 2 ♥ to you.
3. You might have to draw a new Lover Card, which prevents you from doing a mission the next round, it also costs 1 ♥. You can only draw a new Card at the end of a round.

MISSION

Passion Cards are used to determine your mission alongside the Lover Card. Each Lover Card Persona has eight topics printed on the Mission- and Example Sheet. The number on your Passion Card directly corresponds to a numbered topic on your persona. You can complete one mission per round and if you do, you draw a new Passion Card at the end of the Round. Similar to the Lover Card, the Passion Card is kept hidden. If the other players can narrow down which missions you have, it is easier to guess your Lover Card.

“How do I complete a Mission?”

Tips and Tricks

1. Keep talking, but don’t interrupt when someone composes a poem.
2. If you see an opportunity, bring up your Mission topic. It just has to be brought up loud enough for the others to register it. See the examples to the right of what could be considered a valid Mission.
3. You can feign doing another Mission as a decoy.

An Example

- Forward 5 Discuss a future project or idea
“Yeah, it’s delicious - we should totally start a food truck together.”
Cute 8 Propose an activity related to pets.
“If you’re really serious about losing weight, maybe you could come with mewhen I walk the dog?”

GENERAL RULES

“How do I complete a Mission?”

General Rules

- Sore Loser When you reach 0 and there are still players in the game, you can disrupt their romance by still doing Missions. Completing a mission at this point lets you take one Heart Token from a player of your choice and discard it. You can be stopped by the players’ guessing your Lover Card at the end of a round.
- Fifth wheel If there is more than 4 players in a game, you can use 6 lines for a poem. Note that this will increase the lost Heart Tokens per round. Playing as a couple is possible and encouraged, just add the challenge that you have to keep eye contact while composing the poems.
- Two To Tango

Option Rules

- Roleplay If you decide to roleplay as your Lover Card-personas, acting as another Card to throw the others off is not allowed.
- Candy Crush Even if you have the Sensual Edition, you can use candy as tokens - because why not?
- AB-AB This rule is for advanced poets. The standard version of the game uses a AA-BB rhyme scheme (The 1st line rhymes with the 2nd, 3rd with 4th), but if you are extra daring, use the AB-AB scheme and match the 1st with the 3rd and the 2nd with the 4th.