

The Lovers

Exclusive Erotic Game Game rules

TRIGGER WARNING: The game contains erotic and pornographic material and is intended only for adults. Some of the tasks in the game include elements of consensual non-consent.!

TRIGGER WARNING: You need to read the rules of the game before unpacking the cards. You can't peek at the cards!

INTRODUCTION

The Lovers is a unique adult-only erotic game. This game is very special because unlike other games, it doesn't take minutes or hours to complete, but weeks or even months. *The Lovers* is a game that will undoubtedly spice up your sex life. *The Lovers* will be available at several different levels. The rules for each level are the same, but the higher the level, the more challenging the tasks. The levels available now and in the future are:

- **Romantic** - initial level aimed at rekindling the romance, bringing forth erotic playfulness and also a bit of naughtiness. At this level there is nothing that goes beyond the generally accepted norms, although sometimes you may be a little bit surprised. This level is great for breaking the ice or rekindling that feeling you had when you first started dating.
- **Hardcore** - this level is recommended for those who want more. At this level, you will be asked to do things that shouldn't be discussed even among your friends. It is a no-holds-barred experience, and a lot of it has to do with domination. This level and the next one come in two versions: *Master & Slave* and *Switch*. The only difference is the arrangement of cards. The cards in *Master & Slave* version are arranged according to the roles, while in the *Switch* version, the cards are mixed up.
- **Pervert** - the name speaks for itself. The pervert level is intended only for a small group with few or no sexual inhibitions. At this level most of the cards engage third persons to play

AIM OF THE GAME

Actually, *The Lovers* has many goals, but the primary one is to have a good fun, full of sex, passion and perversity. During the game, you will be asked to carry out certain missions or perform additional actions in order to gain points. If you fail to complete your tasks, your total score will decrease. The person who scores more points wins the game. There will be a surprise for the winner.

FIRST GAME AND SUBSEQUENT GAMES

The cards are divided into two decks, one for each partner. The relevant markings (Female, Male, Master, Slave) are at the bottom of the deck, on the card for counting the score. The card for counting the score should be taken from the deck without looking at the other cards. It is recommended to put the decks in a place where they can be accessed by both partners only at the beginning of each turn. Before the first turn, you should also agree on the duration of each round. Our recommendation is one to two weeks. During each turn, both partners will have a mission to complete.

There are two types of cards:

- mission cards,
- additional cards.

During each turn, the partners pick three top cards from their decks. That way, they both get one mission card and two additional cards.

■ THE GAME

The course of each turn is as follows:

1. Each of the partners draws three cards from their deck (one mission card and two additional cards). Partners do not show their cards to each other.
2. During the turn, each of the partners has to perform their mission. After it's completed, the card is revealed to the partner. If a person fails to complete their mission during the turn, they lose the number of points indicated on the card. If they succeed, the points are gained.
3. During the turn, each of the partners can play additional cards (i.e. action cards or joker cards) in the manner indicated by the card type. Additional cards cannot be used if the person has a negative number of points or if using this card would cause their score to be negative. To play the additional card, the person must have the card in their hands and show it to their partner.
4. After finishing the turn (i.e. after the set time passes), the next turn starts. If during the set time none of the partners complete the mission, the turn ends only when the mission is completed by one of the partners, unless they both agree to proceed to the next round. Missions and actions might be performed outside of your home. Each card can be played at any time. Your score changes depending on whether you have successfully completed your task.

■ THE END

The game ends after eight turns. After that, the partners compare their scores. The player with more points wins. If the score is the same for both partners, then the winner is chosen by luck. The winner reads aloud the last card from their stack. This is the reward card, as the task is executed by their partner.

■ CARD'S STRUCTURE

Description - Description of the card. Some cards have different actions for male and for female players (indicated by „M“ and „F“ letters, respectively).

Type - Type of card:

- **Mission:** describes the mission the person has to perform. The person scores negative points if they don't complete the mission during their turn or gets positive points if they manage to successfully complete the mission. - **Joker:** allows the partners to switch roles (you can use it while playing action and mission cards, but also during other activities not related to the game).
- **Action:** allows the action to be performed at any time. The place and time is chosen by the person who plays the card.
- **Prize:** the card to be played at the end of the game by the person who won the game as a prize.

To use a joker card or an action card, a player must have the right number of points. If the partner does not agree to use this card, they lose a certain number of points (even if it means that their score is now negative), while the person who used the card does not lose any points. A given card can only be played once.

Level/Card No. - Card level:

- 1 – Romantic
- 2 – Hardcore
- 3 – Pervert

Card No. - the subsequent number on a given level

Points – Points are added to the score for the correct performance of the task (mission cards - positive value) or subtracted for using the card (action and joker cards - negative value). If the player completes their task, their score increases by a number of points specified for the task. If they fail to perform the mission, their score decreases accordingly.

M&S – For the Hardcore and Pervert level, the designation to determine whether the card is for the Master or for the Slave .

WARNING: All orders included in the game are only suggestion, accomplishment of orders depends only on players decision and is under their responsibility. Please ensure all participating individuals consent to acts and relationship dynamics portrayed in the game. Producer takes no responsibility for any consequences of behavior and actions resulting from player actions!

■ GAME EXAMPLE

A pair of lovers, Romeo and Juliet are buying *The Lovers* game and are planning to play it. After opening the box they read the rules. At the outset they agree that one round takes two weeks. Upon finishing reading the rules, they have come to know that they shouldn't pick out or shuffle the cards. After unpacking the cards, they take out each points card from the bottom of both stacks without looking at the penultimate card. Romeo's deck (signed as Points-Male on the respective points card) goes on the right side of the box and Juliet's deck (signed as Points-Female on the respective points card) on the left side.

Turn 1 (in their case, from Monday 14th of February until Sunday 27th of February):

Romeo draws the top 3 cards from his deck (without showing them to Juliet). Juliet also draws the top 3 cards from her deck (without showing them to Romeo). Both of them each draw one *Mission* card and two *Action* cards.

Romeo performs his mission on Friday the 18th, once completed he shows Juliet his card and he obtains 8 points for said mission. Romeo now has 8 points, and on Wednesday whilst on a walk with Juliet, he decides to leverage his action card. Juliet in response, performs Romeo's action card. This particular action card happens to be worth 2 points, in which case Romeo points are reduced to 6.

Juliet, during her turn, doesn't perform her mission - so on Sunday the 27th, she shows her card to Romeo and her points are reduced by 4 (number of points on *Mission* card). Juliet cannot use any action cards during the first turn because she doesn't have sufficient points for this.

Number of points after first turn: Romeo: 6 (+8 points for mission and -2 for use of action card and Juliet's subsequent fulfillment of card)

Juliet: -4 (-4 points for unfulfilled mission)

Turn 2 (in their case, from Monday 1st of March until Sunday 14th of March):

Romeo draws the next 3 top cards from his deck (without showing them to Juliet). Juliet also draws the next 3 top cards from her deck (without showing them to Romeo). Once again, both of them each draw one *Mission* card. This time Romeo happens to draw two *Action* cards, Juliet one *Action* card and one *Joker*. As of now, Romeo has 3 *Action* cards and one mission card. While Juliet has 3 *Action* cards, one *Joker* and one *Mission* card.

Before performing any mission at home, Romeo is using an *Action* card. Juliet wishes to play her *Joker*, but she is unable to because she has too few points. Juliet doesn't perform the action therefore she loses 2 points. Romeo maintains his score.

The mission in this turn is performed by Juliet first. After showing the card to Romeo, Juliet obtains 10 points (the *Mission* card's value). In this turn, while cleaning the house, Juliet plays her *Joker* (2 points value), which should be performed by Romeo and as result he has to clean the house instead of Juliet.

Romeo in this turn doesn't perform his mission, the value of which is 6 points

Number of points after second turn:

Romeo: 0 (6 points from prev. turn, -6 points for unfulfilled mission)

Juliet: 2 (-4 points from prev. turn, -2 points for unperformed action, +10 points for fulfilled mission, -2 points for Joker)

End of the game:

Number of points after eight turn:

Romeo: 10

Juliet: 12

Juliet has won the game, because after eight turns she has obtained more points than Romeo. Juliet draws the last card from her deck, the *Prize* card. On the *Prize* card there are two actions and Juliet needs to choose one of them. She selects her preference and the prize is the obliged task that Romeo performs for Juliet.