

# The Lovers - Extras

## 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 series of erotic games. The series 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 – Extras* is an addition to the base game of *The Lovers*, they can be mixed together, mixed with the base version or played independently. Extras, apart from regular use by couples, can be easily adapted to group games.

## AIM OF THE GAME

*The Lovers* has many goals, but the primary one is to have good fun, full of sex, passion and perversity. During the game, you will draw cards that will inspire you to perform specific actions.

## GAME TYPES

There are many ways to use extras to the game, here are some of the many possibilities:

- Playing extras independently - in this mode, each partner draws a card (or cards when several extras are combined) and does not show it to the partner. It is up to each partner to perform the act on the card independently.
- Playing extras together (shared) - in this mode, partners draw a card together (or cards when several extras are combined). They perform the act on the card together. In this mode, the partners lose the element of surprise, although the joint implementation of the task can also provide a lot of excitement and pleasure in the game.
- Adding extras to mission cards from the basic version - in this mode, extras cards can be randomly drawn along with the mission and implemented as an additional requirement for the completion of the mission.
- Adding extras to action cards from the basic version - in this mode, extras cards can be drawn together with action cards and implemented just like action cards for an agreed number of points (e.g. 2)

Later in the manual, we will discuss the rules of the game when expansions are played independently or shared without mixing with the base game

## FIRST GAME AND SUBSEQUENT GAMES

After opening the cards, they should be shuffled and not be peeked at. If you are playing with several extras, do not mix them, shuffle them on your own and set them as independent card stacks.

The game consists of 13 turns when you draw cards independently (each partner draws one card) or 26 turns when you draw cards together. You can set the time limit for one round freely, but we recommend that the round lasts approximately 1-2 weeks. After the game is over, the cards can be shuffled anew and the game can be played again (e.g. by combining other extras).

During each turn, partners draw one top card from the stack so as not to show it to their partner (when playing independently) or partners draw a card together. In the case of a group game, you can draw a card for one pair, one person or the whole group.

When combining extras, draw one card from each stack. Extras can be combined freely, for example, *Gadgets* together with *Places* (given gadget should be used in a given place), or *Disguises* with *Sexual Positions* (use a given position being in target role play). The combination of four extras with each other in one game can be a challenge even for the most avid players.

## THE GAME

Before starting the game, players determine a reward for victory, it can be done in one of the following ways:

- both players agree on a prize together
- each player writes down the potential prizes on three cards, and then one prize is randomly drawn from all cards

The course of each turn is as follows:

1. Each partner draws one card from each extras stack involved in the game (or partners draw one card/cards together in the case of a shared game). In the independent game, partners do not show each other their cards.
2. During a turn, in the case of an independent game, each of the partners is obliged to perform the action related to the card, in the case of a shared game, the partners prepare together to perform the act, depending on the extras, it may be:
  - Prepare or buy and use a given gadget on yourself or your partner (extras: *Gadgets*). The person who drew a given card decides whether the gadget is intended for herself, her partner, or maybe both of them.
  - Prepare and initiate intercourse in a given place (extras: *Places*)
  - Initiate a given sexual position during intercourse (extras: *Sexual Positions*)
  - Prepare (make, buy, rent) an appropriate disguise for yourself or your partner and use it (extras: *Disguises*). The person who drew a given card decides whether the disguise is intended for themselves, their partner, or maybe both of them. They can use an appropriate variation of the clothes according to gender.
3. If a player completes their card, they get one point, if they fail, they lose one point.
4. After the end of a turn (the set time has elapsed), partners start the next turn. If neither partner has played a card during the allotted time, the turn will not end until one of the partners has played his card first - unless both of them agree to move on to the next turn.

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## THE END

In the case of an independent game, the game ends after 13 turns have passed and the partners compare their points. The person with the most points wins. If the number of points is tied, the winner is determined by lot.

The winning person wins the prize set at the beginning of the game. When you play together, you both are winners.

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## CARD'S STRUCTURE

**Description** - A place where you can read nice quotes.

**Type** - Type of extras.

**Level/Card No.** - Card level:

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

Card No. - the subsequent number on a given level along with the symbol of extras (G – *Gadgets*, D – *Disguises*, P – *Places*, S – *Sexual Positions*).

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

