

LOVE IS BLIND

THE PARTY GAME

RULES OF
ENGAGEMENT

AGE
17+



Knowledge of English Required
Connaissance de l'anglais nécessaire

NETFLIX



CONTENTS:

1 Double-sided Gameboard, 150 Pod Cards, 100 Apartment Cards, 30 Answer Cards, 1 Score Pad, 10 Rings, 20 Kisses

IS LOVE REALLY BLIND?

This isn't just a party game, it's an experiment in love.

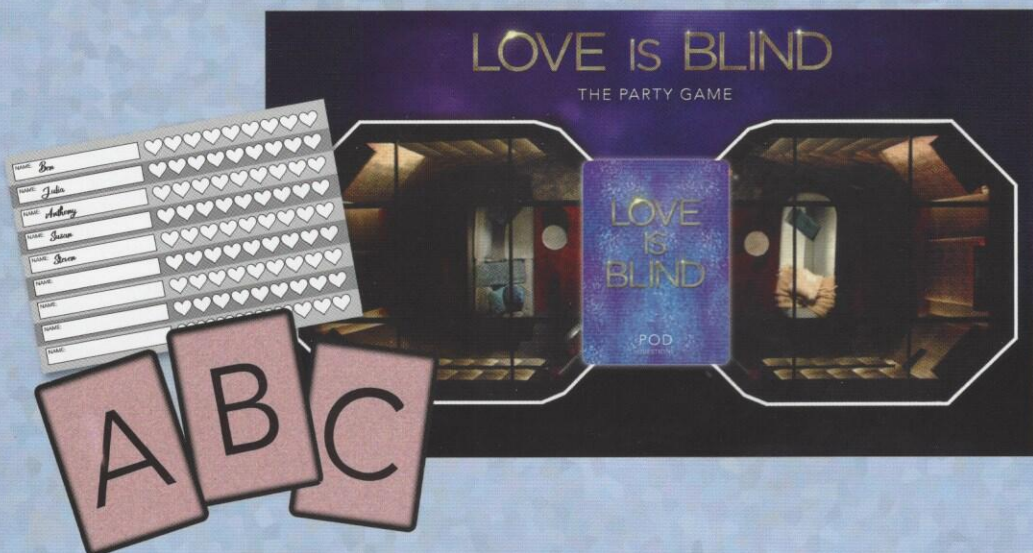
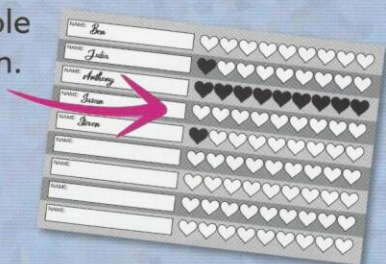
Your perfect match may be the player you least expect, because after all... love is blind. First, discover your best match blindly in the Pods. Then compete together to score the most Hearts as a couple in the Apartments. Will your connection last, or will you fall out of love and choose a different partner? At the end of the game, the couple with 9 Hearts in each other's rows says "I do" to win the game of love.

TO WIN THE GAME OF LOVE:

After a series of questions, be the first couple to score 9 Hearts in each other's rows to win.

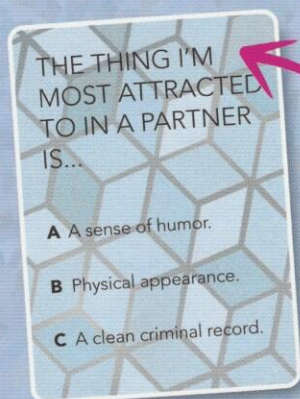
SET THE SCENE:

- Gather an even number of friends and potential soulmates.
- Start with The Pod side of the gameboard.
- Shuffle the Pod Cards and place them on the board.
- Each player takes a colored set of 3 ABC Answer Cards.
- Give each player a Score Sheet and a pen, pencil, or marker (not included).
- On the Score Sheet, write each player's name (but not your own) in one of the rows.



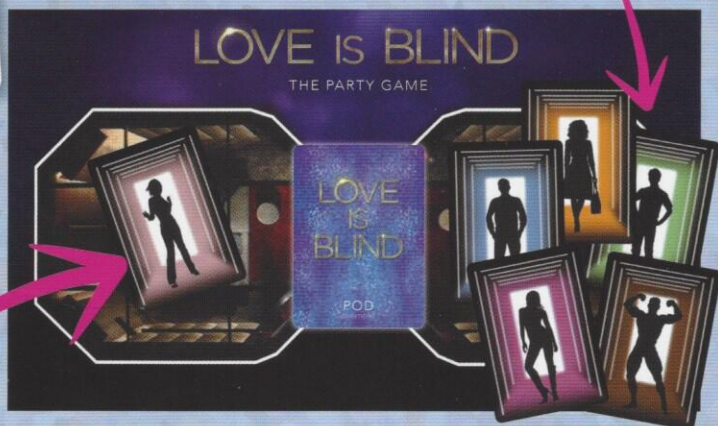
THE PODS ARE OPEN!

"Date" in the Pods until all players are partnered up!
Whoever went on a blind date most recently goes first.



- The first player, Player 1, draws a Pod Card and reads it aloud to the group, including all 3 answers.
- Each player other than Player 1 lays an Answer Card face down, locking it in.

Player 1



- Player 1 then locks in their own answer by playing an Answer Card face down in their own pod.
- Player 1 then announces their answer to the question, along with their rationale.
- Anyone who matched answers with Player 1 scores 1 Heart with them! Fill in 1 Heart in the row that matches the player's name.
- Player 1 fills in 1 Heart for EACH player who matched with them.
- Finally, the remaining Answer Cards are flipped up. These players don't score any Hearts.



IT'S BEEN LESS THAN A WEEK, BUT I THINK I LOVE YOU

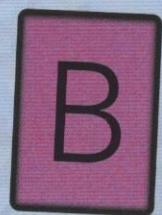
As soon as you have 3 Hearts with a player, you may propose to that player. However, you don't have to!! If you reach 5 Hearts with a player, one of you **MUST** propose to the other.

When you're ready to take the next step in the relationship (wow, so soon!), take a ring from the box and get down on one knee and ask the player to marry you. You may do this at any time during the game, except when someone else is proposing.

The player being proposed to takes their Answer Cards, places one face down, and when they're ready, they'll flip it and announce their intention aloud.



A: YES!!! - You are now a couple! Put on the rings, and take 1 Kiss for your couple. You both will continue to answer questions, but no one will score Hearts with you. Instead, if you match with your partner on any question, take 1 more Kiss. If you reach 5 Kisses, stop answering questions.



B: I like you, but I'm not ready just yet, let's keep talking. You are not a couple and play continues normally.



C: No, I don't think it's going to work out. - The proposing player loses 1 Heart in the row of the player they proposed to. If both players had 5 Hearts with each other, both players lose 1 Heart.

Continue playing until all but two individuals have said yes to a proposal. If you are one of the two lone individuals left, automatically become the final couple and gain 1 Kiss.

THE APARTMENTS:

Begin this part of the experiment by coming up with your power couple name (think Brangelina). You're a team now, but we'll see if you can make it last until the wedding.

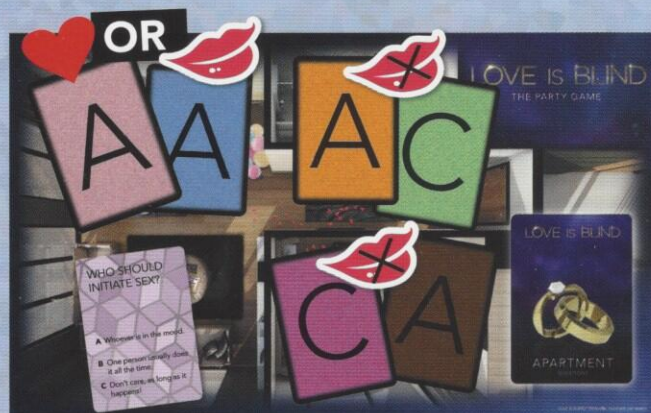
Flip the board to The Apartments side.

Now that you're engaged, the reality of living together sets in. These questions gauge your real-life compatibility. It's time to work together to score Hearts and strengthen your bond as a couple. But will your reality throw a monkey wrench into your perfect relationship?

Swap out the Pod Cards for the Apartments Cards. All couples play every card. The goal is to match answers with your partner!



- Flip an Apartment Card and place it in one of the rooms. One player should read it aloud.
- Now each player places an Answer Card face down on another area of the apartment. Place your Answer Card in the same room as your fiancé.
- Couple by couple, flip your Answer Cards. Gasps and shocked faces are encouraged as you discover the quirks and potential dealbreakers in your betrothed!



- If you matched answers, score 1 Heart OR choose to take 1 Kiss if you have 0 Kisses remaining.
- If you didn't match answers, lose 1 Kiss unless you have 0 Kisses left.

THE DRAMA:

If your couple runs out of Kisses, your relationship is on the ropes!

If you are part of a couple without Kisses and you match Answer Cards with another player who is part of a different couple without Kisses, you may propose to that player instead! It's a betrayal to your current partner, but if you're not meant to be together, why stay together?

The player you propose to takes their Answer Cards, places one face down, and when they're ready, they'll flip it and announce their intention aloud.



A: YES!!! - You are now a couple! Take the ring off your previous fiancé and put it on your new one. Gain 3 Kisses and 2 Hearts, then make up a new couple name. Before starting the next round, all players must be in a relationship, so the two individuals must immediately form a couple if no other proposals occur. Gain 2 Hearts and 3 Kisses for the new relationship.



B: NO! And how dare you, I'm loyal to my fiancé! Both players in the couple of the player who proposed loses 1 Heart. All relationships remain the same.

LIVING HAPPILY EVER AFTER:

Answer questions the same as your fiancé to score Hearts. The first couple to score 9 Hearts wins! Say your "I Dos!" and live happily ever after ... or until your next game night.

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