

Trait

Accent

Trait

Accent

Trait

Accent

Trait

Athletic

Trait

Athletic

Trait

Athletic

Trait

Charming

Trait

Charming

Trait

Charming

Trait

Exotic

Trait

Exotic

Trait

Exotic

Trait

Funny

Trait

Funny

Trait

Funny

Trait

Handsome

Trait

Handsome

Trait

Handsome

Trait

Intelligent

Trait

Intelligent

Trait

Intelligent

Trait

Rich

Trait

Rich

Trait

Rich

Trait

Sexy

Trait

Sexy

Trait

Sexy

Trait

Witty

Trait

Witty

Trait

Witty

Lauren

I want:

Accent

Funny

Jeanine

I want:

Accent

Rich

Abby

I want:

Accent

Athletic

Allison

I want:

Charming

Funny

Kelly

I want:

Charming

Handsome

Julie

I want:

Charming

Rich

Nicole

I want:

Exotic

Funny

Michelle

I want:

Exotic

Handsome

Jennifer

I want:

Exotic

Sexy

Sarah

I want:

Handsome

Intelligent

Rachel

I want:

Intelligent

Athletic

Suzie

I want:

Intelligent

Witty

Katie

I want:

Rich

Sexy

Rebecca

I want:

Sexy

Witty

Karen

I want:

Athletic

Witty

Action: Swagger

Steal Someone's Girl

Choose any opponent's girl card currently in play, take it (with modifier cards, if applicable), and play it alongside your current set of girl cards.

If the opponent is left without a girl card, he immediately draws another girl card from the pile and plays it.

Action: Swagger

Steal Someone's Girl

Choose any opponent's girl card currently in play, take it (with modifier cards, if applicable), and play it alongside your current set of girl cards.

If the opponent is left without a girl card, he immediately draws another girl card from the pile and plays it.

Action: Swagger

Trade Girls

Choose any one girl currently in play by an opponent and any one girl currently in play by you and exchange them.

Action: Swagger

Trade Girls

Choose any one girl currently in play by an opponent and any one girl currently in play by you and exchange them.

Action: Swagger

Steal Someone's Card Blindly

Take one card from any opponent's hand, and add it to your current hand.

Action: Swagger

Humiliate!

Force any single opponent to discard all of his current traits in play.

Action: Swagger

Pimp Your Ride

After completing your current turn, take another turn.

Action: Swagger

Write a Ballad of Love

Draw another girl card from the pile and play it.

When played, this card counts as the **Charming** trait.

Action: Swagger

Settle

Play this on any one of your own girl cards. That girl now requires only one trait for the player to win. Designate which trait to ignore by placing this card under the girl card such that this card is visible on the side adjacent to the trait you wish to ignore.

This card and the *Hard to Get* card cancel each other out.

<p><i>Action: Swagger</i></p> <p>Take Salsa Lessons</p> <p>Discard any Rich traits you have in play as you play this card.</p> <p>When played. This card counts as the Sexy trait.</p>	<p><i>Action: Swagger</i></p> <p>Travel the World</p> <p>Draw another action card from the pile.</p> <p>When played, this card counts as the Exotic trait.</p>	<p><i>Action: Swagger</i></p> <p>Nice Outfit!</p> <p>Draw an extra card from all three piles (Trait, Action, and Girl). Play the extra girl card alongside your current set of girl cards.</p>
<p><i>Action: Swagger</i></p> <p>Playing the Field</p> <p>Discard any number of girl cards you have in play, then draw that many girl cards from the pile and play them alongside your remaining set of girls, if any.</p>	<p><i>Action: Swagger</i></p> <p>Funny Story</p> <p>Draw an extra girl card from the pile, and play it alongside your current set of girl cards.</p>	<p><i>Action: Swagger</i></p> <p>Dance Floor</p> <p>Collect every girl card currently in play and redistribute them randomly, such that each player receives the same number of girl cards he originally had before this card was played.</p>
<p><i>Action: Burn</i></p> <p>Bring up a Wiki on Your Phone (to Show Someone is Stupid)</p> <p>Take any one Intelligent trait currently in play by an opponent, and then play it as your own.</p>	<p><i>Action: Burn</i></p> <p>Identity Theft</p> <p>Take any one Rich trait currently in play by an opponent, and then play it as your own.</p>	<p><i>Action: Burn</i></p> <p>Steal Punchline</p> <p>Take any one Funny trait currently in play by an opponent, and then play it as your own.</p>

Action: Burn

Beat Someone in a Race

Take any one **Athletic** trait currently in play by an opponent, and then play it as your own.

Action: Burn

Point out Fake Accent

Choose one **Accent** trait currently in play by an opponent, and discard it.

Action: Burn

Point out Toupée

Choose one **Handsome** trait currently in play by an opponent, and discard it.

Action: Burn

Point out Artificial Tan

Choose one **Exotic** trait currently in play by an opponent, and discard it.

Action: Burn

That's Her Sister!

If someone has two or more girl cards in play, discard all of that person's girl cards. The target immediately draws another girl card from the girl pile and plays it.

Action: Burn

Farting

Discard any **Charming** or **Sexy** traits in play by the target.

This card counts as a **Funny** trait. The target places this card alongside his other traits.

Action: Burn

Hard to Get

Choose any one girl in play by an opponent. That girl now requires double of one of her desired traits. Designate this trait by placing this card under the girl card such that this card is visible on the side adjacent to the trait the opponent needs two of.

This card and the *Settle* card cancel each other out.

Action: Burn

Spit Mad Game

When played, this card cancels any single immediate action on you that causes any sort of trait loss.

Action: Burn

Bilingual

When played, this card cancels the immediate loss of **Charming** and/or **Intelligent** caused by an opponent's action on you.

This card also counts as an **Accent** trait.

Action: Burn

Witty Comeback

Any action played immediately against you with a negative effect now targets the person who played the action.

This card also counts as a **Witty** trait.

Action: Burn

Confidence

When played, cancels the negative effects of any single action played immediately against you.

Action: Burn

You're a Jerk!

When played, this card cancels any single immediate action on you that causes any sort of trait loss.

Action: Burn

Take Care of Drunken Roommate

If another player is about to pick up a girl and win, discard the girl card which is allowing him to win.

If the opponent is left without any other girl cards, he must immediately draw another girl card from the girl pile and play it.

Action: Burn

Let's Just Be Friends

This card negates any action done by an opponent that allows him to receive another girl card.

MIT OpenCourseWare
<http://ocw.mit.edu>

CMS.608 / CMS.864 Game Design
Fall 2010

For information about citing these materials or our Terms of Use, visit: <http://ocw.mit.edu/terms>.