

hello!

Thank you so much for taking the time to read the rules of the game! Please reach out to me if you would like to learn more!
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cupid

A card game for 2-4 players

Princess Isabelle has just turned 18 and while many suitors have come from far across the land to win the princess' hand, Princess Isabelle still awaits for the perfect prince to sweep her off her feet.

You are one of these suitors, trying to get your love letter to Princess Isabelle. Unfortunately, she is unwilling to leave her palace to meet suitors, so you must rely on intermediaries to play as your cupid, delivering your letter to the Princess.

During this game, you hold one secret card in your hand. This is who currently carries your love letter for the Princess. Make sure that the person closest to the Princess holds your love letter at the end of the day, so it reaches her first!

components

You should have the following components to the game. Please cut out each card to experience the gameplay.

- 18 Game cards
- 9 Challenge cards
- 4 Player Reference cards
- 25 tokens of affection

game cards

The game has 27 cards which are used when playing with 2 to 4 players. Each different card name represents someone at the royal residence. Each card has a number in the upper left corner (except for the Pirate) - the higher the number, the closer that person is to the Princess. At the bottom of each card, a text box describes the effect that occurs when the card is discarded.



challenge cards

These cards allow you to challenge a player when they try to kick you out of a round. Each challenge card pose a different challenge. If you win, you get to stay in the round (this time!), else you are out of the round.

reference cards

These list the various cards in the game, as well as summarizing their effects and indicating how many copies are in the deck. They are not used in the game itself, but are provided as a memory aid for players.

setup

Separate the challenge cards from the playing cards. Shuffle the challenge card and place them aside in a pile. Shuffle the deck of playing cards to form a face-down draw pile. Remove the top card of the deck from the game without looking at it and place it aside.

If you are playing a 2-player game, take 3 more cards from the top of the side, face up. They will not be used during this round, but are available for all players to examine during the game.

Each player draws 1 card from the deck. This is the player's hand, and is kept secret from the other players.

How to play

Cupid is played in a series of rounds. Each round represents one day. At the end of each round, one player's letter reaches Princess Isabelle, and she reads it. When she reads enough letters from one suitor, she becomes enamored and grants that suitor permission to court and potentially take her hand in marriage. That player wins the Princess' heart and the game.

Taking a Turn

On your turn, draw the top card from the deck and add it to your hand. Then, choose one of the two cards now in your hand and discard it face up in front of you. Apply any effect on the card that you've discarded. You **MUST** apply its effect, even if it is bad for you!

All discarded cards remain in front of the player who discarded them. This helps players to figure out which cards other players might be holding.

Once you finish applying the card's effect, the turn passes to the player on your left.

Out of the Round

If a player is knocked out of the round, that player discards the card in his/her hand face up (but does not apply the card's effect) and takes no more turns until the next round.

Challenge cards

If a player is knocked out of the round, that player before discarding the card in his/her hand, may choose to play the Pirate card and duel in a challenge to keep their spot in the game. Draw a Challenge card and duel. If the player wins, they may stay. Else, they must discard the card and is out of the round.

Honesty

While there are various ways a player could cheat (for example, lying when confronted by a Guard, or failing to discard the Countess when that player also has the King or Wizard in his/her hand), Cupid is meant to be a fun, light game. Hence, be honest and don't cheat!

Choosing a Player

If you discard a card with an effect that requires you to choose a player that cannot be chosen due to another card effect (Handmaid), your card is discarded without effect.

End of a Round

A round ends if the deck is empty at the end of a player's turn. The royal residence closes for the evening, the person closest to the Princess delivers the love letter, and Princess Isabelle retires to her chambers to read it. All players still in the round reveal their hands. The player with the highest number in their hand wins the round. In case of a tie, players add the numbers on the cards in their discard pile. The highest total wins. If there is still a tie, then all tied players are considered to have won the round.

A round also ends if all players but one are out of the round, in which case the remaining player wins.

After a round ends, the winner (or winners, if there was a tie at the end of the round) receives a Token of Affection. Shuffle all 27 cards together, and play a new round following all the setup rules above. The winner of the previous round goes first, because the Princess speaks kindly of him/her at breakfast. If there was more than one winner from the previous round as a result of a tie, then seniority wins and the older player goes first.

Game End and How to Win

A player wins the game after winning a number of Tokens of Affection based on the number of players:

2 players	7 tokens
3 players	5 tokens
4 players	4 tokens

About the people

A brief profile of the people in the game

8: Princess Isabelle

Princess Isabelle is elegant, charming, and beautiful. Obviously, you want her to read your letter. However, she guards her heart tightly in fear of a broken heart. Hence, if she is confronted, she'll toss your letter in the fire and deny looking at any correspondence.

If you discard the Princess - no matter how or why - she has tossed your letter into the fire. You are immediately knocked out of the round. If the Princess was discarded by a card effect, any remaining effects of that card do not apply (you do not draw a card from the Wizard, for example).

7: King Ozzie

The undisputed ruler. He loves the Princess more than anything else in the world and only wishes the best for her, which also means that he would give her absolutely anything she wanted. Hence, he does not rate as highly with Princess Isabelle as a father should. While he acts as a loving father, he makes himself scarce whenever the Countess or Wizard are around.

Unlike other cards, which take effect when discarded, the text on the King applies while he is in your hand. In fact, the only time it doesn't apply is when you discard him.

If you have the King and either the Countess or Wizard in your hand, you must discard the King. You do not have to reveal the other card in your hand. Of course, you can also discard the King even if you do not have a member of the royal court in your hand. The King likes to play mind games...

6: Countess Naomi

Always on the prowl for some juicy gossip, Naomi's age and noble blood make her one of Princess Isabelle's friends. Countess Naomi has always been slightly jealous of the Princess' lifestyle and will trade anything to move up in her ranks. Even so, she is loyal to the Princess.

When you discard Countess Naomi, trade the card in your hand with the card held by another player of your choice. You cannot trade with a player who is out of the round.

5: The Wizard

Well-versed in the art of magic, the Wizard does not disclose his names in fear of the enemies that he's made in the past. Since he has watched the Princess grow up, he hopes to help her to find her happiness by playing cupid

When you discard The Wizard, choose one player still in the round (including yourself). That player discards his or her hand (but doesn't apply its effect, unless it is the Princess) and draws a new one. If the deck is empty and the player cannot draw a card, that player draws the card that was removed at the start of the round. If all other players are protected by the Handmaid, you must choose yourself.

4: Handmaid Kirby

Few would trust a mere Handmaid to play cupid and deliver such an important letter. Fewer understand the brilliance that is Kirby and her skilled ability at playing the foolish Handmaid.

When you discard Handmaid Kirby, you are immune to the effects of other player's cards until the start of your next turn. If all players other than the player whose turn it is are protected by the Handmaid, the player must choose him-/herself for a card's effects, if possible.

3: Baron Marina

Quiet and gentle is how everyone would describe her. Even then, she is firm with her decisions and her suggestions are often treated as if they came from the King himself.

When you discard the Baron, choose another player still in the round. You and that player secretly compare your hands. The player with the lower number is knocked out of the round. In the case of a tie, nothing happens.

2: Jester Cobb

Funny, silly, the life of the party. Jester Cobb just wants to have fun and bring smiles to everyone's faces. He often visits the palace as dad jokes are his top game.

When you discard the Jester, you can look at another player's hand. Do not reveal the hand to any other players.

1: Guard Mira

Charged with seeing to the security of the royal family, Mira follows her orders with persistence and diligence.

When you discard the Guard, choose a player and name a number (other than 1 or X). If that player has that number in their hand, that player is knocked out of the round. If all other players still in the round cannot be chosen (due to the Handmaid), this card is discarded without effect.

X: Pirate Rocket

Law? What's that? Rocket, the Pirate, challenges all who dares come his way. And if you think you can beat him, why don't you just try him. But be careful, he might just come back for revenge.

You may only play the Pirate the moment you have been kicked out of a round (eg. when someone plays a Guard and guesses your number)