

Relationship Goals

A 2-player competitive co-op card game.

*“Everyone sees you two as a picture-perfect couple but little do they know there’s no love in this marriage! While you and your spouse pursue your **respective goals**, be careful. Your indulges could destroy your **reputation as a couple** and we wouldn’t want that, would we?”*

Card List

Deck: 69 cards (Sex x14, Power x14, Money x14, Reputation x17, Manipulation x4, Opportunist x4, Flip the Script x2)
Asset Markers: 6 (Sex x2, Power x2, Money x2)

Goal

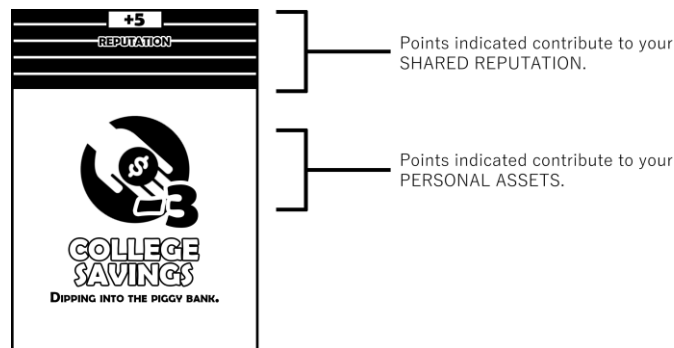
Be the first to reach **5 points in each Asset** (Sex, Power and Money) while keeping **Shared Reputation positive** (0 or above).

Personal Assets

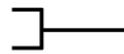
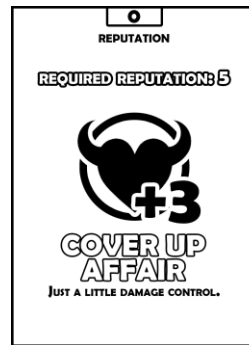
Assets are portrayed through their respective Icons.



Base Cards



Requirement Cards

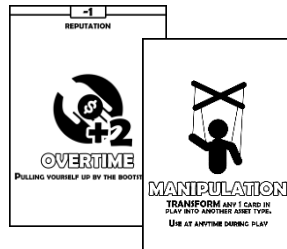
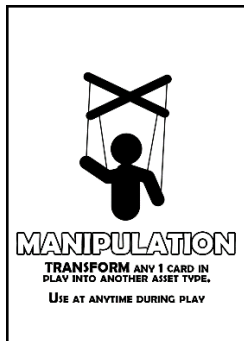


Some cards require points in your SHARED REPUTATION to collect.

Failing this requirement nets 0 PERSONAL ASSETS for this card.

Sabotage Cards

Can be used **on any field card** anytime before Tally.



Ex: Player A transforms their +2 Money to +2 Sex.

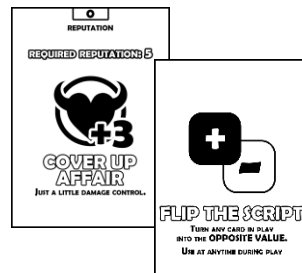
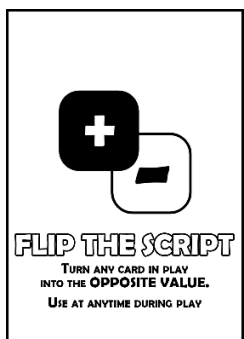
Reputation stays the same.



Ex: Player A has -3 Power
Player B has +1 Sex



Now Player A has +1 Sex
and Player B has -3 Power

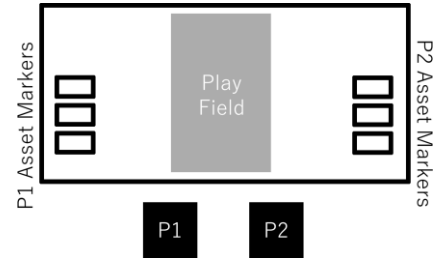


Ex: Player B transforms Player A's +3 Sex to -3 Sex.

Reputation stays the same.

Setup

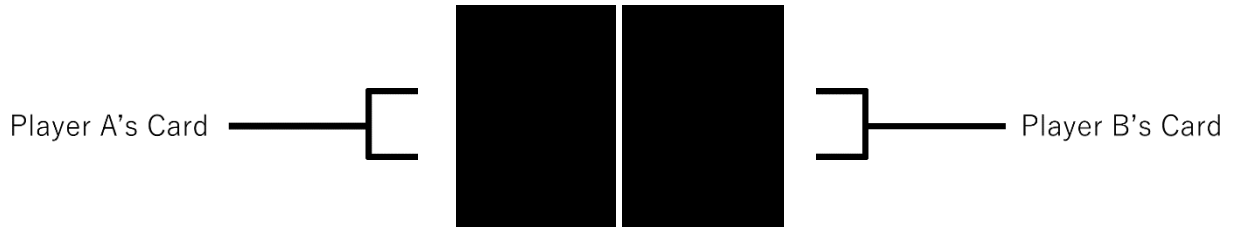
- Relationship Goals is played side-by-side.
- Set a **Sex, Power, Money Marker** aside for **each player**.
 - o These are used to manage points for each Asset.
- Shuffle the deck.
- Players draw 6 cards each, keeping them hidden from their spouse.
- Begin a Phase.



Each Phase consists of 3 Rounds and a Tally.

A Round:

- Each player places a card from their hand facedown, side-by-side, onto the Play Field.



- Draw back up to 6 cards in hand.
- Reveal facedown cards when both players are ready.



*This couple now has 5 Shared Reputation.
Player A has -3 Power while Player B has +1 Sex.*

- Optional: Use any Sabotage Cards in hand and draw back up to 6 cards.
- End round.

Play 3 Rounds.

At the end of the 3rd Round, a Tally begins.

A Tally:

- Calculate the total Reputation points from the 6 cards on the field.
- If the sum is 0 or above:
 - o Players calculate Personal Assets earned from the Phase.
 - o Players select a number of cards from their hand equal to the number of points they have earned. These cards are now Point Cards.
 - o Players place these Point Cards onto their respective Asset Markers.*
 - *Ex: Player A gains +2 Sex and +1 Power. They select **any** 3 cards from their hand. Player A places 2 Point Cards onto their Sex Asset Marker and 1 Point Card onto their Power Asset Marker.*
 - o After distributing Point Cards to their Assets, each player draws back to 6 cards.
 - o Clear all cards on the Play Field and place into a Discard Pile.
 - o Begin a new Phase.



*Ex: This couple now has 5 Shared Reputation.
 Player A (left column) has -3 Power and +2 Sex.
 Player B (right column) has +2 Money, +2 Sex.*

- If the sum is negative:
 - o All Assets earned by the players are discarded and the game resets.

*Notes:

- Players cannot have more than 5 points in an Asset. If they have more than 5 points in an asset, they must discard any excess Point Cards.

Ex: Player A has 3 Money in their Assets. In this Phase, they earn +3 Money. The player selects 3 cards from their hand, placing 2 onto their Asset Marker. The remaining card is placed in the discard pile.

- Players cannot have less than 0 points in an Asset. Negatives will not carry over to the next Phase.

Ex: Player B has 2 Sex in their Assets ends the Phase with a -3 Sex. At the end of the Phase, they take the 2 Point Cards from their Sex Asset and place them in the discard. Their Sex Asset is now at 0 for the next Phase.