

Martinis & Men

The Hip Matchmaking Game

Match up your friends. Then send them on their first date in hopes of love at first sight! But be careful, other matchmakers will be trying to steal them out from under your nose.

Included In This Box

Deck of 80 People Cards
Red Woman Die
Blue Man Die
These Rules

Winning

The first person to get three married couples wins the game immediately.



Setup

- ♥ Shuffle all the cards together.
- ♥ Deal six cards to each player.
- ♥ Put the deck in the middle of the table.
- ♥ The person who has most recently attended a wedding starts the game.

The dice tell you how the date went:

- ♥ Love at first sight!
- 🍸 I'm interested.
- ⚡ This is over!

People Cards

Each card has two different parts.

- 1 Gender: Cards are divided into men (blue) and women (red).
- 2 Trait: Each person has two traits. You will try to make couples by matching people with a similar trait.



Playing the Game

- ♥ Begin your turn by drawing a card.
- ♥ Choose a person from your hand that you want to match and show it to everyone.
- ♥ Ask the other players if they have a person of the opposite sex that matches.

All players who have people who match must show everyone one person. If a player has more than one person they choose which one to reveal.

Example: you try to match a card that is a man, with the traits "Spiritual" and "Hippy."

The other players who have a woman card with either "Spiritual" OR "Hippy" on it, must show it.

Once all the players who have matching people reveal them, then you choose which card to take for your match!

- ♥ Alternately you can match a person in your hand with one in the Dating Pool that has a matching trait (see *The Dating Pool*.)
- ♥ If you find a match, you then roll the dice and check the results (see *Rolling the Dice* 🎲🎲.) This ends your turn.
- ♥ If there are no matching people in the Dating Pool or in other players' hands, you place your revealed card in the Dating Pool. This ends your turn.

Sometimes the Dating Pool will contain a pair of matching cards. In this case you can attempt to match them directly instead of using a card from you hand.

You cannot match a couple directly out of your hand.

Rolling the Dice



2 Hearts: The couple gets Married!
Turn them face down with your married couples. This kicks off Wedding fever.



Double Lightning Bolts: Discard both cards.



Blue Lightning Bolt: Discard the Man.
Move the Woman to the Dating Pool.

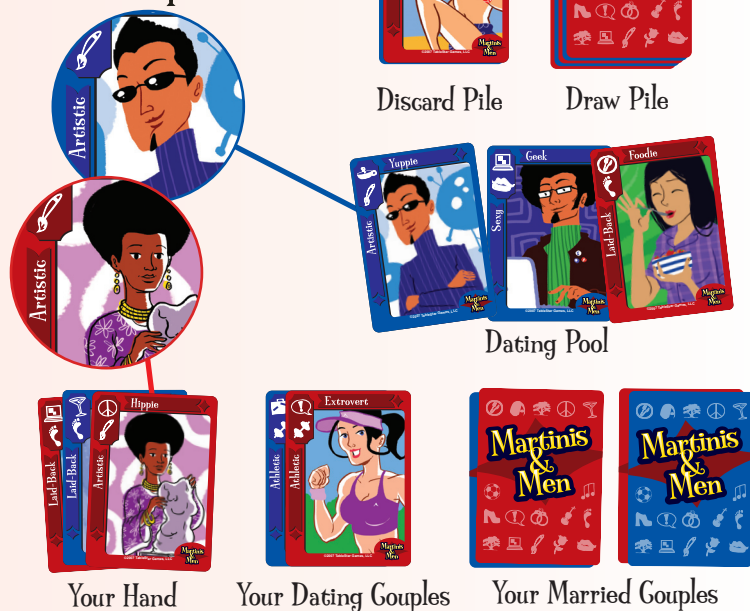


Red Lightning Bolt: Discard the Woman.
Move the Man to the Dating Pool.



Any other result: The pair is a dating couple.
Place them face up in front of you.

Example Game



In this example you have two Married Couples and only need one more to win. On your turn you will be able to match the Artistic Hippy in your hand with the Artistic Yuppie in the Dating Pool and roll the dice.



Wedding Fever



Wedding Fever occurs when a couple gets married. Start with the person who rolled the Hearts and go around the table to the left. Each player rolls for each of their dating couples. The dice roll can either cause the couple to break up, continue dating, or get married. Note that if any couples get married over the course of Wedding Fever, you do not start another Wedding Fever.

The Dating Pool

When a couple does not work out because one lightning bolt comes up, the other person goes into the Dating Pool. On your turn you can match a card from your hand with a card in the Dating Pool. You roll for this couple as normal.

Special Cards

Special cards are played to affect the outcome of rolls and must be played immediately after the roll. Players can play Special Cards on any player's turn: the card player declares which color die to roll. The player who made the original roll must roll that die again. Players may play multiple special cards after each die roll. After you play a Special Card, discard it and draw another card.



Credits

Inspiration: Maggie Elkin
Design: Peter Hansell, Maggie Elkin, Alexei Othenin-Girard.
Art: Graham Gorcoran
Graphics: Peter Hansell, Alexei Othenin-Girard
Production: Robert Garroll.
Additional Design: Monte Lin, Nico Garroll, Ray Long
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Having fun? Let us know.

TableStar Games
1942 University Avenue, Suite 208
Berkeley CA, 94704
Maggie@MartinisAndMen.com
www.MartinisAndMen.com

