



A game about deduction, love and regret

Players are in love with **The Rose**. Use your deductive skills, to beat the competition!

> Objective

Be **The Flirt** and end each round by having **The Rose** in front of you.

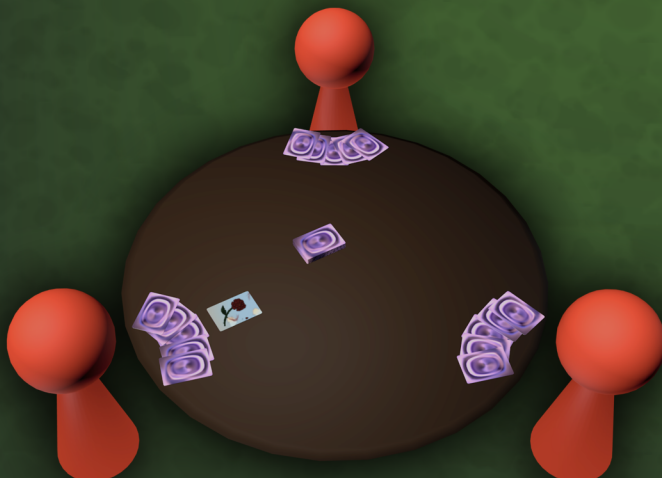
> Components

There's a total of 35 action cards and 1 **Rose** card.

> Setup

Shuffle all the action cards and deal 5 cards to each player. Place the rest in the middle of the table.

Place **The Rose** card in front of the first player, face up.



From now on, **The Rose** card will be referred to as **The Rose**, and whoever has it in front of them will be referred to as **The Flirt**.

> Starting The Game

The game is divided into rounds. Each round has 3 phases.

Planning Phase

Starting with **The Flirt** and moving clockwise, each player selects one card from their hand and places it face down in front of them.

Execution Phase

Starting with **The Flirt** and moving clockwise, each player reveals the card they put down during the **Planning Phase**, executes its effect and discards it. See **Card Effects** below for more information.

End Phase

All players, except **The Flirt**, draw one card. That means **The Flirt** will continue to play the game with one less card in their hands.

If there is no winner, move to the next round and continue with the **Planning Phase**.

> Winning Condition

After the **End Phase**, and before the next round begins, if any player has **two or less cards** in their hand, the game is over.

The winning player is the one with the **least cards in their hand**. In case of a tie, all players win.

> Card Effects

All card effects have to be executed from top to bottom. Below are some common effects and what they mean.

Move The Rose

The **Flirt** takes **The Rose** and moves it in front of the next player in a clockwise order. Repeat this for each step the effect mentions.

The player that has **The Rose** in front of them now immediately becomes **The Flirt**.

Grab The Rose

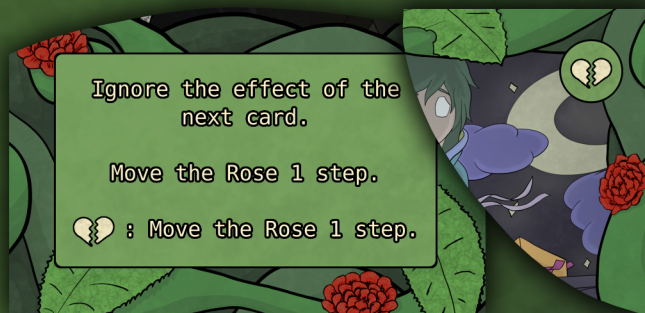
The **Flirt** takes **The Rose** and adds it to their hand, with the card facing outwards so everyone can see where it is. That player is now holding **The Rose**.

A player that holds **The Rose** is still considered **The Flirt**. If a player is already holding **The Rose** when this effect occurs, then nothing happens.

If an effect to **Move The Rose** is triggered while someone is holding it, **The Flirt** takes the **Rose** from their hand, and puts it back in front of them, face up. This is considered as moving **The Rose** one step. Continue moving **The Rose** any extra steps, if any.

Matching symbols

Some effects require a symbol before they are activated. A player triggering such an effect can **optionally** discard a card with that symbol in the top-right corner, to activate such an effect. If you discard a card this way, immediately draw a new card.



> Discarding cards

Whenever a card is discarded from either a player's hand or the table, it is placed in a shared discard pile in the middle of the table.

When a player is about to draw a card, and there are none left, shuffled the discard pile and turn it into a new deck to draw from.

> Credits

The game concept and artwork were created by:

Tom Tsagkatos

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www.DarkDimension.org