



Using This Demo

This demo of *Love Letter* plays 2–4 players. To assemble the game, cut out the cards and fold them in half to create a front and back.



You will also need to gather 13 small objects (coins, beads, etc.) to use as favor tokens.

You can read about the full game at ZManGames.com.

Z-MAN
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Setup

1. Give each player a reference card and remove any remaining reference cards from the game. Reference cards list the values, effects, and quantity of each character card type.
2. Shuffle the 16 character cards to create the deck. Place the deck facedown on the table along with the 13 favor tokens within easy reach of all players.
3. Take the top card of the deck and set it aside **facedown** without looking at it. If you are playing a two-player game, take three more cards and set those aside **faceup**.
4. Deal each player one card from the deck as their starting hand.
5. The player who most recently hand-wrote a letter takes the first turn.

Playing the Game

Player Turn

Take turns in clockwise order. On your turn, draw one card from the deck. Then, choose and play one of your two cards, resolving its effect. The played card stays in your play area **faceup**, and you keep the other card in your hand.

Out of the Round

Some card effects knock you out of the current round. When this happens, **discard your hand faceup in front of you** (without resolving card effects). Until the next round, **you cannot be chosen for card effects, and your turn is skipped**. Flip over your reference card to the broken seal side as a reminder.

Played and Discarded Cards

Any played or discarded cards **must always be visible to everyone**.

End of a Round

The round ends in one of two ways: when the **deck runs out** or when only **one player is left in the round**.

Deck Runs Out

After any turn, if the deck is empty, all players still in the round reveal and compare the cards in their hands.

If you have the highest-value card, you win the round and gain **one favor token**.

If there is a tie, all tied players win the round and **each gains one token**.

One Player Left

If you are the only player still in the round (all other players are out of the round due to card effects), the round immediately ends; you win and gain **one favor token**.

Starting the Next Round

To start a new round, repeat steps 3–5 of setup (shuffle the character cards, set some aside, and deal each player one card). **The player who won the previous round** takes the first turn.

If there was a tie in the previous round, randomly decide among the tied players who takes the first turn.

Winning the Game

The game ends when one player has enough favor tokens to win (based on the number of players—see table below). Multiple players can simultaneously win the game.

	2	3	4
	6	5	4

Card Effects

The following section provides the complete rules for each character.



9. Princess ●

If you either play or discard the Princess **for any reason**, you are immediately out of the round.



8. Countess ●

The Countess has no effect when played or discarded.

You **must** play the Countess as the card for your turn if either the **King** or a **Prince** is the other card in your hand.

When you play the Countess, **do not reveal your other card**; the other players will not know if you were forced to play it or chose to play it.



4. Handmaid

Until the start of **your next turn**, other players cannot choose you for their card effects.

In the rare case that **all other players** still in the round are “protected” by a Handmaid when you play a card, do the following:

- If that card requires you to choose **another player** (Guard, Priest, Baron, King), your card is played with no effect.
- If that card requires you to choose **any player** (Prince), then you must choose yourself for the effect.



3. Baron ●●

Choose another player. You and that player secretly compare your hands. Whoever has the lower-value card is out of the round.

If there is a tie, neither player is out of the round.



7. King ●

Choose another player and trade hands with that player.



6. Chancellor

The Chancellor is included in the full game of *Love Letter*.



5. Prince ●●

Choose **any** player (including yourself). That player discards their hand (without resolving its effect) and draws a new hand.

If the deck is empty, the chosen player draws the facedown set-aside card.

If a player chooses you for the Prince effect, and you are forced to discard the Princess, you are out of the round.



2. Priest ●●

Choose another player and secretly look at their hand (without revealing it to anyone else).



1. Guard ●●●●●

Choose another player and name a character other than Guard. If the chosen player has that card in their hand, they are out of the round.



0. Spy

The Spy is included in the full game of *Love Letter*.