

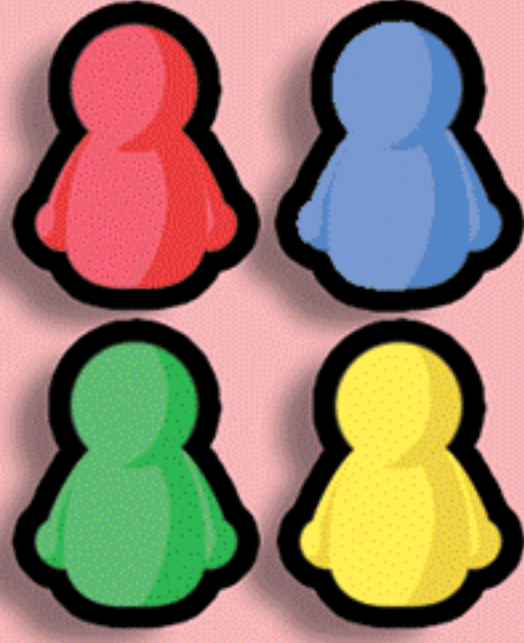
HOW TO PLAY

WORK OF
Heart!



COMPONENTS

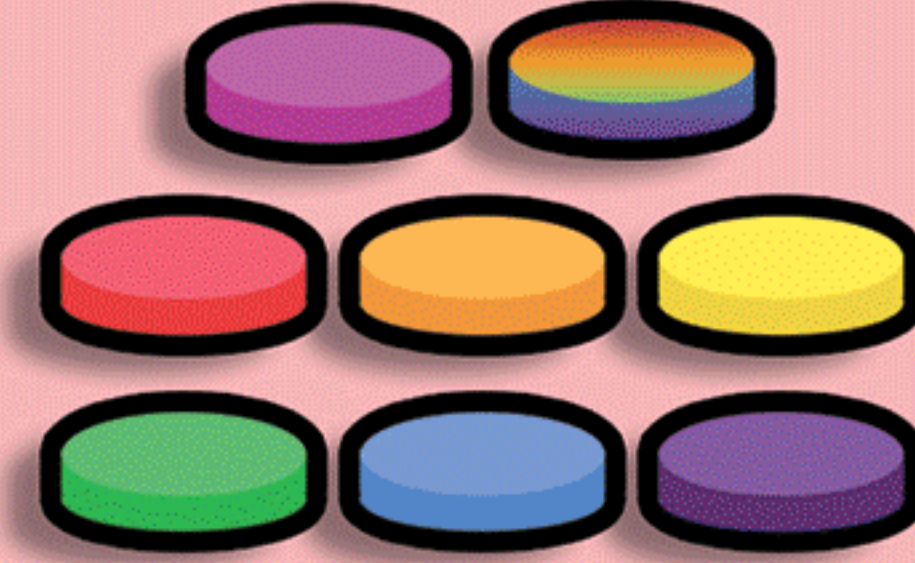
4
Player Pawns



4
Player Boards



4 sets of 8
Trait Trackers



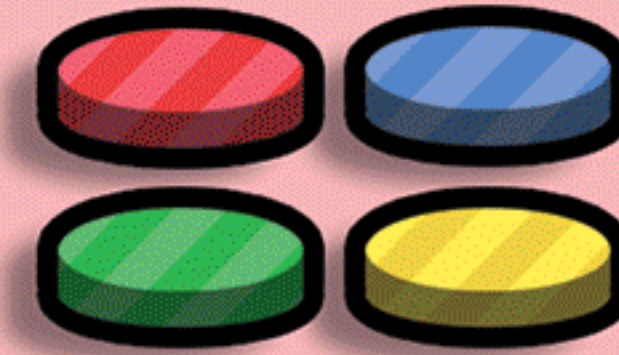
2 Day/Round
Trackers



1 Game Board



4 sets of 25
Walkway Tiles



12 Love
Interest Pawns



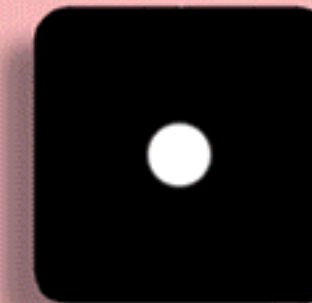
48 Love
Interest Cards



Trait Die



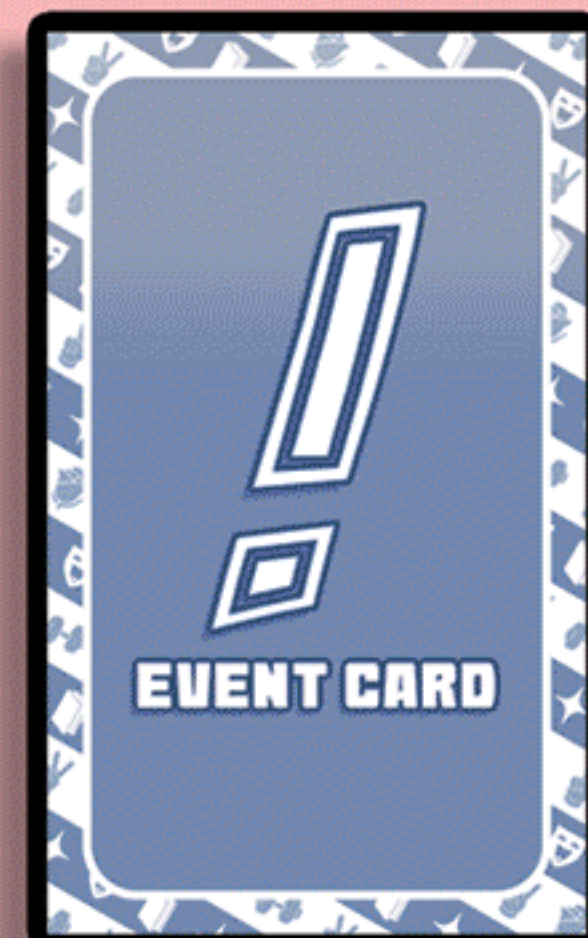
Move Die



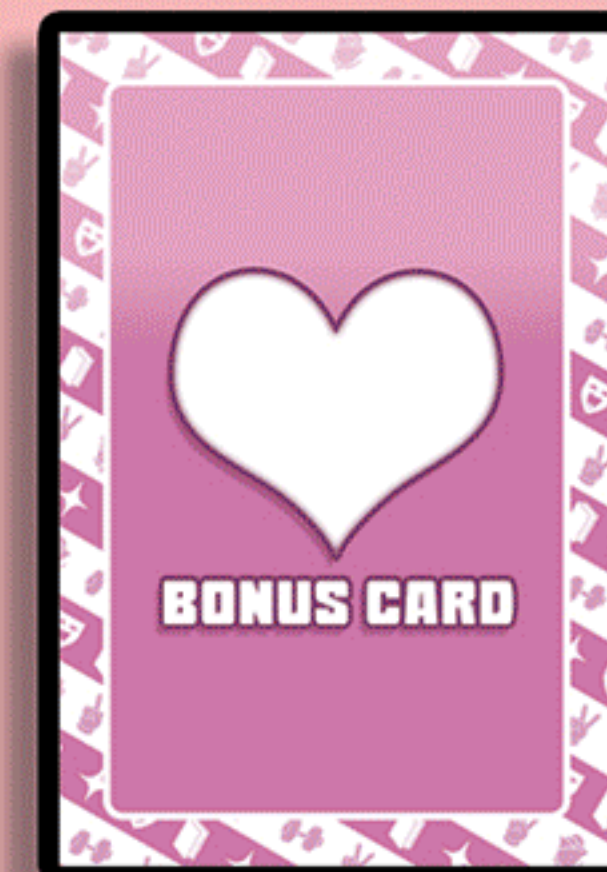
25
Action Cards



60
Event Cards



12 Bonus
Affection Cards



GOAL

Your goal in “Work of Heart” is to romance your **love interest** of choice. The way to do this always centers around how many **affection points** you earn by the end of the game. But the specifics vary, depending on the **game mode**.

GAME MODES

HAREM (2-4 PLAYERS)

We recommend playing this game mode first to understand the rules. One **love interest** is selected. All players compete to win their heart. The **winner** is the player with the most **affection points** at the end of the game.

ROMANTIC RIVAL (4 PLAYERS)

Two groups of rivals each select a **love interest** to romance. **There should be two players in each group of rivals**. These rivals compete with each other to romance the selected **love interest**. Each group of rivals will have one winner, depending on which of them has the most **affection points** by the end of the game. **This mode will have two winners**.

FLYING SOLO (2-4 PLAYERS)

Each player picks a different **love interest** to romance. To win, a player needs to end the game with 10 or more **affection points**. **This mode can have multiple winners**.

SETUP

- 1) Pick a **game mode**
- 2) Pick the appropriate amount of **love interest(s)** for the **game mode**.
- 3) Give each player a **player board**, **25 walkway tiles** matching their color, a copy of their **love interest card**, & 8 different colored **trait trackers**.
- 4) Set the **day tracker** to Monday & **round tracker** to 1
- 5) Place the **love interest pawn(s)** on their **building(s)** for Monday.
- 6) Place all **player pawns** on the **Quad** in the center of the game board.
- 7) Shuffle the **action card deck** & the **event card deck**
- 8) Deal two **action cards** to each player.
- 9) Have each player pick 1 of the 12 **bonus cards**. Shuffle these selects together and make this the **bonus card deck**. The unselected cards will not be used.
- 10) **Player 1** goes first. Play continues in ascending numerical order.

THE PLAYER BOARD

TRAITS

PERKS (pg. 4)

PLAYER 1

PERKS	
CHARM	Redo your movement roll
BRAWN	If you land on an occupied space, take it & send the other player to the Quad
KINDNESS	If you land on a space with a tile on it, ignore the tile & take the reward under it
SMARTS	If you draw an event card, discard it & re-draw
TENACITY	If another player rolls a 6 when moving, move 1 space
HUMOR	If you land on an action space draw 2 action cards
MOJO 1	Re-roll the affection die for your affection roll
MOJO 2	Re-roll the movement die for your affection roll

SUCCESSFUL AFFECTION ROLLS (pg. 7)

TRAITS

Each player has six main **traits**. Each **love interest** prefers a combination of three **traits**, with one being their favorite **trait**. As the game goes on, players will have opportunities to increase their **trait's** level. **Increasing traits your love interest likes is vital to winning the game.** The **traits** are as followed:



CHARM



BRAWN



KINDNESS



SMARTS



TENACITY



HUMOR

THE 7TH TRAIT

Mojo is the 7th, and most helpful **trait**. Unlike the other **traits**, Mojo does **not** award any additional **affection points** when maxed out. (pg. 6) Instead, Mojo offers two very helpful **perks**. (pg. 4) These two **perks** may both be used on the same **day/turn**, and in any order.



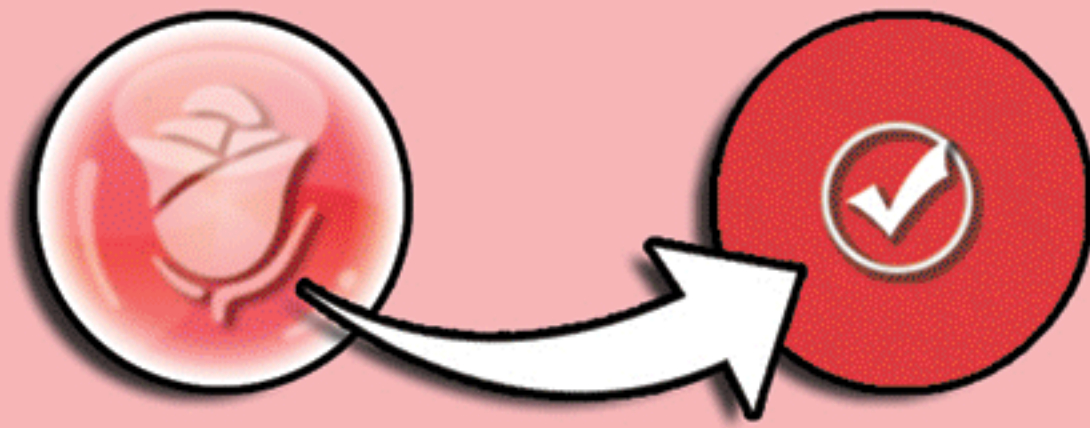
MOJO

PERKS

Once a player increases a **trait** to level 2, they have access to that **trait's perk**; indicated by moving a **trait tracker** over this symbol:

PERK

These **perks** can be used **once per day** to help you throughout the game. To keep track of when you have used a **perk**, flip your **trait tracker**. Be sure to flip it back at the end of each day:



CHARM: Redo your movement roll.

BRAWN: If you land on a space occupied by another player, you can take that space, and move that player to the Quad.

KINDNESS: If you land on a space with a walkway tile over it, you can ignore that tile and take the reward under it. No peeking under tiles before committing to a move!

SMARTS: If you draw an event card, you can discard it and draw a new one.

TENACITY: If another player rolls a 6 when moving, you can move 1 space. But only after they finish their move.

HUMOR: If you land on an action space, you can draw 2 action cards instead of just 1.

MOJO 1: You can re-roll the affection die for your affection roll

MOJO 2: You can re-roll the movement die for your affection roll

TRAIT TRACKERS

Trait trackers are used on the **player board** to keep track of each **trait's level**. Start by placing the 7 **trait trackers** on their corresponding **trait symbol**. Place the **pink tracker** over the **heart symbol**.



Once a player has increased the level of a **trait**, they move the corresponding **trait tracker** over one column to the right. **The position of a trait tracker indicates that trait's current level.**

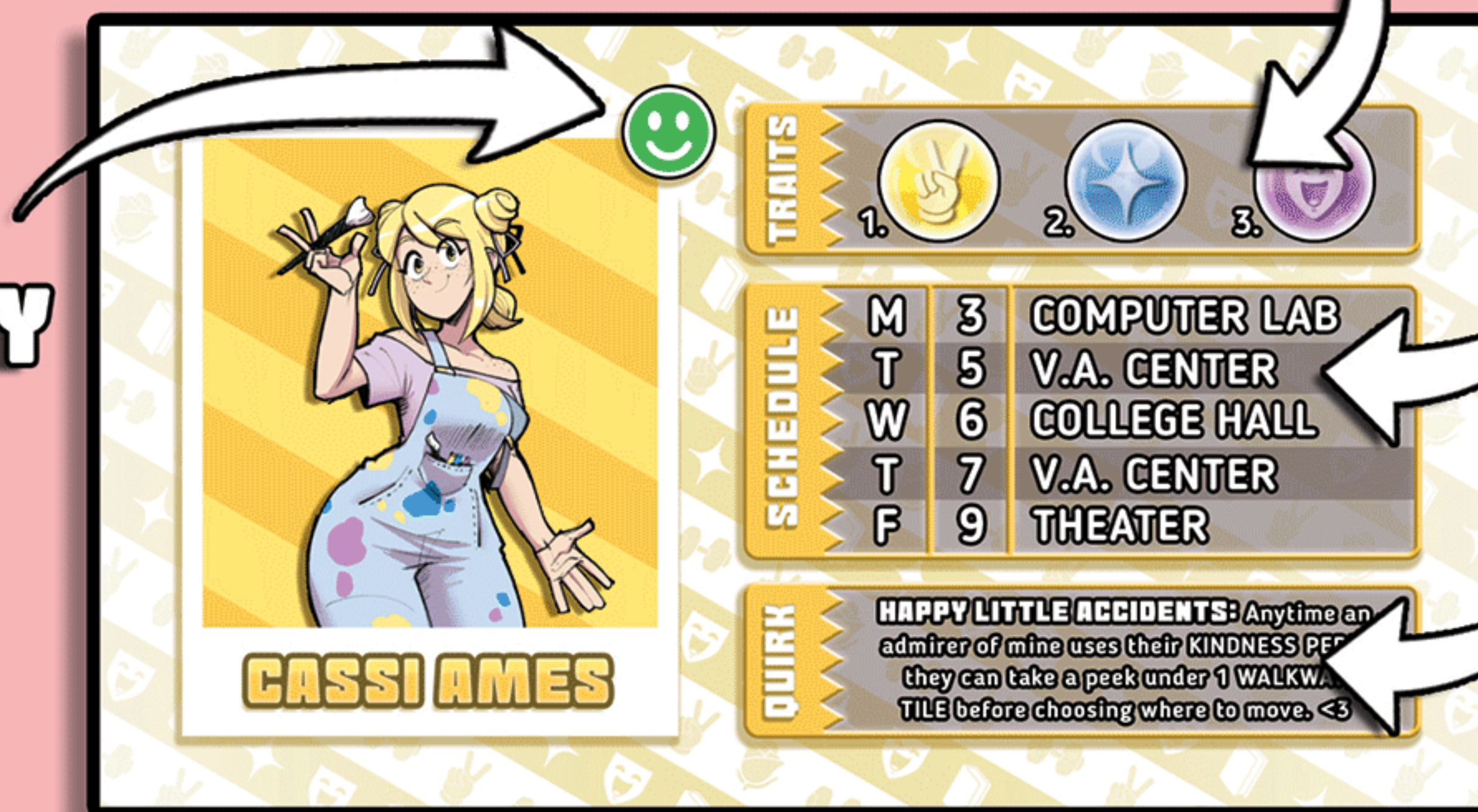
Once there are no more columns to move a **trait tracker** to, that **trait** has reached level four, and is maxed out. **The trait cannot be increased any more.**

Use the **pink tracker** to keep track of **successful affection rolls**. (pg. 7)

LOVE INTERESTS

PREFERRED TRAITS

DIFFICULTY



SCHEDULES
(pg. 6)

QUIRKS

Remember, every player gets a copy of a love interest card based on which love interest they are trying to romance.

DIFFICULTY

Each love interest has a difficulty setting. Showing how hard or easy it is to romance them. The difficulties are **EASY/MEDIUM/HARD**

PREFERRED TRAITS

Each love interest has three traits that they look for in a player. The trait numbered 1 is their favorite. Upgrading these three traits will increase your odds of romancing your love interest.

QUIRKS

Each love interest has a quirk, which affects the way the game is played. These quirks only affect the player(s) trying to romance that love interest.

QUIRK

HAPPY LITTLE ACCIDENTS: Anytime an admirer of mine uses their KINDNESS PERK, they can take a peek under 1 WALKWAY TILE before choosing where to move. <3

SCHEDULES

Every **day** the **love interest(s)** will be in a new **building**, as shown on their **schedule**. Players have five turns to reach that **building** before the day ends, in order to attempt an **affection roll** (pg. 7) for the **day**.

Don't forget to place the love interest pawn(s) in the correct building(s) at the start of each new day.

	DAY	BUILDING	
SCHEDULE	M	3	COMPUTER LAB
	T	5	V.A. CENTER
	W	6	COLLEGE HALL
	T	7	V.A. CENTER
	F	9	THEATER

↑
AFFECTION THRESHOLD

EARNING AFFECTION

Affection points are the deciding factor of victory in "Work of Heart". Earning more than the other players will open the gates to love and victory!

MAXING OUT A TRAIT

Whenever a player upgrades one of their **traits** (excluding **Mojo**) to its maximum (four) they are awarded one **affection point**, indicated by moving a **trait tracker** on the **player board**, over this symbol:



AFFECTION ROLLS

Affection rolls grant players two **affection points**. As soon as a player enters the same **building** (pg. 9) as their **love interest**, they may attempt an **affection roll**. **Affection rolls can only be attempted once per day, but can be attempted on any round during the day.** The three steps to completing an **affection role** can be found on the next page.

AFFECTION ROLLS

STEP 1

First, the player looks to the **love interest's schedule**. The numbers on the **schedule** are that **love interest's daily affection thresholds**. The goal here is to pass the day's threshold with the next two steps.

STEP 2

The player rolls the **trait die**. This die takes your **love interest's preferred traits** into account. The die will land on one of the following:



Use your love interest's #1 trait



Use your love interest's #3 trait



Use your love interest's #1 and #3 trait



Use your love interest's #2 trait



Use your love interest's #1 and #2 trait



Use all of your love interest's preferred traits

Once the **trait die** has been rolled, the player looks to their **player board** and totals up the current level they have for the **traits** rolled.

For example: *If the player rolls a 1/2 and has upgraded their **love interest's #1 trait** to four, and their **#2 trait** to two; the total would be six.*

STEP 3

The player rolls the six-sided **movement die**. Add the number this die lands on to the total rolled on the **trait die**. This number is the player's total **affection roll**.

For example: *If the player rolled a total of six on the **trait die**, and then rolls a four on the **movement die**, their overall total **affection roll** would be ten.*

"DID I WIN?"

If the player exceeds or meets the **affection threshold** of the **day** with their **affection roll**, they have completed a successful **affection roll**, and are awarded **two affection points**; indicated by moving the pink **tracker** on the **player board** over this symbol:



To keep track of **successful affection rolls**, move the pink **tracker** on the **player board** one column to the right; just as you would with keeping track of **traits**.



SPACES

Connecting the **Quad** and **buildings** (pg. 9) are the walkways. The walkways are filled with three different types of **spaces**:

TRAIT SPACES

If a player ends their turn here, they raise the corresponding **trait** by 1.

Each trait can only be raised to 4.



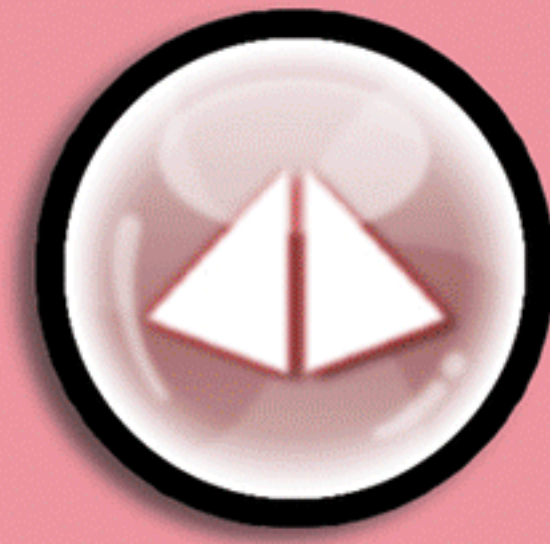
EVENT SPACES

If a player ends their turn here, they draw an **event card** from the **event deck** and resolve it. (pg. 10)



ACTION SPACES

If a player ends their turn here, they draw an **action card** (pg. 9) from the **action deck**. **Each player may only have up to five action cards in their hand at once.**

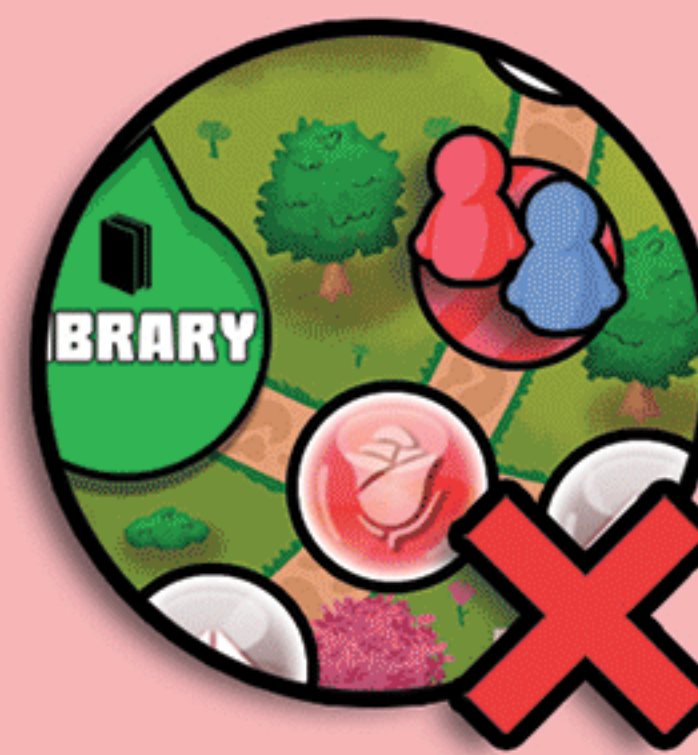


MOVING

Each **day**, all players begin at the **Quad**. At the start of every player's turn, they make a **movement roll** with the **movement die** and move the number of **spaces** rolled. Players can move in any direction, **but can't move over a space they have already moved through this turn**. Player's must follow the walkway path when moving. **No walking through the grass!**

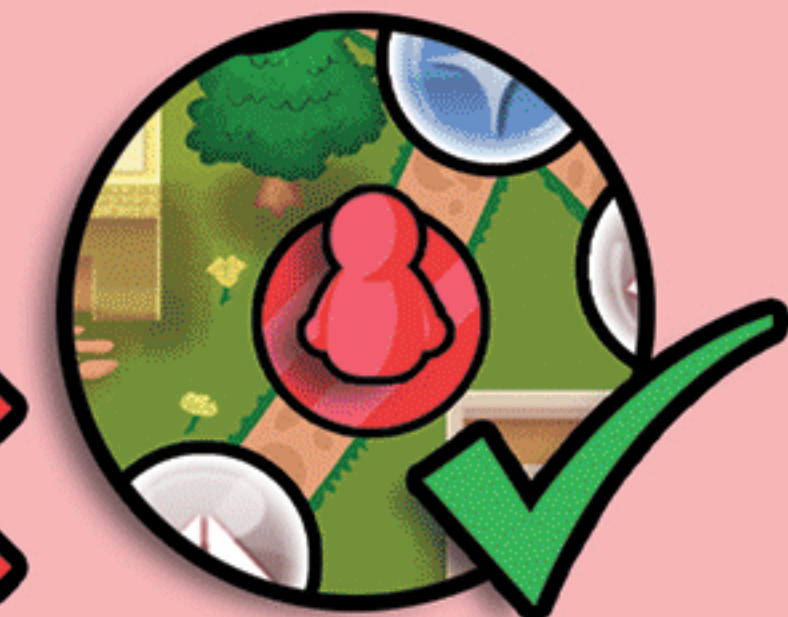
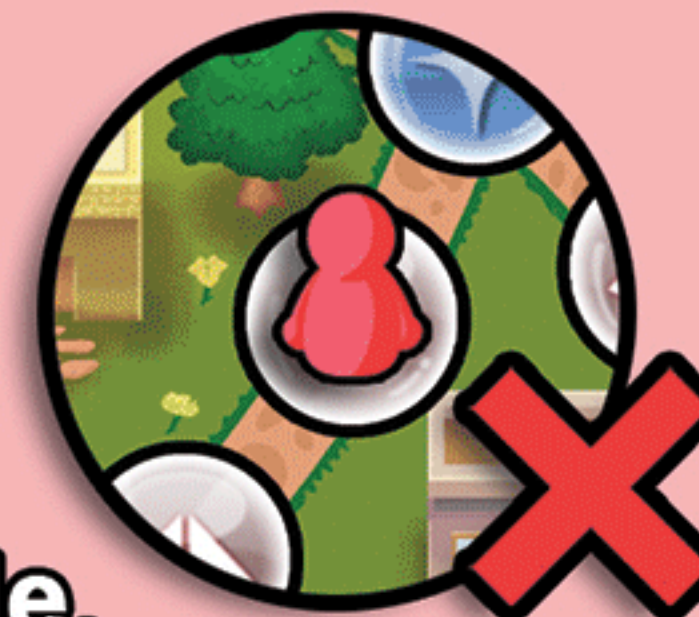


Two players can't occupy the same **space** at the same time. If a player would land on a **space** that is already taken, they would instead jump to any next adjacent **space**.



When a player ends their turn on a **space**, they have to place a **walkway tile** of their player color on it. **We suggest placing a tile before landing.**

Spaces with these **tiles** still count as **spaces**, but now have no effect once landed on.



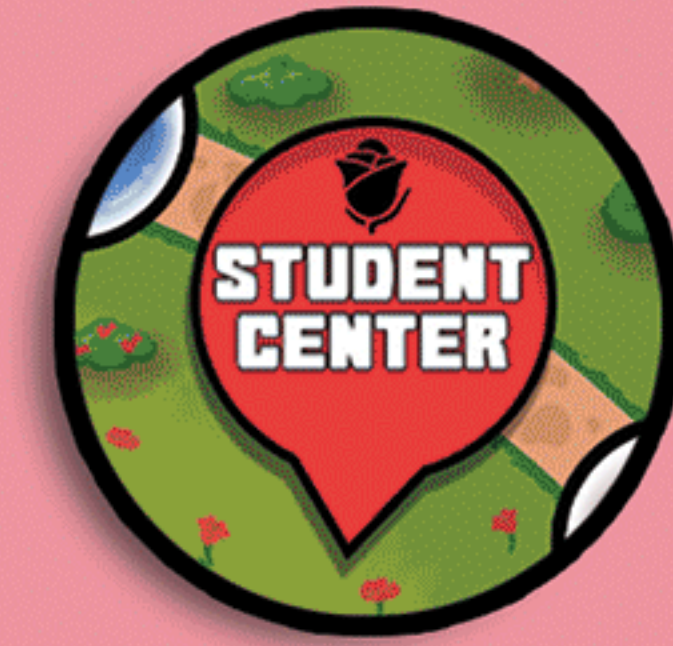
Players only place **tiles** on empty **spaces**. Not **spaces** already covered with another player's **tile**.

BUILDINGS

Buildings count as **spaces** but have special properties. When moving, a player may choose to end their turn in a **building**, even if they have more moves left over. They may even end their turn if they are already in a **building** after making a **movement roll**. Unlike **spaces**, **buildings** have no occupancy limit. **All players can be in one building at the same time**. There are two types of **buildings**:

TRAIT BUILDING

If a player ends their turn in a **trait building**, they increase the corresponding colored **trait** by one. **Each trait can only be raised to a maximum of four**.



LOVE INTEREST BUILDING

In order to make an **affection roll**, the player must be in the same building as their **love interest**. These **buildings** are only for housing **love interest** and making **affection rolls**.



ACTION CARDS

Each player starts every **day** with **at least two action cards**. At the beginning of every new **day**, players draw from the **action deck** until they have a total of two cards in their hands. If they already have two or more, they don't draw. There are 3 types of **action cards**:



These cards can only be played on your turn.



These cards can only be played on another player's turn.



These cards can be played anytime.

A player can only hold up to five action cards at once. If another **action card(s)** is drawn while the player already has five in their hand, they must immediately discard any **action card(s)** from their hand; until only five remain. If the deck becomes depleted, reshuffle the discard pile into a new deck.

BONUS AFFECTION CARDS

At the beginning of the game each player picks any one **bonus card**. These selects are shuffled together to make the **bonus card deck**. The unselected cards will **not** be used. After the last turn draw the top two cards from this deck. Award two **affection points** to the player each card describes. If more than one player meets this description, award two **affection points** to all described players.



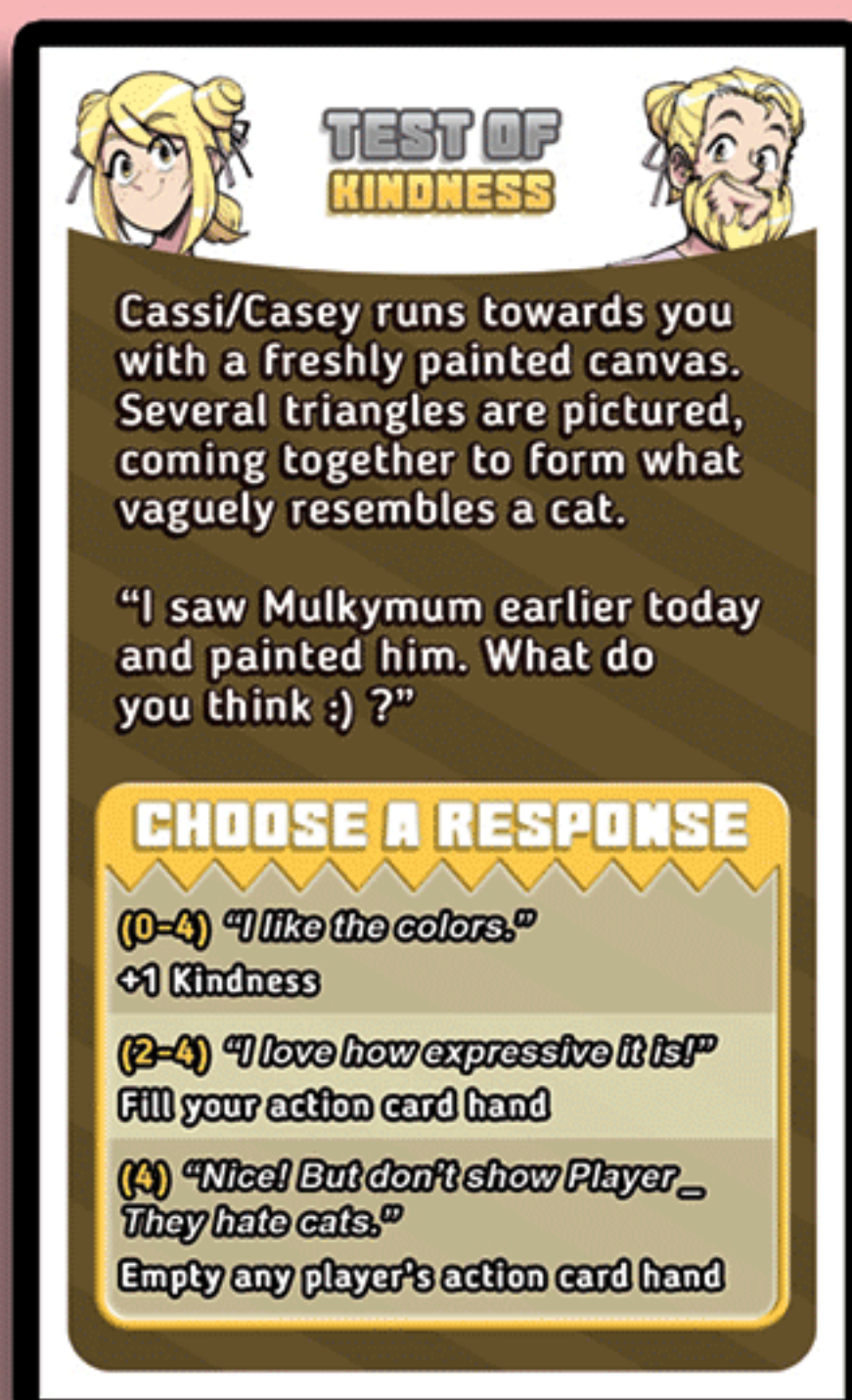
EVENT CARDS

An **event card** provides helpful effects and upgrades to the player who drew it, and sometimes, to all players in the game. When an **event card** is drawn, reveal it to the group and read it out loud. Once it's effect has been resolved, discard it. There are two types of **event cards**:



A **group event** allows **all** players to level up any one of the three **traits** shown on the card.

For example: *This card to the left allows all players to level up either their **Kindness**, **Tenacity**, or **Humor** by one.*



A **standard event** only awards the player who drew it. The card will test one or two of the player's **traits**. They may pick any one of the responses on the card that the combined total level of their **trait(s)** being tested meets or exceeds.

For example: *if the event card is testing the player's **Kindness**, and the level of their **Kindness** is currently three; that player can choose either the level 0-4 response, or the level 2-4 response. But **not** the level 4 response.*

DAYS AND ROUNDS

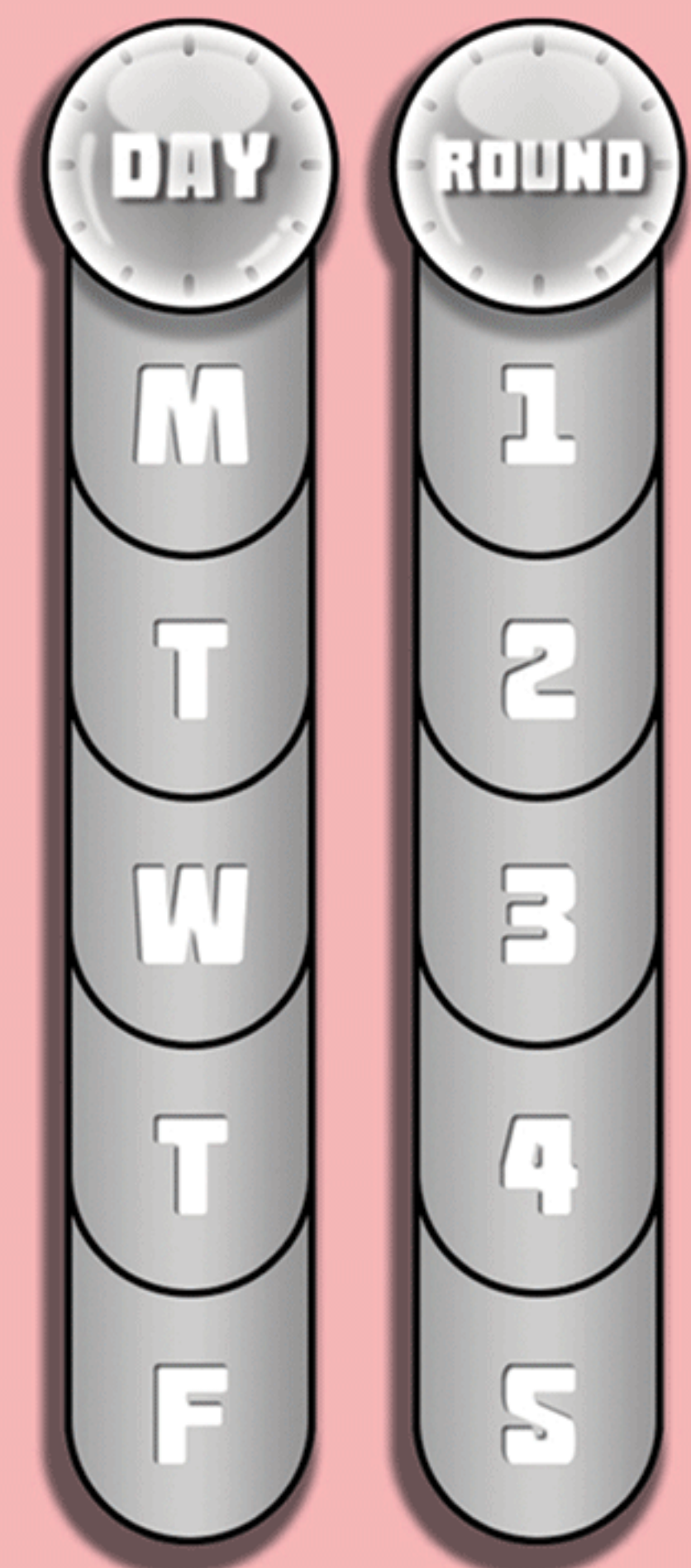
The game takes place over five **days**, Monday through Friday. Each **day** consists of five **rounds**.

Once every player has taken a turn, the **round tracker** goes up by one. Repeat this cycle until reaching the end of round 5.

Once the 5th **round** is completed, the day ends. All players are sent back to the **Quad**, all **love interests** are moved to their next scheduled **building**, the **day tracker** is moved to the next **day**, the **round tracker** is reset back to one, and all players draw **action cards** until they have two in their hand.

Play then continues as normal but on the new **day**.

After the 5th **round** on Friday, the game ends.



ENDING THE GAME

Players add up their total **affection points**.

Next two **bonus affection cards** are drawn, and **bonus affection points** are handed out accordingly. As explained on (pg. 10)

A winner is then decided depending on the **game mode**. As explained on (pg. 2)

TIEBREAKER

In the event of a tie, draw another **bonus affection card**. Award points only to the players that have tied. Draw as many cards needed until a winner is decided.

OR enter into a polyamorous relationship with the player/players you have tied with, and your shared **love interest**. Your choice.

URNS

Step-by-step Breakdown: During steps 1-7 a player may use any appropriate action cards if they wish.

0) Complete all setup steps.

1) Player 1 begins & rolls the movement die.

1.1 Move the number of spaces rolled. You may move in any direction but cannot travel on a space you previously moved through on this turn.

1.2 If you enter any building you may end your turn early.

1.3 If you start in a building you may choose to not move and end your turn early.

2) Place a tile on the space you're going to end your move on if you are on the walkway.

2.1 You only place a walkway tile if you are the first player to land on that space this game.

2.2 You do not place a walkway tile on top of another walkway tile, even if you used the Kindness perk.

2.3 You do not place a walkway tile on a building space.

2.4 If this space is already occupied by another player, don't land on it. Instead, land on any next directly adjacent space.

3) Resolve the effect of the space you landed on.

3.1 If the space is a walkway space without a tile on it, resolve the effect of the space.

3.2 If the space is a trait building, increase the corresponding trait by 1.

3.3 If the space is a love interest building with your love interest in it, make an affection roll now.

URNS (CONT.)

- 4) Play proceeds in ascending numerical order.**
- 5) After all players have taken a turn, increase the round tracker by 1.**
- 6) Repeat steps 1-5 until the round tracker reaches 5. At the end of the 5th round, do the following:**
 - 6.1 Move the round tracker back to 1.**
 - 6.2 Move the day tracker to the following day.**
 - 6.3 Move the love interest(s) to their appropriate building for the day, located on their schedule.**
 - 6.4 Return all players to the Quad.**
 - 6.5 Deal action cards to all player until they all have 2 in their hand. If they already have 2 or more, don't give them anymore today.**
 - 6.6 Reset all perk uses.**
- 7) Repeat steps 1-6 until round 5 of Friday. After the last player has taken their turn on round 5 of Friday the game ends.**
 - 7.1 To end the game, draw and read out loud the top 2 bonus affection cards from the deck made at the beginning of the game.**
 - 7.2 Award the bonus affection points to the appropriate players.**
- 8) A winner is decided depending on the game mode.**
 - 8.1 The winner of a Harem Game is the player with the most affection points after bonus affection cards are awarded.**
 - 8.2 The winners of a Double Date Game is the team with the most affection points combined, after bonus affection cards are awarded.**
 - 8.3 To win a Flying Solo Game, you need to end the game with at least 10 affection points, after bonus affection cards are awarded.**

CREDITS

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Age

16+

Time

**30-45
Mins**

Players

2-4

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