FIND YOUR VALENTINE

The Game with a Twist

FREE PRINTABLE PARTY GAME FOR 6-9 PLAYERS

Find your Valentine takes 30-45 minutes to play and is a fun party game to get a group mingling and everyone talking.

The twist is that instead of players having one "Valentine", they're actually looking for a group of three or four.

These instructions are for small groups only (6-9 Players). With a large group, please use the other version of the rules, which has more cards and instructions that state you're looking for a trio from the outset. This variant is to keep people guessing longer when it's a small group.

SETTING UP THE GAME

- Print out the game and cut up the cards.
- Every player needs one card and must be part of a group.
- Groups should be obvious (e.g. Rock, Paper, Scissors).
- If you have 6 or 9 players, ignore the groups of four and choose whichever groups of three you think will be most fun.
- For 7 or 8 players, include one or both of the groups of four.
- There are also some blank cards at the end if you'd like to add your own "Valentines".

CAN YOU PLAY?

- Absolutely! Even though you'll know who your Valentine is, it's still fun to figure out who's playing them. You can also give hints with the questions you ask.

INTRODUCING THE GAME

- Read out the rules first, then put them somewhere obvious for ease of reference.
- Randomly deal players one card each.
- Say "Find Your Valentine!"
- Step back and watch the ~~chaos~~ fun.
- Ten minutes in, announce: "You may be looking for more than one Valentine!"

For more game ideas, visit https://www.indigoextra.com/blog/writing-games-for-adults.

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RULES FOR 6-9 PLAYERS

WINNING

- You win by finding your Valentine.
- The game ends when everyone's found theirs.
- For instance, if you're Romeo, you're looking for Juliet:

ROMEO
CAPTURE WORD Write

QUESTIONS

- Ask each other **one or two questions** about who a player is, then move on.
- Every question must have a **Yes / No** answer.
- **NEVER repeat a question in the whole game**.
- You can return to the same person later as often as you like.

CAPTURING

- If you hear a player **asking a question with your Capture Word in it**, you capture them.
- **Synonyms aren't allowed** but **parts of words are** (So "Write" means you can capture anyone saying "Write", "Writer" or "Writing" but not "Author").
- Captured players become your servant.

AS A SERVANT...

- Answer every question **as if you're the master**, starting with **"My master is..."**
- You can only ask questions on behalf of your master, to help them find their Valentine.
- Servants you own or capture now serve your master.
- You can be captured by a new master and change hands.
- You earn your freedom when your master finds their Valentine (or another member of their Valentine).

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ROCK
CAPTURE WORD Hobbit

PAPER
CAPTURE WORD Film

SCISSORS
CAPTURE WORD Friend

FRODO BAGGINS
CAPTURE WORD Cut

SAM GAMGEE
CAPTURE WORD Apartment

THE RING
CAPTURE WORD Hard

RACHEL GREEN (Friends)
CAPTURE WORD Fight

MONICA GELLER (Friends)
CAPTURE WORD Lord

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PHOEBE BUFFAY-HANNIGAN (Friends)
CAPTURE WORD
Atom

PROTON
CAPTURE WORD
TV

ELECTRON
CAPTURE WORD
Game

NEUTRON
CAPTURE WORD
Human

Groups of Four

HEART
CAPTURE WORD
Direction

CLUB
CAPTURE WORD
Point

DIAMOND
CAPTURE WORD
Round

SPADE
CAPTURE WORD
Look

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NORTH
CAPTURE WORD Item

EAST
CAPTURE WORD Card

SOUTH
CAPTURE WORD Person

WEST
CAPTURE WORD Short

Write Your Own

CAPTURE WORD

CAPTURE WORD

CAPTURE WORD

CAPTURE WORD

Keep them simple! Make sure all players will instantly recognise the group.

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