





Save *the* Date

Game Manual

Save the Date

2 players | 15 minutes | Ages 18 and up

In Save the Date, you and a partner must work together to plan out a full-day romantic dream date! You'll both be choosing and scheduling a variety of different activities throughout your day.

Both of you will need to stay in sync to decide on activities and schedule them to earn shared . But if you run into disagreements, each disagreement will cause your  to , and if you run out of , you'll lose the game!

Will you be able to make it through to the end of the day and Save the Date?

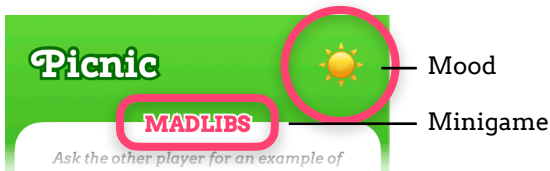
Contents

- 21 Activity cards
- 12 Mood cards (6 per player)
- 1 Game board
- 10 ❤️ tokens
- 5 💕 tokens



Activities and Moods

Here's what an **ACTIVITY CARD** looks like:



Every activity card has a **MINIGAME** which you play with your partner. The outcome of the minigame will determine whether you win or lose the activity.

If you **WIN** an activity's minigame, you'll add that activity to your date schedule and earn some ❤️ according to the win criteria at the bottom of the card (see **Scoring**).

If you **LOSE** that minigame, you'll lose one ❤️ and need to attempt another activity.

Every activity card has a mood emoji in the top right corner. For example, the Picnic activity above has a 🌞 (Outdoorsy) mood. Players secretly choose moods at the beginning of the game, but if you're able to correctly guess your partner's mood and play an activity card with that mood on it, you two will earn bonus ❤️!

Players can choose from these possible moods:



I'm feeling... Outdoorsy



I'm feeling... Energetic



I wanna... Get to know you



I'm feeling... Chill




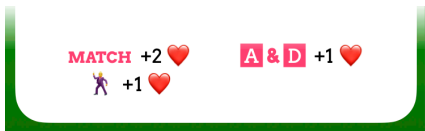
I'm feeling... Creative








I wanna... Be entertained


Scoring







It's simple: your goal is to earn as much  as possible by winning activities! Check out the **WIN CRITERIA** at the bottom of a minigame:



You win an activity and receive  for *all* criteria you satisfy. For example, the minigame above indicates:



- +2  if your answers **MATCH**.
- +1  if one player chooses **A** and the other **D**.
- +1  if the other player's mood is .



Add the corresponding number of  tokens to the scoring area on the board.

When you reach 10  on the board, you can upgrade them to a ! Remove the 10  and replace them with a single  token instead.
10  = 1 

Set up

Place the **GAME BOARD** between both players.

Place 3  **TOKENS** in the scoring area on the game board. You'll start the game with this much .

Place the remaining  and  **TOKENS** in a pile next to the board.

Shuffle the **ACTIVITY CARDS** into a stack next to the board. Both players draw a hand of 5 **ACTIVITY CARDS** from the pile.

Both players take a stack of **MOOD CARDS** and draw 3 cards of their choice, keeping the chosen cards hidden from the other player. Put the rest of the cards to the side, face down.

You are now ready to play!

Playing the game


The player who pooped more recently goes first. Players alternate each round.





Each round, if it's your turn:

1. Draw an **ACTIVITY CARD** from your hand matching the color of the next free space in the **DAY SCHEDULE** on the board.

If you don't have a card of that color, the other player plays instead, and you play the next round. If neither player has a matching card, players take turns drawing cards one at a time until someone draws a card that matches.

2. Without showing the other player your activity card, read its **MINIGAME** aloud and play it.
 - If you **WIN**:
Congratulations! 🥰 Place the **ACTIVITY CARD** in the next free space on the board. Score the activity and add ❤️ to the

scoring area on the board. Remember to ask your partner if they have a **MOOD CARD** which matches the activity. If they do, add that bonus !

- If you **LOSE**:
Better luck next time! Remove 1  from the board.
 - If you have  left:
Discard the **ACTIVITY CARD**, and draw a new activity card into your hand. Choose another card from your hand which matches the color of the next free space, play it, and repeat until you two win an activity.
 - If you don't have any  left:
Game over!  Hopefully there will be a second date?
3. Draw another **ACTIVITY CARD** into your hand if you have fewer than 5 cards.

Winning

Continue playing until every activity space on the day schedule is filled. Once the whole day is booked, you both won the game!

Congratulations, you **SAVED THE DATE!**

It's your choice on how to cash out on those hard-earned ❤️...

If you're in the mood for a harder challenge, try starting the game with fewer ❤️ tokens next time!



Make it (y)ours!

You might have noticed a few blank **ACTIVITY CARDS** included in the box. Here's why!

Save the Date is meant to grow the more it's played. Did you think of another funny madlib? Add it to the deck for next time! Want to test your acting skills? Write a new charades card!

Half of this game's fun is letting it evolve over time and grow with new inside jokes, more shared experiences, and remembering fun dates together. 😊

