

Bedroom BATTLE

In Bedroom Battle you use battle cards to compete for rewards in the form of sexy challenges. The player who collects the most rewards during the game wins, and as winner he or she gets to pick a final and extra-sexy challenge to end the game.

BEFORE YOU BEGIN

First and foremost, make sure to always practice safe sex, and remember that playing Bedroom Battle is at your own risk. Never do something dangerous or something that is considered illegal where you live, regardless of what the cards in the game instruct you to do.

Secondly, neither player is allowed to reach climax until a winner is declared and the final challenge is chosen. Then you're both strongly encouraged to reach climax.

COMPONENTS

The reward cards

The game is played over a number of game rounds. When you win a round, you always win one or more *reward cards*. All reward cards contain three *sexy challenges* each and the winner of the card gets to pick one of them to act out. There are three different kinds of reward cards: *small rewards* (green), *hot rewards* (red) and *final rewards* (pink).

Small reward cards contain foreplay challenges that are used for warm-up at the beginning of the game. The hot reward cards all contain intense challenges meant to build up your lust to the point of bursting. The final rewards are used at the end of the game and contain challenges that are meant to bring both players to climax.

The battle cards

Battle cards (blue) are used to compete for the reward cards. There are four different kinds of battle cards: *characters*, *items*, *attributes* and *special cards*. The main type of battle card is a character. All characters have different levels of *sex appeal*, and the goal of each game round is to play characters with a higher *total sex appeal* than your opponent. The number in the top left corner of a character card is their *base sex appeal*.

You can increase your own characters' sex appeal, or decrease your opponent's, by playing item and attribute cards on any character in play.

The special cards all have different effects when played. How they work is explained on each card.

The battlefield

The area in front of you is your side of the *battlefield*. The area in front of your opponent is their side. All character cards must be played side-by-side on your own side of the battlefield. Item and attribute cards are played on top of any character in play, overlapping the card they're played on. Special cards are always discarded immediately after use and are never placed on the battlefield.

The starting player card

The starting player card is used to keep track of which player

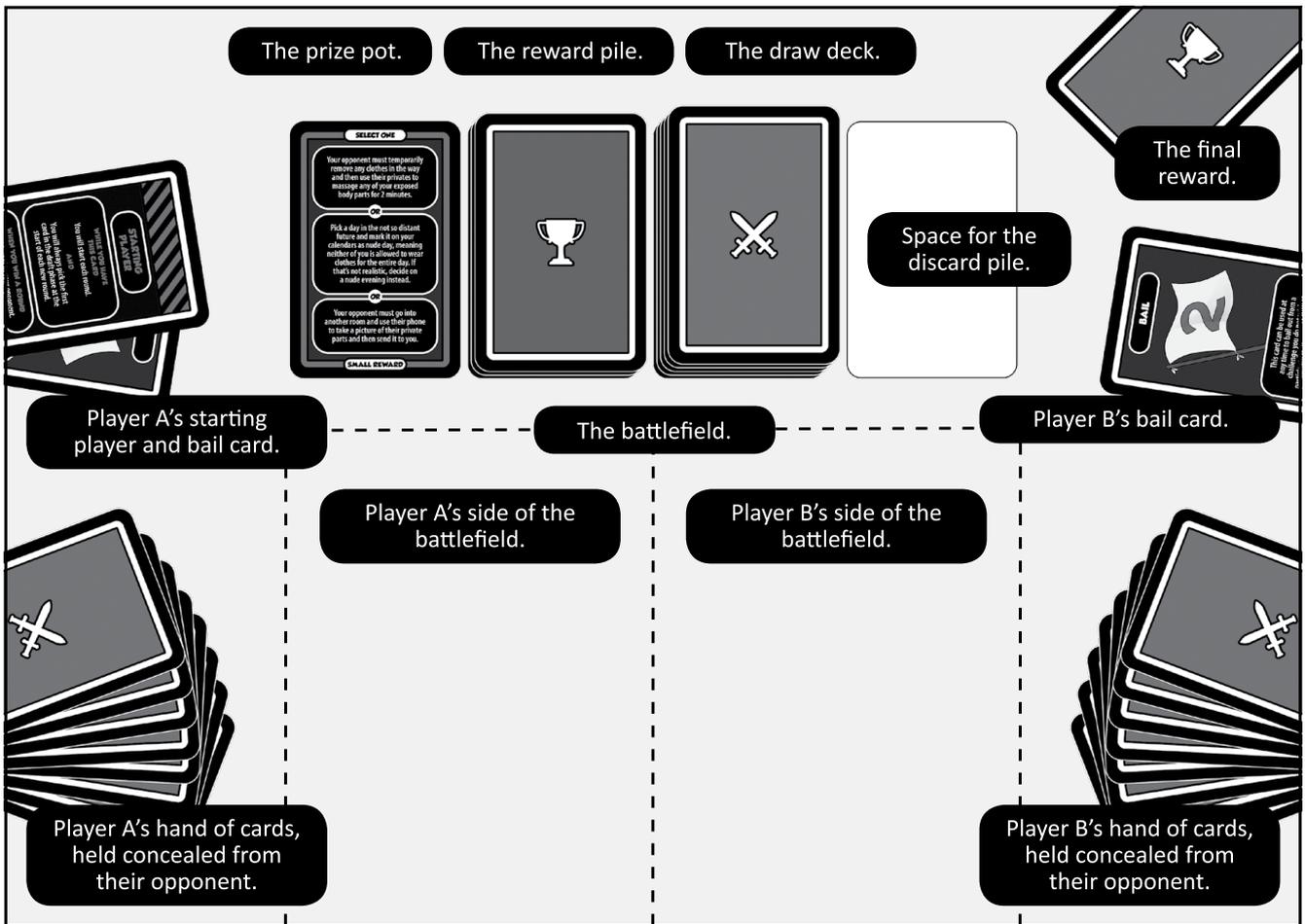
starts each round, and also which player is the first to pick new cards at the start of each round. After you've won a round, you always pass the starting player card to your opponent.

The bail cards

Whenever you do not wish to participate in a challenge selected by your opponent, you can use your *bail card* to bail out. You have two bails represented by the two sides of the card. You can never bail out from a challenge you have selected yourself.

GAME SETUP

1. Both players should be wearing the same amount of clothes. A pair of socks or shoes always counts as 1 piece of clothing.
 2. Make sure you have a timer of some kind. A kitchen timer or the one on your phone will work nicely.
 3. Shuffle all battle cards and put them face down in the middle of the playing area as a *draw deck*. Make room next to it for a *discard pile*. All cards placed in the discard pile should be placed there face up.
 4. Shuffle the final reward cards and then draw 1 card without looking at it. Put that card face down somewhere safe until the end of the game. This card is known as the *final reward* and is the card the winner of the game will receive.
 5. Shuffle the small and hot reward cards individually and then draw 7 hot rewards and 5 small rewards without looking at them. Place the hot reward cards face down at the bottom of a new pile and put the small rewards on top, also face down, creating a *reward pile* with a total of 12 cards. Place the reward pile next to the draw deck.
- TIP:** The total game time when playing with 12 reward cards is approximately 3 hours. Feel free to adjust the number of reward cards if you want a shorter or longer game. On average, each reward card adds 10-15 minutes of game time.
6. Put away all other reward cards for now and only use them if instructed to. These cards are known as the *unused reward cards*.
 7. Each player receives 1 bail card and places it on their side of the playing area with the number 2 facing up.
 8. Play Rock-Paper-Scissors. The winner gets the starting player card and places it somewhere on their side of the playing area. This player is known as the *starting player*.
 9. The players' starting hands are selected using an open draft. Draw 8 cards from the draw deck and place them face up in the middle of the battlefield. Now take turns selecting 1 card each until all cards are gone. The player who is the starting player begins. Then repeat the process with 8 new cards. This time the player who is NOT the starting player begins. When done, both players should have 8 cards each in their hands, held concealed from their opponent.
 10. Finally, draw the top card from the reward pile and place it face up next to the reward pile. Both players should read this card, as this is the reward card you will be playing for during the first game round. This card is now the current *prize pot*. Note that the prize pot may contain more than one card later in the game.



PLAYING THE GAME

The game is played for a number of game rounds determined by the number of cards in the reward pile. The game ends when there are no reward cards left in the reward pile.

Each game round consists of three different phases: the *draft phase*, the *battle phase* and the *reward phase*.

THE DRAFT PHASE

At the start of a round, the starting player draws 3 cards from the draw deck and places them face up in the middle of the battlefield.

The starting player selects 1 of the cards and adds it to their hand, the other player then selects 1 card and adds it to their hand, and finally the starting player adds the remaining card to their hand.

IMPORTANT: The above applies at the start of each round EXCEPT the first round, as you have already drafted 8 cards each during game setup.

STRATEGY TIP: In *Bedroom Battle*, having more cards in your hand than your opponent is usually an advantage, so battle cards with special actions that give you more cards are very valuable in every draft. Also, since the winner of a round only receives 1 card in the next draft while the loser of a round receives 2 and gets to pick first, it is sometimes good strategy to deliberately surrender a round in order to get more cards for the next round.

THE BATTLE PHASE

When you have drafted new cards, you move on to the battle phase, where the goal is to play cards with a higher total sex appeal than your opponent. The starting player begins, and then players alternate turns until neither player wants to play more cards.

When it's your turn, you have two options: either *play a card* or *pass*.

PLAY A CARD

Each time it's your turn you may play 1, and only 1 card.

Play character cards by placing them side-by-side face up on your side of the battlefield. There is no limit to the total number of character cards you can play during a round.

Play item and attribute cards by placing them overlapping on top of any already played character card. You can play items and attributes on both your own and your opponent's characters. There is no limit to the total number of items and attributes that can be played on each character.

A character's sex appeal can never become less than 0.

If an item, attribute or anything else takes away more sex appeal than a character currently has, the character's sex appeal is rounded up to 0.

If more cards are played on that character, however, you recalculate their new total sex appeal starting with their base sex appeal and including all cards.

EXAMPLE: A character has a sex appeal of 2 and an item is played that decreases their sex appeal by 4, but in this case their sex appeal is only reduced to 0 ($2 - 4 = -2$, rounded up to 0). Another item is then played on the same character, increasing their sex appeal by 5. After recalculating, the new sex appeal now becomes 3 ($2 - 4 + 5 = 3$).

All cards that are placed on either side of the battlefield are considered *in play*. Cards in your hand are NOT considered in play.

To play a special card, simply follow the instructions on the card and then place it face up in the discard pile.

Gender restrictions

All character cards have a gender that can be either male, female, both or none.

Some cards come with restrictions based on gender that you must follow when playing these cards. This is always clearly explained on the cards.

EXAMPLE: The Mankini can only be played on male characters, and the Granny Nightgown only on female characters. However, these cards can also be played on a character with both genders (for example the Drag Queen), but neither card can be played on a character with no gender (for example the Rotting Zombie).

Card actions

Many cards have a text box describing a special *card action* for that card. There are four different types of actions, and sometimes a card can have more than one.

When played

Something happens when you play this card. You may, however, still play the card even if this action has no effect.

Cost to play

You **MUST** do something before you can play this card.

While in play

As long as this card is in play it has some type of continuous effect.

Make a choice

This card contains several actions, and you need to choose 1 of them.

PASS

When it's your turn, you can instead of playing a card say "pass", and the turn then moves to your opponent again. You must do this if you are unable to play a card, but you can also pass if you do not wish to play a card, for example if your played characters already have more sex appeal than your opponent's, or because you feel this round is already lost.

IMPORTANT: You may pass as many times as you want during a round, but the round ends as soon as both players pass immediately after each other.

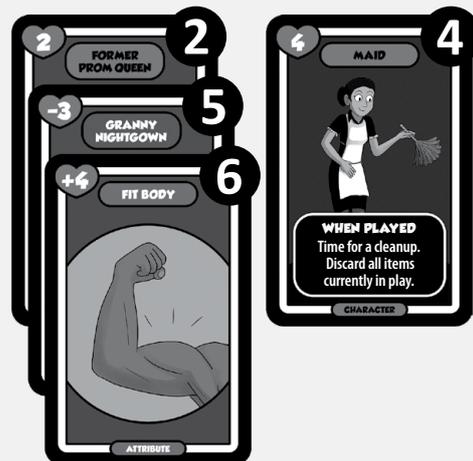
STRATEGY TIP: Try to never run out of cards unless it's the last round or a round you have to win to stay in the game. Don't be afraid to pass even when your opponent's characters in play have more sex appeal than yours. Yes, that means you will lose the current round, but it also means you will get the valuable starting player card for the next round.

Emma's side of the battlefield.



EXAMPLE

David's side of the battlefield.



Emma has the starting player card and begins this round by playing Average Joe on her side of the battlefield. **1**

David plays Former Prom Queen on his side. **2**

Emma plays Yoga Instructor. **3** Since this card has a cost to play, she must first complete the task described on the card before she can play it.

David plays Maid. **4** This card has an action when played, but since there are no items in play nothing happens and the card is played normally.

Emma plays the female only item Granny Nightgown on the Former Prom Queen. **5** Normally this item reduces sex appeal by 3. However, the Former Prom Queen currently only has a sex appeal of 2, therefore the full value of the item cannot be used, and her new sex appeal becomes 0 ($2 - 3 = -1$, rounded up to 0).

David plays the Fit Body attribute on the Former Prom Queen, **6** boosting her total sex appeal to 3 ($2 - 3 + 4 = 3$). Note that since the total sex appeal is no longer below 0, the full value of the Granny Nightgown can now be used in the calculation.

WHO WINS THE ROUND?

When both players pass immediately after each other the round ends. Now, the total sex appeal for each character, including their items and attributes, is calculated individually. Both players then combine the sex appeal of all their played characters, and the player whose characters has the highest combined total sex appeal wins the round. If that number is the same for both players, the round ends in a draw.

IMPORTANT: When the score has been calculated, all cards currently on the battlefield are discarded and placed in the discard pile. The cards in your hands are NOT discarded.

for the duration of the game. A player who has used both of their bails is unable to bail from challenges. You can never bail from a challenge you have selected yourself.

Players should keep all their won reward cards somewhere on their side of the playing area for the rest of the game, since they are used to calculate the final score.

If the round was a draw

When a round ends in a draw, neither player gets the reward card and it remains in the prize pot. This means that in the next round you will play for 2 reward cards instead of 1. Should that round also end in a draw, you will play for 3 cards the following round, and so on.

THE REWARD PHASE

If someone won the round

The winning player has now won the reward card currently in the prize pot. This means they must select 1 of the three challenges on the reward card they just won, and both players have to follow the instructions.

If there is more than one reward card in the prize pot, the winning player wins all of them and must select 1 challenge on each of the won reward cards for both players to act out.

If the winning player selects a challenge that the other player does not wish to participate in, the other player can bail from the challenge by using their bail card. When a bail card is used, the winning player must instead select another challenge on the same reward card. Players have two bails each

END OF ROUND

When the sexy challenge or challenges are completed, or if the round ended in a draw, you have reached the end of this game round. There are now two things you need to do before starting the next round.

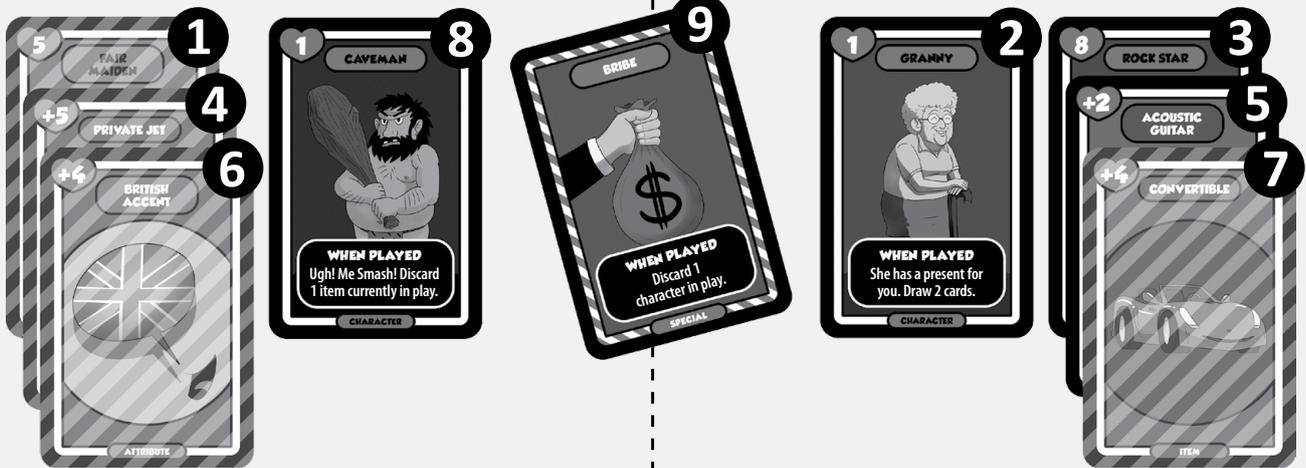
1. The winner of the round must pass the starting player card to the other player. If the round ended in a draw, the starting player card remains where it is.

2. The starting player draws the top reward card in the reward pile and turns it over. If there is no prize pot, this card becomes the new prize pot. If there are one or more cards in the prize pot already, this card is placed next to them. When both players have read the new reward card, the next round starts with the draft phase.

Emma's side of the battlefield.

EXAMPLE

David's side of the battlefield.



Emma starts the round by playing Fair Maiden. **1** David plays Granny. **2** When played he gets to draw 2 cards from the draw deck and add them to his hand.

Since Emma is in the lead, she decides to pass. It's David's turn again and, should he also pass now, the round will end with Emma winning. However, David really wants to win this reward, so he plays Rock Star. **3**

Emma plays the item Private Jet on Fair Maiden. **4** David plays the item Acoustic Guitar on Rock Star. **5** Emma plays the attribute British Accent on Fair Maiden. **6** David plays the item Convertible on Rock Star. **7**

Emma plays Caveman. **8** That card allows her to discard any item in play. She decides to discard Convertible on Rock Star, decreasing his sex appeal from 14 to 10.

David plays the special Bribe card, **9** allowing him to discard any character in play. He selects Fair Maiden who is discarded, including all attributes and items played on her.

Emma feels this round is a lost cause and decides to pass. Since David is currently leading, he of course does the same and the round ends. The score is now calculated. Emma has only 1 sex appeal on her side (Caveman, 1), while David has a total of 11 (Granny, 1 + Rock Star, 10). David wins the round.

Now, all cards on the battlefield are discarded before David gets to select a challenge from the reward card he just won. When the challenge is completed, David gives the starting player card to Emma, who turns over the top reward card in the reward pile, and then a new round begins with the draft phase.

STRATEGY TIP: Bedroom Battle is a strategic game where no player can win all rounds. Manage your cards wisely, and never spend more cards than you have to. If you run out of cards in the early rounds, you will be in trouble later in the game.

END OF GAME

When you turn over the last reward card in the reward pile, it means that the current round will be the last round of the game, unless it ends in a draw.

If the last round ends in a draw, add a hot reward from the unused hot rewards to the prize pot and play another round. Keep doing this until someone wins the last round.

When someone has won the last prize pot and the last challenge is completed, the game ends. Each player counts their won reward cards and the player with the most reward cards wins the game. Should both players have the same number of reward cards, the winner of the last round wins the game.

The winner now turns over the final reward card, reads it, and then selects a final challenge for both players to complete. Remember that the other player can still bail out if they have bails left, and if so the winning player has to select another challenge from the same reward card.

When you have completed the final challenge and both players, hopefully, have reached climax at least once, the game ends.

CARD MANAGEMENT

Drawing cards

When instructed to draw cards, always draw from the top of the draw deck unless otherwise specified. All cards that you draw are added to your hand. If the draw deck runs out of cards, the discard pile should be turned over and shuffled to create a new draw deck.

When drawing cards from the discard pile, always draw from the top of the discard pile and always draw cards face up so that your opponent also can see which cards you add to your hand.

If a card action instructs you to draw cards from the discard pile but there are no cards in the discard pile, you can still play the card without carrying out the card action. If a card action instructs you to draw more cards from the discard pile than there are cards in the pile, you should draw as many cards as possible.

If instructed to draw cards from your opponent's hand, the opponent should spread their cards out like a fan, with the backside facing you, before you randomly draw the cards.

Discarding and moving cards

If a character in play is discarded, or if it is moved from one side of the battlefield to the other, all items and attributes that are played on that character move with it.

When an item card is discarded or moved, only the item card itself is moved while all characters and attributes stay in place.

GAME SUMMARY

1. The draft phase

Draw 3 battle cards and place them face up. Take turns selecting 1 card each and add them to your hands. The starting player always selects first. There is no draft phase in the first round of the game.

2. The battle phase

When it's your turn, you can either play a card or pass. When both players pass immediately after each other, the round ends. The player who has played characters with the highest combined total sex appeal wins the round. If it's the same, the round ends in a draw. After the score is calculated, all cards on the battlefield are discarded.

3. The reward phase

If someone won

The winning player wins the reward card(s) in the prize pot and then selects 1 challenge from each of the won cards. Both players follow the instructions and complete the challenge(s). The winning player then gives the starting player card to the other player.

If it's a draw

The card(s) in the current prize pot remain and no challenges are performed. The starting player card also remains where it is.

Regardless if someone won or if it was a draw, the starting player turns over the top reward card in the reward pile, and a new round starts with the draft phase. If there are no reward cards left, the game ends. The player with the most reward cards on their side is the winner and selects 1 challenge on the final reward card to end the game.

An attribute card alone cannot be discarded or moved from the character it is played on.

All discarded cards are always placed face up in the discard pile. If several cards are discarded at once, it does not matter in which order they are placed in the discard pile.

PERFORMING CHALLENGES

If you for some reason are unable to perform a challenge exactly as it is written, feel free to improvise by tweaking the challenge so it's possible to complete it.

When you are instructed to remove or put on clothes, this lasts for the rest of the game or until another card gives other instructions, not only for the duration of the challenge. There is one exception: if a reward card instructs you to TEMPORARILY remove or put on clothes, it means you should return to what, if anything, you were previously wearing after completing the challenge.

When a challenge has a choice of how many times to do something or a choice on different time limits, it's always the winner of the card who makes the choice. When told to go outside, the winner of the card decides where to go and if, for example, a balcony or a garden counts as being outside or not.

When instructed to use items, objects or tools while performing a challenge, this could be absolutely anything: massage oil, sex toys, food, drinks, clothes, household objects, etc. The choice is yours, as long as both players agree it's safe to use.

RULE VARIATIONS

Change game length

By adjusting how many small and hot reward cards you include in the game, you also control the length of the game and how quickly it gets hotter. For example, play with 2 small and 3 hot rewards for a quickie, or 7 and 10 for a marathon, or simply play without small rewards at all. It's up to you.

Select reward cards

First decide how many hot rewards you wish to play with, and then draw twice as many cards. Now, let the starting player select 1 card and then pass the remaining cards to the other player who also selects 1 card. Take turns selecting cards until you have the number of cards you wish to play with. Continue by drafting the small rewards in the same way, but let the non-starting player select the first card. When you're done, shuffle the selected hot and small rewards individually and create the reward pile as usual.

More final reward cards

If you want more choices when winning, you can, instead of playing for 1 final reward card, choose to play for as many as you want. The winner can still only select 1 final challenge.

Trust lady luck

If you feel it's more exciting not knowing your opponent's cards, or if one player always wins your games because they have better strategy, you can remove all drafts from the game. At the start of the game, instead of drafting, simply deal 8 cards face down to each player. In the draft phase of each round, the starting player draws 2 new cards face down before the other player draws 1.

GAME TERMS

The draw deck

The pile of battle cards that you normally draw cards from unless otherwise specified. The cards are placed face down.

The discard pile

The pile containing all discarded cards, placed face up next to the draw deck.

The reward pile

The pile of small and hot reward cards, placed face down next to the draw deck.

The prize pot

The reward card(s), placed face up, that you're currently playing for.

Unused reward cards

The reward cards that you put away at the start of the game and only use if instructed to.

The playing area

The area in front of the players where all cards and piles of cards are placed.

The battlefield

The area containing all cards that are in play. One side of the battlefield belongs to you, the other to your opponent.

Cards in play

The cards currently placed on the battlefield.

Cards in your hand

The cards you're holding in your hand, concealed from your opponent. These cards are not in play and do not count when calculating your total sex appeal.

Draw a card

Unless otherwise specified, to draw a card means drawing the top card face down from the draw deck and adding it to your hand.

Play a card

Select a card in your hand and place it on the battlefield. Exception: Special

cards are never placed on the battlefield, but are instead immediately discarded after the action described on the card is carried out.

Card actions

The action(s) described in a text box on many battle cards. Not all cards have actions.

Pass

When you do not wish to play a card or are unable to, you say "pass" and the turn moves to your opponent. If both players pass immediately after each other the round ends.

Total sex appeal

A character's sex appeal including all items, attributes and card actions affecting sex appeal added.

Base sex appeal

A character's sex appeal without any items, attributes or card actions affecting sex appeal added.

Bedroom Battle is designed for future expansion packs, so check out www.bedroombattle.com and sign up for our mailing list to get notified when these become available for sale. You can also follow [@_tingletouch_](https://twitter.com/_tingletouch_) on Twitter and [@tingletouch](https://www.instagram.com/tingletouch) on Instagram. Should you have any questions, or if you are uncertain about a specific rule, mail us at info@tingletouch.com.

Don't forget that we also create sexy Apps for iOS and Android devices. Go to www.tingletouch.com to learn more.

Game Design by Magnus Holmgren and Elin Nilsson. **Illustrated** by David Camacho. **Proofing** by Karin Kohlmeier. **Playtesting** by Joshua Hart, Donna Hart, Andrew Heron, Hayley Hunt, Nolan Wright, Megan Wright, Joe W, Megan LB, David Myers, Debbie Myers, Klaudia Mészáros, Péter Csuka and Rhea Maughan. **A big thank you to** David Myers, Rhea Maughan, John Sunesson, and all our Kickstarter backers. Copyright 2015 Tingletouch Games.