

Lots of Good Men™

AN IMAGINATIVE MATCHMAKING and STORY-TELLING CARD GAME

For Women of All Ages

Lots of Good Men is a whimsical card game in which players date imaginary suitors while awaiting Mr. Right. The game is also an entertaining icebreaker, conversation starter and story-telling game.

THE OBJECT ... To meet a mate and accept a marriage proposal; then, reveal your fiancé to the other players by constructing a fun and interesting narrative, based on the cards that you draw.

THE WINNER ... To win the game you must have a card from each deck and be the player who knows the most about their fiancé. You learn about your fiancé by collecting cards, so the player with the most cards wins.

In the game, all the suitors are ready, willing, and able to make a commitment. Each player selects a prospect based on their characteristics, by drawing from the six card decks listed below. You can keep your prospect and continue to get to know them or reject them, return them to the bottom of the deck, and continue to date, while awaiting Mr. Right.

THE EQUIPMENT... 6 decks of cards as follows:

- **Deck 1** - 20 First Looks – A physical feature that you notice when you first see your suitor.
- **Deck 2** - 40 Careers – Your suitor's occupation
- **Deck 3** - 20 First Dates – An aspect, about your suitor, that you realize on the first date.
- **Deck 4** - 20 Positive Character Traits – Positive Characteristic that you notice about your suitor after several dates.
- **Deck 5** - 20 Negative Character Traits – Negative Characteristic that you notice about your suitor after several dates.
- **Deck 6** - 60 Random Facts – Truths that you discover, about your prospect, as you get to know them.

THE FUN ... Would anyone consider marrying a handsome medical doctor who last two girlfriends died of an unknown cause? How about a circus clown who gives great massages? Will a player be interested in a person who is about to inherit millions but does not shower daily? There are lots of good men, but good men come in all shapes and sizes with different personality types. Can you find Mr. Right and live happily ever after?

Note: *Try to collect as many cards as you can, without settling... Remember that no one is perfect AND that you can present a positive spin or twist on any card that you draw to make a characteristic favorable, and to your advantage.*

OF PLAYERS: The game is best played with 4-8 players but can also be played alone or with up to 20 players.

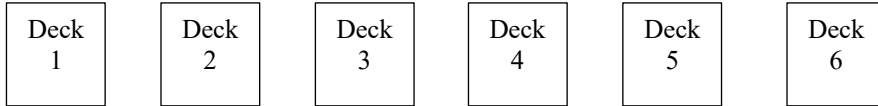
***The timing of the game depends on how much conversation is had while playing. Average playing time is 45 minutes.**

Game Rules and Instructions on back >

Lots of Good Men™ trademark logo and the design of the cards are trademarks of Karen Reed for her Imaginative Matchmaking card game and equipment. © 2009. USA All Rights Reserved. Cordova, TN 38088.

GAME RULES AND INSTRUCTIONS

HOW TO PLAY... Dealer shuffles each card deck, and lines up the six decks in numerical order as shown below:



Round 1

Starting with the first player to the left of the dealer, and continuing clockwise, each player must draw the top card from Deck 1 labeled "First Look", and then **keep silent**. *Each player will decide if they will keep the card or reject it on their NEXT turn.*

Important Note: Players should not discuss their cards with the other players or let the other players see their cards until the finale. The finale is when each player reveals their fiancé to the other players.

Drawing Cards

- Each player must draw one card per round and only draw on their turn.
- Each player must draw from the decks in numerical order (e.g., First you must draw from Deck 1, then Deck 2, then Deck 3, etc.). You can only draw from the next deck if you have a card from the previous deck.
- Each player can only draw the top card of a deck.
- Each time you draw a card, you cannot reject the card that you draw until your next turn, unless engaged.

Rounds 2-6

Each player, **on their turn**, must decide if they will keep the card that they have drawn in the previous round, or reject it.

- **Keep** - If the player keeps the card, they can now draw a card from the next deck, and they are on their way to happily ever after.
- **Reject** - If the player rejects the card, they must return **all the cards in their hand**, by placing each card face up in front of the respective deck, for all players to see, and then start over by drawing a card from deck 1.
 - *All players are encouraged to comment on and discuss Rejected cards.*

Marriage Proposal/Engagement

- **Congratulations!** Once a player has one card from each deck in their hand and has decided to keep their cards, they must announce their engagement. Players can cheer and congratulate the person who is newly engaged.
- A player who is engaged must place all their cards face down on the table. **Once a player puts their cards down, they cannot pick up their cards again until the finale.** A player who is engaged should not be holding any cards.
- A player who is engaged will continue to learn more about their fiancé by drawing **only** from the "Random Fact" deck, on their turn.
- A player who is **ENGAGED** can **reject** the card that they draw without returning their other cards, however, if they reject a card, they must reject the card **immediately** after reading it (*They do not wait until their next turn*).

Finale/Story-telling- When all cards in the "Random Fact" deck are gone, players must now reveal their cards.

- Each player must count all the cards that they kept. The player with the most cards is the **winner** and will be the first player to reveal their cards to the other players.
- Every player takes a turn. Each player must state their name and their fiancé's name (Players choose a name for their fiancé). Then, read all their cards aloud while placing each card face up on the table for everyone to see. *Cards can be read in any order.* Players are encouraged to use their cards to construct a short fun/interesting story about their fiancé.
- **Rejecting Cards** - When a player chooses to reject a card, they must return all the cards in their hand and start over at **Deck One**. However, **once** a player is engaged (Accepted one card from each deck), they can immediately reject the **following** Random Fact cards that they draw **without** returning their other cards.
- **Replenishing Decks** - All decks can be replenished **except** Deck 6, the "Random Fact" deck. To replenish a deck, place the rejected cards face down at the bottom of their respective deck.