



WATCH
THE VIDEO

MIDNIGHTTM HERO

RULE BOOK

INTRODUCTION

Midnight Hero enables couples to find greater pleasure by using competition to reconcile different preferences and re-introduce novelty. You will take a journey with your companion to learn what makes them excited and what they shy away from. This game is not for the timid, because the real-life outcome of your evening is shaped through competition rather than the standard formula.

While this game cannot solve all barriers to intimacy (health issues, sleepless nights with kids, or wider relationship issues as examples), it is designed to help to break down common barriers to sexual intimacy in healthy relationships. Some of those most common barriers are:



Initiation of sex can be an awkward song and dance



Switching from everyday life to being intimate can be a difficult transition



Trying new things can be intimidating, and for some it is hard to even know what to do



Sexual preferences often differ and those differences are frequently ignored rather than explored

TABLE OF CONTENTS



Game Flow (page 5)



Phase 1: Foundation Building (page 6)



Phase 2: Scoring (page 7)



Phase 3: Rewards (page 13)

CONSENT AND SAFETY

Verbal consent can help both you and your partner to respect boundaries. This game should NOT breach consent between players. The context for this game is within the confines of consent.

Please be sure to read up on safe procedures if you are unsure prior to any activities.

GAME PIECES

29 MOONLIGHT TOKENS



[Blue] Sensual: Activates a sense or senses



[Yellow] Untamed: A prude might call this category a little too much



[Pink] Passion: Intensity and massages



[Green] Adventure: Uncommon and a fun mix of the other categories



[Purple] Tease: Anticipation and challenges



Blocking Token

46 PLAYING CARDS



20 Foundation Cards



26 Scoring Cards (15 one-point Foreplay Cards; 10 two-point Intercourse Cards; 1 Wild Card)

2 BONUS CARDS



Remove Barriers Bonus Card



Environment Bonus Card

GAME FLOW

PHASE 1: FOUNDATION BUILDING

Phase 1 involves communicating preferences in a game of 'Would You Rather'. This simple game communicates preferences while building your foundation to play for points in the next phase.



PHASE 2: SCORING

Phase 2 is all about competition. It's a race to 9 points. The first player to get there gets to determine how the rest of the evening will go!

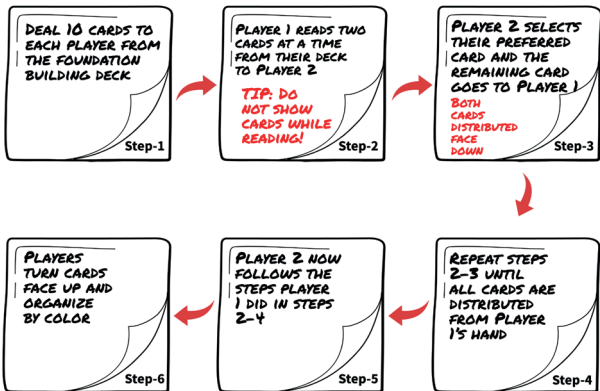


PHASE 3: REWARDS

Phase 3 is where the winner chooses the adventure for the evening based on the cards they've collected... and then players do it!

PHASE 1: FOUNDATION BUILDING

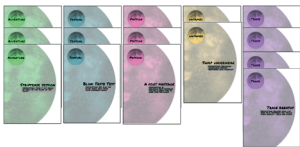
A GAME OF "WOULD YOU RATHER?"



"WHAT CARD WOULD YOU RATHER HAVE?"



EXAMPLE PLAYER'S FOUNDATION AFTER PHASE 1



PHASE 2: SCORING

SETTING THE BOARD

Players set up the Scoring Cards and Moonlight Tokens as displayed in the graphic below.

- A** Stack shuffled Scoring Cards in a deck and turn over the top 5 cards face up to the right of the drawing deck
- B** Display the 2 Bonus Cards above displayed Scoring Cards
- C** Each player should have 2 Blocking Tokens
- D** Stack the colored Moonlight Tokens below the Scoring Cards



PHASE 2: SCORING

GETTING STARTED

TAKING TURNS

The player who has the next birthday starts. If this isn't your first time playing, the loser from the previous round starts.

A player has 2 options for their turn



Option 1: Select 3 Moonlight Tokens (or 2 of the same color if there are 4 or more of the same color available)



Option 2: Purchase a Scoring Card



Players may use their Blocking Token during their turn and it does NOT count as their turn

Players take turns back and forth until a player reaches 9 points and ends Phase 2.

Note: All player owned cards and Moonlight Tokens should be visible for game play.

Advanced tip: If you would like to create additional excitement and more playing time, you can create a option to validate a win after the game is over. For example, the win is only valid if the next unturned card in the scoring deck is a green card.

THE WILD CARD



The Wild Card is mixed in with the other Scoring Cards. When it is turned over, all of the 5 displayed cards must be shuffled back into the deck (including the Wild Card), and then a new 5 cards are turned over. If the Wild Card is displayed on an initial deal or after a reshuffle, the rule still applies. The Wild Card is optional and may be removed if players prefer to weigh strategy higher than chance.

PHASE 2: SCORING

RULES

MOONLIGHT TOKENS

A player may have up to 10 Moonlight Tokens in their possession (not including the Blocking Tokens). If a player has more than 10 tokens, they must return the excess tokens. Moonlight Tokens are used to buy additional Scoring Cards.

Note: It is not uncommon to exchange tokens after reaching the 10 token maximum, especially after the Wild Card appears.

BUILDING MOMENTUM

Colored Moonlight Tokens help you to purchase Scoring Cards. Scoring Cards and Foundation Cards subsidize future purchases by discounting the purchase price by the number of cards you have. The color indicated in the upper left hand corner of the card acts as a Moonlight Token of that color towards a future purchase in an ongoing manner. When purchasing a new card, a player counts their existing card (s) towards the purchase price BEFORE they count their Moonlight Tokens.

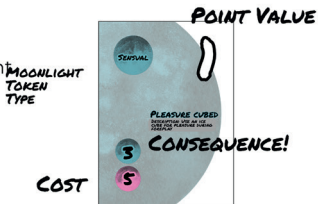
Advanced tip: Read the cards out loud as you purchase them. For even more intrigue, say why you are purchasing when you purchase a card. For example, do you want the consequence done to you, or would you like to do it to your partner? Are you purchasing a card to avoid a consequence? Perhaps you are simply purchasing to win. This advanced tip also works for the Foundation Cards.

PHASE 2: SCORING

RULES

SCORING CARDS

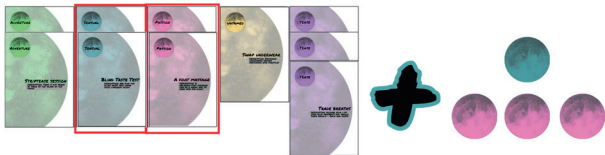
Scoring Cards are the way to build points. The amount of points is signified in the upper right hand corner. Purchasing a Scoring Card requires payment in the amount displayed on the lower left hand corner of the card.



Tokens that are used to purchase a card are placed back into the community pot of tokens. Once a card is purchased, a new card from the deck is turned prior to the next player's turn. If a card is blocked, then a new card is turned over for the current player's turn.

EXAMPLE TO PURCHASE CARD ABOVE

To purchase the card above 5 pink and 3 blue are needed. Given that the player already has 2 red cards and 2 blue cards, only 3 red Moonlight Tokens and one blue Moonlight Token are needed to make the purchase.






PHASE 2: SCORING

RULES

BLOCKING TOKENS

A player starts with 2 Blocking Tokens. The Blocking Tokens are used to remove displayed scoring cards from game play. A player may wish to block a card in order to:

-  Prevent an unwanted consequence
-  Block a path to victory
-  Reveal new cards

A player only has 2 blocks per game. Blocking a card can only be done on a player's turn prior to picking up tokens or purchasing a card. Blocking a card does NOT count as a turn.

Once a Blocking Token is used, the token and the blocked card are discarded for the remainder of the game. A new card replaces the blocked card before the blocking player takes their turn. Blocking cannot be performed on Bonus Cards or Foundation Cards, only unpurchased Scoring Cards with point values.



PHASE 2: SCORING

RULES

BONUS CARDS

The purpose of the Bonus Cards is to create a mechanism to ease into intimacy.

Bonus Cards contain no point value and are earned when a player obtains the minimum of Scoring Cards displayed on the Bonus Card. The Bonus Card holder may be different from the Midnight Hero (the winner), however the Midnight Hero collects any remaining Bonus Card(s) at the end of Phase 2.

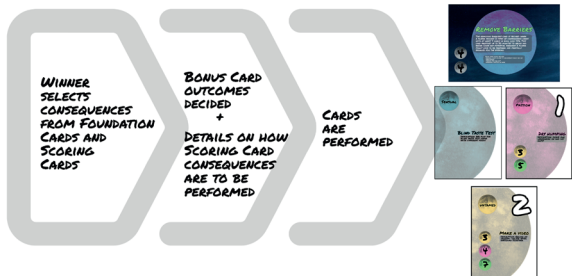
Bonus Cards do not require an extra turn to obtain, but do require to be picked up during the turn of the player securing the Bonus Card. If a player doesn't recognize their prize, another player can obtain it on their turn. A player may only collect 1 Bonus Card per turn.

END OF PHASE 2: DETERMINING THE MIDNIGHT HERO

The first player to reach at least 9 points ends Phase 2 after all players have had an equal amount of turns. The player with the most points is declared the Midnight Hero. If there is a tie, the player with the most Bonus Cards wins. If there remains a tie, a coin toss decides. The Midnight Hero receives any unclaimed Bonus Cards.

PHASE 3: REWARDS

SELECTING CONSEQUENCES



After the game has ended, the fun begins. The Midnight Hero has the privilege to use the cards in their possession to assign consequences. They must select one Foundation Card and 3 points worth of consequences from the Scoring Cards. The point levels have meaning as well:

♥ 2 point cards: Intercourse

♥ 1 point cards: Foreplay

♥ Foundation Cards: Build anticipation and desire, but no touching of private parts

IMPORTANT DETAILS ON SCORING CARD CONSEQUENCES: If there is ambiguity for who receives the consequence, it is up to the Midnight Hero to determine. There is intentionally room for discretion when determining consequences (for example who receives the consequences, and the length of time per consequence). Remember, this game is not only about competition, but also about open communication and trying new things.

PHASE 3: REWARDS

USING BONUS CARDS

The Bonus Cards are performed before the consequences listed on the Foundation Cards and Scoring Cards.

REMOVING BARRIERS BONUS CARD

The Removing Barriers Card is secured when a player secures 2 sets of 4 Moonlight Token type cards. This Bonus Card provides up to 30 minutes to relax and break down any potential barriers a player might have to be prepared and mentally engaged for the evening. Ideas include (but are not limited to):



Having a bath alone to decompress from the day



Taking time to do research for consequences



Taking the dog out or putting the kids to bed

ENVIRONMENT BONUS CARD

The Environment Card is secured when a player has 6 cards of 1 Moonlight Token type. The card allows a player to control the scene. They can select the scents, the lighting, and the music. Ideas include (but are not limited to):



Lighting: Candles, dimmed lights, string lights



Scents: Incense, scented candles, perfumes or sprays



Sounds: Music, waves crashing, etc...

ADVANCED TIP: Use a theme to coordinate the environment... maybe it's a rainforest scented candle with a rainforest white noise video in the background.

HAVE FUN!

Put those Scoring Cards to use and having fun exploring with your partner. Midnight Hero isn't exclusive to date night, but could be used every night to initiate, get in the mood, explore preferences and stay out of routine.

THANK YOU

Thank you for purchasing this game. Midnight Hero was created to increase pleasure by packaging complex best practices for intimacy into a simple and fun game.

Oftentimes word of mouth is much more effective than advertising. If you enjoyed this game and felt like it made a difference in your sex life, we hope you will let others know about Midnight Hero.

Thank you.



WATCH THE
VIDEO TO LEARN
HOW TO PLAY