



WEDDING COUNTDOWN

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Wedding Countdown is a “draw-and-play” style card game where all cards stay in play; nothing is kept in-hand. Each player tries to have the **lowest total** from the numbers on their cards at the end of the game.

Contents: 81 cards

Bride (1)

Maid of Honor (1)

Rings (1)

The Dress (1)

Wedding Day (4)

Rehearsal Dinner (5)

Marriage License (6)

Bachelorette Party (6)

Bridal Shower (7)

Cake Tasting (8)

Hair & Makeup (8)

Dress Shopping (8)

Send Invitations (8)

Engagement Party (8)

Bridesmaids (9)

Shuffle all 81 cards and deal out 9 per player.

Tell players not to look at their cards!

Each player will lay their cards face down into a 3x3 field.

The remaining cards will form a draw deck in the center of the table. Flip the first card over to start the discard pile next to the draw deck.



To start, all players flip any two corner cards face up. The player with the highest combined total will play first.

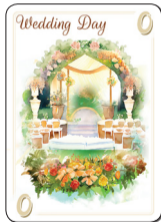
If tied, the player with the single highest card goes first.

If still tied, the first player to say, "Let's get married!" goes first.



On your turn you always take 1 card.

You may draw from the top of the deck, or take the top card from the discard pile.



Look at the card you draw, then decide if you want to keep & place it, or discard it.

To keep it, place the card face up in your field replacing any other card. You may replace an already face up card, or replace a face down card. The card you replaced goes face up into the discard pile.

If you take a card from the discard pile, you must play it.

If you don't want the card drawn, you may discard it, then flip any face down card on your field to its face up side.



Your goal is to set up pairs of cards next to one another, up, down, left, or right. Diagonal does not count!

When two of the same card are adjacent, they cancel out for 0 points. This is good! You want the lowest total points.

Having 3 of a card next to one another will only cancel out two of them.



There are 4 cards with negative values. They do not pair with any other cards, and their value will be reduced from your total. It is possible to end a game with negative points.



The Engagement Party (9) and Bridesmaids (10) cards have special text on the bottom of each card. If you draw either one of these cards from the draw deck or the discard pile and place it down onto your field, you may take the action listed at the bottom of the card.

You may not use the action if you flip the card over while already on your field.

Engagement Party - After you have placed the card into your field, you may then swap the locations of any two cards you control - face up or face down. This allows you to move cards into pairing/scoring locations.



When placed: You may swap the location of 2 of your cards.

Bridesmaids - After you have placed this card into your field, you may look at one of your face down cards, then place it back face down.

10

When placed: You may peek at one of your face down cards.

The game ends when a player has all of their cards face up. You may also choose to end the game early after your turn if you think you have the lowest total score.

To do that, raise a glass and clink it to announce you are ending the game. If you don't have a glass, a simple, "tink, tink, tink" will do.

When that happens, each other player gets one final turn.

Flip all cards face up, then add up everyone's fields, removing any adjacent pairs. The player with the lowest total score remaining wins!

$$0 + 3 + 2$$

$$\equiv 5$$



In the event of a tie, it was meant to be, you share victory!



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