

Object of the game

Your mother is going to marry again. It should be a festive wedding, with lots of guests of course. As adult children, you don't like that latter idea too much. You agree with your mother, that each of you children will compile a guest list, assigning a seat for every guest the wedding location (church, register office, ship or whatever), admitting as many guests as possible (and the "right" ones) without being risky for the party. In order to prevent any sad aftermaths, everybody should attune to the current restrictions due to the Corona pandemic. Besides these restrictions, the main problem are the guests themselves with their individual preferences, dislikes and requests ...

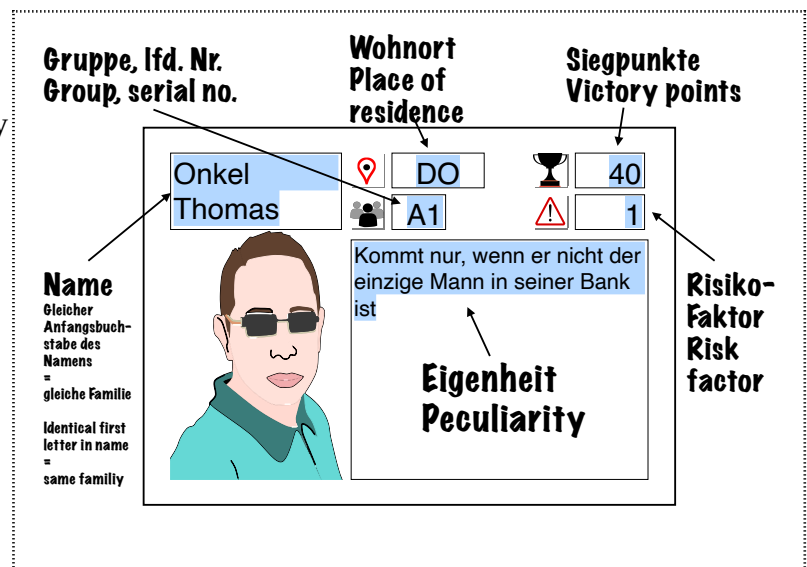
Who will manage to design the best planning, i. e. achieve the best scoring in placing the guests without hitting the critical Corona value. That player will win mother's approval, and the game.

Components

- 135 cards, including

1.a. Guests. These have

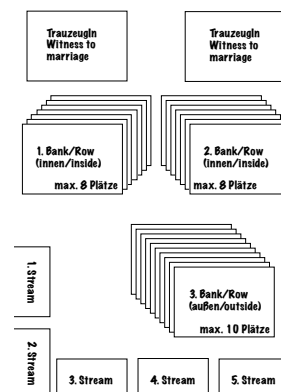
- a name
- a group to which they belong
- a place of residence
- a victory point value
- an established risk factor
- and some peculiarities



b. Events. There is some explanatory text.

c. Change of plan. Again, there is some explanatory text.

- a number of blank cards (for advanced players only).
- 6 screens, a simple folded, empty sheet
- 6 planning boards



Setup

- Sort the cards by their type in 3 separate stacks (guests, events, changes of planning).
- Shuffle guests and incidents in 2 stacks separately, and place them face down in the center of the playing area.
 - Then, draw the following number of cards per player from each stack:
 - 20 guest cards
 - 4 event cards
 - A set comprising 3 cards (Change of plan 1 to 3)
- Mix all drawn cards and deal 3 stacks of 9 cards each to each player. The stacks must be kept separate.
- Each player takes a screen and a planning board. Keep the planning board behind your screen, hidden from other players.

Playing the game

Drafting: This game uses the drafting mechanism. This means you keep one card of your choice from the stack passed to you from your right neighbor, and then pass the remaining cards to your left neighbor. You do not pass the last (ninth) card to your neighbor, just discard it face down in the center of the playing area.

The game is played over 27 rounds, split up into 3 game turns. For the very first round (game turn 1), players take any one of the 3 stacks dealt to them, choose one card, then pass this stack to their left neighbor. The other two stacks are used in game turns 2 and 3, respectively.

A round

During each round, all players simultaneously select one of the cards from the stack given to them by their right neighbor, then pass the stack to their left neighbor (see **Drafting** above).

Each player puts the selected card behind their screen. Players may always look at their own cards, but must keep them hidden from the other players.

From the 21st round onwards (and including it, only 6 cards from the last stack are left now) the players put their selected cards not behind their screen anymore, but face down in front of their screen. These cards may be traded (see negotiation phase), but must be used later for the ceremony by any means.

End of a round

Players do not pass the last card of each stack to the left, instead they discard it face down in the center of the playing area. These cards are not part of the game anymore.

During rounds 1 to 8 (when only one card is left in the stack) players do nothing else except selecting their cards. The same applies to rounds 10 to 17, and rounds 19 to 26.

Starting with the 9th round, a negotiation phase is introduced, and repeated in the 18th round and 27th round:

Trading round between game turns

The players may trade all cards among themselves that they have selected so far. The trade can be done in any way the players like, they may but are not obliged to tell all details of a card, but is it strictly forbidden to lie.

They may even give away a card for free, though the receiver must agree to accept the card, they may deny it.

The negotiation phase ends, when no more players want to trade or 1 minute after only 2 players are still trading (count the time).

Who has to be included at the ceremony?

1. Bride and groom are always there, they are no guests (that's why there are no cards for them).
2. At least one marriage witness must be there.
3. At least one relative of both bride and groom must be present (group A and group B).
4. At least one friend of both bride and groom must be present (group C and group D).

Placing rules

There are 2 kinds of placing rules. The first one applies to all game sessions. The second one with more restrictions offers a greater challenge and should be used by advanced players only.

General placing rules:

1. At least 1 but no more than 2 guests are marriage witnesses. Those 2 witnesses (or 1) must be placed on the corresponding space(s).

2. Each row of pews has a maximum number of places. These are shown on the planning board. This number must not be exceeded. The number of places at home (called streams) is not limited but every guest there scores 5 points less unless he specifically wants to be at home.
3. First, only the 1st row of pews (inside) are available. The 2nd row, the outside row and the places at home ("streams") must be unlocked by event cards before they can be used!
4. Any guests whose place of residence has an incidence value of 50 or more are not allowed to take part at the ceremony, and are removed before scoring.

Advanced placing rules:

1. An empty seat should be between two guests. An empty seat is represented by a blank card.
2. Each guest belongs to one specific household. This is marked by the identical first letter of their name and by their same place of residence (for example, auntie Isolde and cousin Indra, both living in HER(ne), belong to the same household). Members of the same household are allowed to sit next to each other, without increasing the risk factor. If members of the same household are sitting next to other members of this household only (between to other members), their risk factor is zero.
3. If guests from different households are sitting next to each other, the risk factor of each of these guests is doubled. This means that the risk factor of a single person sitting next to two persons from different households (between them) is quadrupled!

End of the game and scoring

After the second last card has been selected (and the final card has been discarded), the final negotiation phase takes place. Then, all players place as many cards on their planning board as they like (and can), choosing from all cards they had drafted and traded before (see placing rules above).

However, it is mandatory to place **all** cards drafted from round 21 onwards (in front of the screen). This does not apply to traded cards; these are always placed behind the screen.

The ceremony takes place only if

1. all required guests are included (see Who has to be included at the ceremony?)
2. the total of all risk factors is not higher than the critical value of 25 or of the one indicated by event cards.

The player with the most victory of their participating guests is allowed to organize the wedding, and is the winner of the game. In case of a draw those players share the victory.