



A TWO-PLAYER CARD GAME ABOUT LOVE,  
OBSESSION, AND BAD DECISIONS

# YANDERE GIRLFRIENDS IMOUTO, OSANANAJIMI, SENPAI

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# INTRODUCTION

**Yandere Girlfriends: Imouto, Osananajimi, Senpai (YGIOS)** is a two-player card game.

Games run 10-20 minutes. A full match is called a **Timeline** and lasts several rounds: Winning each round gets you 3-5 Affection Points. First to 12 Affection Points wins.

You play as **Makoto**, an unremarkable guy who three yanderes have decided belongs to them. Both players are alternate timelines of Makoto, fighting to win over at least two girls across three Zones: **Home, School, and Town.**

*Three girls. Three zones. None of them asked for permission. You don't get to choose whether this happens. You just get to pick which direction you lean in.*

## HOW TO USE THIS RULEBOOK

- Start with **Simple Mode**. Fixed zones, no bonuses, just the core mechanics and 18 base cards (D1-6).
- **Advanced Mode** adds variance: zones shuffle each round, each zone gets a random Bonus Card. It also expands the deck to 24 cards (Devotion 1-8, adding 6 cards with Requirements) and adds a Sculpt Phase.
- If the rules on the card itself are unclear or don't cover some situation, refer to this guidebook for clarification.



*"You don't get to decide who loves you. We already did."*

Imouto



# COMPONENTS

## 12 AFFECTION POINT TOKENS



Used to track Affection Points across rounds. First to 12 wins the Timeline.

## 4 LOCK TOKENS



Used to track locked Zones. Put 1 token on the player's side of the Zone(s) for each turn it's locked. Remove them when the lock expires.

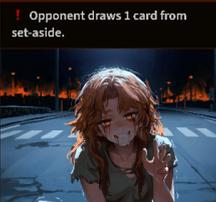
## 3 ZONE CARDS



## 24 AFFECTION CARDS

18 base (Devotion 1-6) + 6 advanced (Devotion 7-8) with Requirements

<p><b>1</b> GOING THROUGH YOUR PHONE</p> <p>📱 Draw 1 card from the set-aside pile and add it to your hand. (If empty, no effect.)</p>	<p><b>2</b> PLAYING HOUSE</p> <p>🏠 Home cards played face-up to Zones adjacent to Home count at full Devotion.</p>	<p><b>3</b> SLEEP IN YOUR HOODIE</p> <p>🔄 Return one of your other cards back to your hand. Immediately play 1 card.</p>	<p><b>4</b> COOK YOUR FAVORITE MEAL</p> <p>🍴 Move any 1 face-up card from an adjacent Zone into this Zone.</p>	<p><b>5</b> LOCK THE FRONT DOOR</p> <p>🔒 Opponent cannot play to Home Zone on their next 1 turn.</p>	<p><b>6</b> I'VE ALWAYS LOVED YOU</p>
<p><b>7</b> LOOK AT ME ONLY</p> <p>👁️ Can't play face-up into an empty Zone. All your other cards here are flipped face-down.</p>	<p><b>8</b> IMOUTO</p> <p>🔥 Discard 1 card from your hand.</p>	<p><b>1</b> MEMORIZED YOUR SCHEDULE</p> <p>📅 Flip 1 card in any Zone (Trigger ability if face-up). Cannot target itself.</p>	<p><b>2</b> RESERVED THE DESK NEXT TO YOURS</p> <p>🚫 Opponent cannot play to School Zone on their next 2 turns.</p>	<p><b>3</b> FORGED THE CLUB SIGNUP SHEET</p> <p>📄 Draw 2 cards from the set-aside pile. Then discard exactly 2 cards from hand.</p>	<p><b>4</b> SPREAD A RUMOR</p> <p>🗨️ Choose one of your opponent's face-up cards in any Zone and flip it face-down.</p>
<p><b>5</b> I RUN THIS SCHOOL</p> <p>🏫 All face-down cards in School gain +2 Devotion. (Stacks with Paranoia).</p>	<p><b>6</b> EVERYONE SHIPS US</p>	<p><b>7</b> YOU CAN'T IGNORE ME</p> <p>👁️ Opponent MAY draw 1 card from set-aside and play it face-down to any Zone.</p>	<p><b>8</b> SENPAI</p> <p>🗑️ Remove 1 of your face-down cards from any Zone permanently.</p>	<p><b>1</b> CHECKED YOUR LOCATION</p> <p>📱 Draw 2 cards from set-aside pile. Play 1 face-down here, return the other to bottom. Both cards are protected from abilities. 🛡️</p>	<p><b>2</b> WALKED YOU HOME AGAIN</p> <p>🏠 Move any card to a new Zone, then move this card there too. Cannot target itself.</p>

<p><b>3</b> OUR SPOT</p>  <p>∞ Devotion always 3 in any Zone. Your other face-up Town cards here count at full Devotion.</p>	<p><b>4</b> REDIRECTED YOUR COMMUTE</p>  <p>Move an opponent's face-up card to an adjacent Zone.</p>	<p><b>5</b> NOWHERE LEFT TO HIDE</p>  <p>No one can play cards to Zones adjacent to Town on their next turn.</p>	<p><b>6</b> THIS TOWN IS OURS</p> 	<p><b>7</b> CHASED AFTER YOU</p>  <p>! Opponent MAY move one of their cards to this Zone.</p>	<p><b>8</b> OSANANAJIMI</p>  <p>! Opponent draws 1 card from set-aside.</p>
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## 9 ZONE BONUS CARDS

<p><b>LOVE TRIANGLE</b></p>  <p>To control this Zone, a player must lead by 2+ Devotion. A lead of exactly 1 is treated as a tie.</p>	<p><b>MEANINGFUL LOCATION</b></p>  <p>Whoever controls this Zone at round end scores +1 Affection Point (even if you lose).</p>	<p><b>PARANOIA</b></p>  <p>All face-down cards here are worth 3 Devotion instead of 2.</p>	<p><b>ALL EYES ON US</b></p>  <p>Cards cannot be played face-down here. If a face-down card is moved here, it is flipped face-up and its ability triggers.</p>	<p><b>NO MORE GAMES</b></p>  <p>Card abilities do not trigger when cards are played to this Zone. Requirement still applies. Outside effects can still affect it.</p>	<p><b>FATED ENCOUNTER</b></p>  <p>Cards played or moved here count at full Devotion regardless of Zone match or adjacency.</p>
<p><b>ESCALATING OBSESSION</b></p>  <p>At round end, for every 2 cards from both players, the controller scores +1 bonus Affection Point. Must win the round.</p>	<p><b>FIRST IMPRESSIONS</b></p>  <p>The first face-up card played or moved here gains +2 Devotion. Does not apply to face-down cards.</p>	<p><b>SECRET HIDEOUT</b></p>  <p>Cards here cannot be moved, flipped, or targeted by any abilities.</p>			

## 8 REFERENCE CARDS (2 SETS OF 4 FOR EACH PLAYER)

<p><b>HOME</b> ABILITY REFERENCE D6 = No Ability · D7-8 = Cost</p> <ol style="list-style-type: none"> <li><b>Going Through Your Phone</b> <small>ONCE</small> Draw 1 card from the set-aside pile and add it to your hand. (If empty, no effect.)</li> <li><b>Playing House</b> <small>PERSIST</small> Home cards played face-up to Zones adjacent to Home count at full Devotion.</li> <li><b>Sleep In Your Hoodie</b> Return one of your other cards back to your hand. Immediately play 1 card.</li> <li><b>Cook Your Favorite Meal</b> Move any 1 face-up card from an adjacent Zone into this Zone.</li> <li><b>Lock the Front Door</b> <small>LOCK</small> Opponent cannot play to Home Zone on their next 1 turn.</li> <li><b>I've Always Loved You</b></li> <li><b>Look At Me Only</b> <small>COST</small> ! Can't play face-up into an empty Zone. All your other cards here are flipped face-down.</li> <li><b>Imouto</b> <small>COST</small> ! Discard 1 card from your hand.</li> </ol>	<p><b>TOWN</b> ABILITY REFERENCE D6 = No Ability · D7-8 = Cost</p> <ol style="list-style-type: none"> <li><b>Checked Your Location</b> <small>PERSIST</small> <small>PROTECT</small> Draw 2 cards from set-aside pile. Play 1 face-down here, return the other to bottom. Both cards are protected from abilities.</li> <li><b>Walked You Home Again</b> Move any card to a new Zone, then move this card there too. Cannot target itself.</li> <li><b>Our Spot</b> <small>PERSIST</small> Devotion always 3 in any Zone. Your other face-up Town cards here count at full Devotion.</li> <li><b>Redirected Your Commute</b> Move an opponent's face-up card to an adjacent Zone.</li> <li><b>Nowhere Left To Hide</b> No one can play cards to Zones adjacent to Town on their next turn.</li> <li><b>This Town Is Ours</b></li> <li><b>Chased After You</b> <small>COST</small> ! Opponent MAY move one of their cards to this Zone.</li> <li><b>Osananajimi</b> <small>COST</small> ! Opponent draws 1 card from set-aside.</li> </ol>	<p><b>SCHOOL</b> ABILITY REFERENCE D6 = No Ability · D7-8 = Cost</p> <ol style="list-style-type: none"> <li><b>Memorized Your Schedule</b> Flip 1 card in any Zone (Trigger ability if face-up). Cannot target itself.</li> <li><b>Reserved the Desk Next to Yours</b> <small>LOCK</small> Opponent cannot play to School Zone on their next 2 turns.</li> <li><b>Forged the Club Signup Sheet</b> <small>ONCE</small> Draw 2 cards from the set-aside pile. Then discard exactly 2 cards from hand.</li> <li><b>Spread a Rumor</b> Choose one of your opponent's face-up cards in any Zone and flip it face-down.</li> <li><b>I Run This School</b> <small>PERSIST</small> All face-down cards in School gain +2 Devotion. (Stacks with Paranoia).</li> <li><b>Everyone Ships Us</b></li> <li><b>You Can't Ignore Me</b> <small>COST</small> ! Opponent MAY draw 1 card from set-aside and play it face-down to any Zone.</li> <li><b>Senpai</b> <small>COST</small> ! Remove 1 of your face-down cards from any Zone permanently.</li> </ol>	<p><b>RULES</b> First to 12 pts wins</p> <p><b>SETUP</b> <b>Deck</b> Simple: 18 (D1-6), deal 6 each. Advanced: 24 (D1-8), deal 8, sculpt to 6. <b>Zones</b> Simple: Home-Town-School. Advanced: shuffle each round. Each zone gets a random Bonus Card. <b>YOUR TURN</b> <b>Play Card</b> Face-up: full Devotion + ability. Face-down: 2 Devotion, no ability. <b>Back Off</b> Concede. Opp scores by your hand size. <b>Opp Empty Hand</b> You MUST play all remaining cards.</p> <p><b>ADJACENCY</b></p> <table border="1"> <tr><td>Own zone</td><td>Full</td></tr> <tr><td>Adjacent</td><td>Half ↓</td></tr> <tr><td>Non-adj</td><td>0</td></tr> </table> <p><b>SCORING</b></p> <p>Round end (you scores):</p> <table border="1"> <tr><td>Control 2 Zones</td><td>+5</td></tr> <tr><td>Control 3 (Zealous)</td><td>-3</td></tr> </table> <p>Back Off (opp scores):</p> <table border="1"> <tr><td>4-6 cards left</td><td>+2</td></tr> <tr><td>2-3 cards left</td><td>+3</td></tr> <tr><td>0-1 cards left</td><td>+5</td></tr> </table> <p><b>KEY RULES</b></p> <p><b>Ties</b> First player wins tied zones.</p> <p><b>D7-8 Cost</b> Can't pay = can't play face-up.</p> <p><b>Locks</b> Don't stack. New lock expires with existing.</p>	Own zone	Full	Adjacent	Half ↓	Non-adj	0	Control 2 Zones	+5	Control 3 (Zealous)	-3	4-6 cards left	+2	2-3 cards left	+3	0-1 cards left	+5
Own zone	Full																		
Adjacent	Half ↓																		
Non-adj	0																		
Control 2 Zones	+5																		
Control 3 (Zealous)	-3																		
4-6 cards left	+2																		
2-3 cards left	+3																		
0-1 cards left	+5																		

# THE ZONES

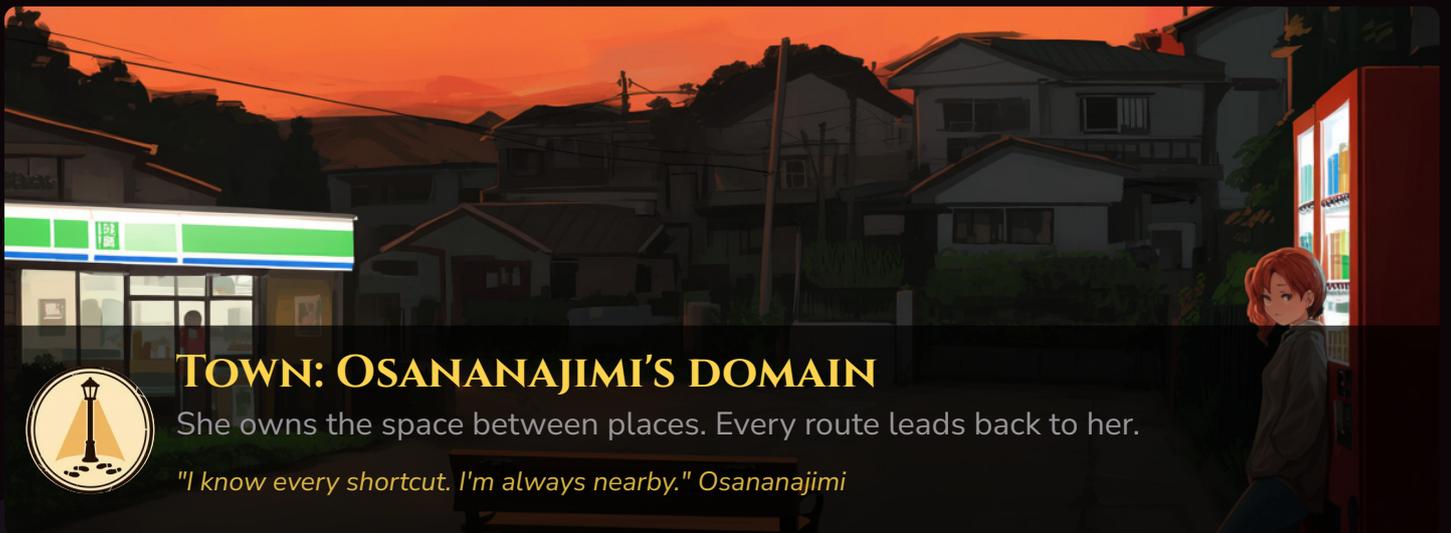
Three Zones sit in a row between both players: **Home**, **Town**, and **School**. Each one belongs to a different girl.



## HOME: IMOUTO'S DOMAIN

She's always been here. She just made sure you can't leave.

*"Everything you need is here, onii-chan. I made sure of it." Imouto*



## TOWN: OSANANAJIMI'S DOMAIN

She owns the space between places. Every route leads back to her.

*"I know every shortcut. I'm always nearby." Osananajimi*



## SCHOOL: SENPAI'S DOMAIN

She picked you before you knew you were being picked.

*"I run this classroom. I run this school." Senpai*

## ZONE ADJACENCY

A Zone is adjacent to whatever's directly beside it. The two end Zones are NOT adjacent to each other.



### ADJACENCY RULES

- **Matching Zone:** Full Devotion.
- **Adjacent Zone:** Devotion halved (round down). (1>0, 2-3>1, 4-5>2, 6-7>3, 8>4)
- **Non-adjacent Zone:** 0 Devotion.

## AFFECTION CARD ANATOMY

DEVOTION  
VALUE  
Strength: 1-8

3

SLEEP IN YOUR  
HOODIE

CARD NAME  
Card identity



CARD ART  
Illustration

Return one of your other cards back to your hand. Immediately play 1 card.

ABILITY TEXT  
Fires on face-up play

A face-down card in the right Zone can bait your opponent into overcommitting. Or waste a strong ability on a 1.

# SIMPLE MODE

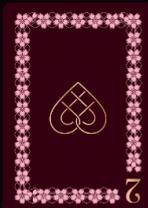
Fixed zones, 18 base cards. Win 3-5 Affection Points per round. First to 12 wins.

## SETUP

1. Lay Zone cards: **Home - Town - School** (fixed, left to right).
2. Shuffle all 18 Affection Cards (Devotion 1-6) into a face-down deck.
3. Deal 6 to each player. Keep your hand hidden.
4. Set aside remaining 6 face-down (accessible by abilities).
5. Whoever confessed most recently goes first. Next round: loser of the previous round goes first.

### BOARD LAYOUT — SIMPLE MODE (MID-ROUND)

#### OPPONENT'S HAND (3 CARDS REMAINING)



SET-ASIDE PILE



DISCARD PILE



#### YOUR HAND (3 CARDS REMAINING)



**Home - You Win (tie)**

Opp: 2 = 2

You: 2 = 2

**Town - You Win**

Opp: 2 = 2

You: 6 = 6

(HOME 2 Ability: Home full dev)

**School - You Win (tie)**

Opp: 5 = 5

You: 4 = 4

(School 5 Ability: Facedown +2)

## PLAYING A ROUND

Alternate turns. Play one card per turn.

Keep going until all cards are down or someone Backs Off. If your opponent has 0 cards, you **MUST** play all remaining cards and the round ends.

### OPTION A: PLAY FACE-UP

- Full Devotion + ability fires.
- **Matching Zone:** Full value.
- **Adjacent:** Half (rounded down).
- **Non-adjacent:** 0 Devotion.

### OPTION B: PLAY FACE-DOWN

- Always 2 Devotion (any Zone).
- No ability fires.
- Identity hidden from opponent.
- Great for bluffing!

## BACKING OFF

At the start of your turn, you can back off to concede the round early.

You get 0. Opponent scores by your hand size:

Cards Remaining	Opponent Scores
4-6	2 Affection Points
2-3	3 Affection Points
0-1	5 Affection Points



*The earlier you Back Off, the less it costs. But I already know you won't leave!*

Senpai

## ENDING A ROUND NATURALLY

If both players have 0 cards without anyone Backing Off:

1. Apply all persistent abilities.
2. Tally Devotion in each Zone.
3. Who has higher total Devotion controls the zone. If tied, the player who goes first wins.
4. Who controls **2 or 3 Zones** wins the round. The loser goes first next round.

# AFFECTION POINT CALCULATION

Zones Won	Result
2 Zones	WIN 5 Affection Points
3 Zones	LOSE 3 Affection Points (Zealous Penalty)

## BOARD LAYOUT — END OF ROUND (SCORING EXAMPLE)

**HOME - You Win (tie)**  
Opp: 3+4 = 7  
You: 2+3+2 = 7  
(Our Spot = always 3)

**TOWN - You Win (tie)**  
Opp: 4+2 = 6  
You: 6 = 6

**SCHOOL - Opp Wins**  
Opp: 5+3 = 8  
You: 4+1 = 5

**You control 2 Zones and score +5 Affection Points!**

## ZEALOUS PENALTY

You lose 3 Affection Points (min 0). Opponent scores nothing. The sweeping player is still considered the "winner" and gets the bonus from **Escalating Obsession**. Your opponent goes first next round.



*You think you can take all of us? What a greedy man you are, darling!*

Osananajimi

# ADVANCED MODE

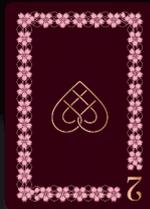
Same core rules as Simple Mode. Adds 7-8 Devotion cards with requirements. Zone positions shuffle each round, and each Zone gets a random Zone Bonus Card.

## SETUP

1. Shuffle all 24 Affection Cards (D1-8). Deal 8 each. Set aside 8.
2. **Sculpt Phase:** Each player secretly discards 2 cards face-down (permanently removed). Start with 6 in hand, 8 set-aside.
3. Shuffle 3 Zone cards into a random row. Confirm adjacency out loud.
4. Deal 3 Bonus Cards (one per Zone) from the current pool.

### BOARD LAYOUT — ADVANCED MODE (MID-ROUND, WITH ZONE BONUSES)

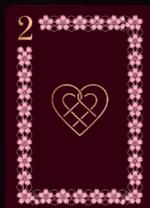
#### OPPONENT'S HAND (3 CARDS REMAINING)



SET-ASIDE PILE



DISCARD PILE



#### YOUR HAND (3 CARDS REMAINING)



**School - You Win**  
Opp: 3 = 3  
You: 3 = 3  
*(Paranoia: Facedown = 3)*

**Home - You Win**  
Opp: 4 = 4  
You: 2+6 = 8  
*(Fated Encounter: All Full dev)*

**Town - You Win**  
Opp: 0 = 0  
You: 2 = 2  
*(SCHOOL 7 non-adjacent)*

## ZONE BONUS CARDS

The pool shrinks over a 3-round cycle:

- **Round 1:** Shuffle all 9. Deal 3. (6 remain)
- **Round 2:** Shuffle 6. Deal 3. (3 remain)
- **Round 3:** Shuffle 3. Deal all 3.
- **Round 4+:** Reset pool and repeat.

Bonuses are public, both players see all three before anyone plays. They stack with abilities and last the whole round.

## REQUIREMENTS (DEVOTION 7-8)

- D7-8 cards have **Requirements** (costs) instead of abilities.
- Cost is paid immediately when played face-up.
- Can't meet the cost = can't play face-up. Face-down ignores cost.
- If flipped face-up by another ability, owner must still pay. Discard the card if you can't pay.



*Think twice about consequences before you play us, onii-chan.*

Imouto

# ENDING A ROUND (ADVANCED)

- **Meaningful Location:** Controller scores +1, even if they lost the round.
- **Escalating Obsession:** For every 2 cards here, controller gets +1 (must win round).
- Neither applies if round ended via Back Off.

## BOARD LAYOUT — ADVANCED MODE END OF ROUND (SCORING EXAMPLE)

**SET-ASIDE PILE** (2 cards)

**DISCARD PILE** (2 cards)

**SCHOOL**

- Escalating Obsession:** At round end, for every 2 cards from both players, the controller scores +1 bonus Affection Point. Must win the round.
- Senpai:** Remove 1 of your face-up cards from any Zone permitted.
- Sleep in your Hoodie:** Return one of your other cards back to your hand. Immediately play 1 card.

**HOME**

- Meaningful Location:** Whoever controls this Zone at round end scores +1 Affection Point (even if you lose).
- I've Always Loved You:** (Card with cost 6)

**TOWN**

- Love Triangle:** To control this Zone, a player must lead by 2+ Devotion. A lead of exactly 1 is treated as a tie.
- Redirected Your Commute:** Move an opponent's face-up card to an adjacent Zone.

**Final Scores:**

- School - You Win**  
Opp:  $5+4 = 9$   
You:  $8+1$  (H3 half dev) = **9**  
(Escalating Obsession: You + 2 Affection Points with 4 cards)
- Home - Opp Wins**  
Opp:  $7+2 = 9$   
You:  $6+2 = 8$   
(Meaningful Location: Opp + 1 Affection Point)
- Town - You Win (tie)**  
Opp:  $3+2 = 5$   
You:  $4 = 4$   
(Love Triangle: 5 tie to 4)

**You control 2 Zones and score +7 Affection Points (+2 from 4 cards in School with Escalating Obsession)**

**Opp scores +1 (Meaningful Location)**

# ABILITY RULES

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## CARD ABILITIES

- **Immediate abilities:** MUST resolve the moment the card is placed. If there is no available target, do nothing. Abilities marked  can only trigger once per round.
- **Persistent abilities:** Marked with . Last until end of round. Stopped when flipped or returned to hand, but remains active after a move.
- **"Cannot play" restrictions:** Marked with . Restrictions do not prevent moving a card into that Zone via an ability. If the source is flipped/returned/removed, restriction ends immediately. Locks do not stack, new lock on already-locked zone expires together with existing lock.

## MOVING/FLIPPING AND DISCARDING

- **Protected cards:** Card marked with . Can't be flipped, moved to another zone, or returned to hand by ANY ability.
- **Moving cards:** Recalculate Devotion immediately. Matching = full. Adjacent = half. Non-adjacent = 0. Some cards' abilities (Our Spot/Playing House/Fated Encounter...) may override halving. Persistent ability remains active.
- **Flip up to down:** Ability disabled. Devotion becomes 2 (or 3 w/ Paranoia). If flipped face-up again, ability re-triggers.
- **Flip down to up:** Ability fires on flip. Owner decides choices. For Requirement cards: owner must pay; can't pay = permanently discarded. If the Requirement grants the opponent a choice (e.g. Chased After You), the opponent still makes it.
- **Discarded cards:** Permanently removed for the round. Can't be drawn, played, targeted, moved, or returned to set-aside pile.

## OTHERS (ADVANCED MODE)

- **MAY vs MUST:** In card ability text, MAY means player can choose whether or not to do the action. Otherwise, player MUST do it if there is a valid target.
- **Requirements:** Paid at the moment the card is placed face-up. Can't meet the cost = can't play face-up (can still play face-down as normal 2-Devotion card). If a Requirement gives the opponent a choice or benefit, that resolves immediately after the card is placed.
- **The Sculpt Phase:** Both players discard 2 cards simultaneously before the first turn. This phase is not a "turn" and does not trigger any card effects.

# STRATEGY NOTES

## SIMPLE MODE



- **Learn the card pool.** 18 cards is small. After a couple rounds you'll know what your opponent is holding.
- **Face-down is a tool.** A Devotion 1 played face-down is still worth 2, but it baits overcommitment and hides information from your opponent.
- **Town is the hub.** Adjacent to both other Zones. Half-Devotion cards still trigger abilities there. No card can lock Town, it's always open.



- **Back Off math.** 5 cards left = 2 pts conceded. 1 card left = 5 pts. Decide early. **Bluffing is a powerful tool** to confuse your opponent and bait them into backing off or going all in.
- **Zealous Penalty is a weapon.** Late-round plays can force a sweep onto your opponent.
- **Spend high devotion cards carefully.** Don't use them in early turns when they can be easily flipped or moved.
- **Lock cards** are more powerful in the late game.

## ADVANCED MODE



- **Re-evaluate every round.** Your hand changes value when the layout shifts.
- **The Sculpt Phase is critical.** You see 8 cards and keep 6. Discard cards that don't fit the current zone layout, or deny your opponent key synergies by removing cards you suspect they need.
- **7-Devotion cards and 8-Devotion cards** demand commitment. They can still be moved or flipped. Plan for their costs if you decide to use them.



*You're overthinking it, onii-chan. Just stay with me! That's the only thing that matters.*

Imouto

# QUICK REFERENCE

	Simple Mode	Advanced Mode
Deck	18 cards (D1-6)	24 cards (D1-8)
Deal	6 in-hand, 6 set-aside	8 in-hand -> Discard 2 -> 6 in hand, 8 set-aside
Zone positions	Fixed: Home-Town-School	Shuffle each round
Zone bonuses	None	1 random per Zone
Bonus pool	None	9 -> 6 -> 3 cycle
Requirements	None	D7-8 cost on face-up play

Situation	Rule
Face-up, matching	Full Devotion
Face-up, adjacent	Half Devotion (1>0, 2-3>1, 4-5>2, 6-7>3, 8>4)
Face-up, non-adjacent	0 Devotion
Face-down	2 Devotion. No ability.
Empty hand	Auto-pass. Opponent plays all remaining cards and resolves abilities in 1 turn, then round ends.
Natural end, win 2 Zones	Winner scores 5 Affection Points
Natural end, win 3 Zones	Winner LOSES 3 Affection Points
Back Off	You get 0. Opponent scores by your hand size.
Timeline win	First to 12 Affection Points

# CARD REFERENCE

All 24 Affection Cards and 9 Zone Bonus Cards at a glance. If the rules on the card itself are unclear or don't cover some situation, refer to this guidebook for clarification.

## HOME CARDS: IMOUTO



### GOING THROUGH YOUR PHONE

**1** Draw 1 card from the set-aside pile and add it to your hand.  
(If the set-aside pile is empty, this ability has no effect.)

This ability can only be used once per round.

*You should really change your passcode. Actually, don't.*



### PLAYING HOUSE

 All of your face-up Home cards played to Zones adjacent to Home count at full Devotion (instead of halved)

*We made vows when we were five. I'm just holding you to them.*



### SLEEP IN YOUR HOODIE

Return one of your cards from any Zone back to your hand. Immediately play 1 additional card this turn.

Cannot use this ability on itself. If there are no valid targets, this ability does nothing.

*It still smells like you. I will not be washing it.*



### COOK YOUR FAVORITE MEAL

When this card is played face-up into a Zone, move any 1 face-up card (yours or your opponent's) from an adjacent Zone into the Zone where it was played.

*I've been practicing for three years. You just never knew it was for you.*



### LOCK THE FRONT DOOR

 Your opponent cannot play any card to the Home Zone on their next turn.  
*You don't need to go anywhere. Everything you need is here.*



### I'VE ALWAYS LOVED YOU

*This isn't something that started. This is something that always was.*



### LOOK AT ME ONLY

**Cost:**

When played face-up, all of your other cards in this Zone are immediately flipped face-down.

You can't play this card face-up into an empty Zone.

*I love you so much it hurts. I won't let anything else distract us.*



### IMOUTO

**Cost:**

To play this card face-up, you must discard 1 card from your hand (permanently removed from the round). If you have no other cards in your hand, you cannot play this card face-up.

*You don't need the outside world, Onii-chan. You only need me!*



## SCHOOL CARDS: SENPAI



### MEMORIZED YOUR SCHEDULE

Choose any 1 card in any Zone. If it is face-down, flip it face-up (its ability fires immediately). If it is face-up, flip it face-down.

Cannot use this ability on itself. If there are no valid targets, this ability does nothing.

*8:42 AM. You always stop at the vending machine. I'm already there.*



### RESERVED THE DESK NEXT TO YOURS

 Your opponent cannot play cards to the School Zone on their next 2 turns.  
*That seat has been "taken" for six months.*



### FORGED THE CLUB SIGNUP SHEET

**1** Draw up to 2 cards from the set-aside Affection pile, add them to your hand. Then discard exactly 2 cards from your hand face-down. If fewer than 2 set-aside cards remain, draw all cards and discard the same number of cards from your hand. This ability can only be used once per round.  
*You've always wanted to try the literature club. You just didn't know it yet.*



### SPREAD A RUMOR

Choose one of your opponent's face-up cards in any Zone and flip it face-down.  
*I didn't say anything untrue. I just... arranged the facts.*



### I RUN THIS SCHOOL

 All players' face-down cards in the School Zone gain +2 bonus Devotion for the rest of the round. This stacks with the Paranoia bonus card.  
*I run this classroom. I run this school. I run whatever I need to run.*



### EVERYONE SHIPS US

*I may have nudged the narrative. Just a little.*



## YOU CAN'T IGNORE ME

### Cost:

When played face-up, your opponent MAY immediately draw 1 card from the set-aside pile and play it face-down to any Zone. (Does not count as their turn). If the set-aside pile is empty, you cannot play this card face-up.

*Everyone is looking at us. Let them look. I have nothing to hide.*



## SENPAI

### Cost:

To play this card face-up, you must choose 1 of your face-down cards currently in any Zone and permanently remove it from the game. If you control no face-down cards on the board, you cannot play this card face-up.

*I'll cut ties with everyone else just to make sure you look only at me!*



## TOWN CARDS: OSANANAJIMI



## CHECKED YOUR LOCATION

 Draw 2 cards from the set-aside pile. Play 1 face-down to this Zone and return the other to the bottom of the pile. This card and the newly-played card are protected (can't be targeted by any abilities that flip, move, or affect cards). If the set-aside pile is empty, the protection still applies to this card alone.

*Your blue dot hasn't moved in ten minutes. I'm on my way.*



## WALKED YOU HOME AGAIN

Move any card from any Zone to a new Zone, then move this card to the same new Zone. Cannot target itself.

*I just happened to be going the same way. For the forty-seventh time.*



## OUR SPOT

 This card's Devotion is always 3, regardless of Zone match or adjacency. While this card is face-up, your other face-up Town cards in this Zone count at full Devotion.

*This place is mine, and that means it's ours.*



4

### REDIRECTED YOUR COMMUTE

Choose one of your opponent's face-up cards in any Zone and move it to an adjacent Zone.

*The other route has construction. Probably. I'm not confirming anything.*



5

### NOWHERE LEFT TO HIDE

Neither player may play cards to the Zones adjacent to Town on their respective next turns.

*The ramen place on Tuesdays. The bookstore on Saturdays. I'm always nearby. Just in case.*



6

### THIS TOWN IS OURS

*I have claimed every street, every corner, every shortcut. You belong to this town. This town belongs to me.*



7

### CHASED AFTER YOU

**Cost:**

When played face-up, your opponent MAY immediately move one of their cards to this Zone.

*I know where you hide. You are coming with me.*



8

### OSANANAJIMI

**Cost:**

When you play this card face-up, your opponent immediately draws 1 card from the set-aside pile and adds it to their hand. If the set-aside pile is empty, you cannot play this card face-up.

*We have so much history together... so why are you still looking at them?*

## ZONE BONUS CARDS

Advanced mode only: 9 cards, dealt 3 per round



### LOVE TRIANGLE

To control this Zone, a player must lead by 2 or more Devotion. A lead of exactly 1 is treated as a tie, and the player who goes first will control it.

*Neither of you can claim this easily. You have to prove your love.*



### MEANINGFUL LOCATION

The player who controls this Zone at round end scores +1 bonus Affection Point, even if they don't win the overall round. Does not apply if the round ends via Back Off.

*Just being here with you is enough... for now.*



### PARANOIA

All face-down cards in this Zone are worth 3 Devotion instead of 2, for both players.

*Everything here is more intense than it looks. I know you're watching me.*



### ALL EYES ON US

Cards can't be played face-down to this Zone. If a face-down card is played or moved into this Zone via an ability (even Checked Your Location), it is immediately flipped face-up and its ability fires.

Cards in this Zone can't be flipped face-down by any abilities.

*You can't hide your feelings here. Don't be shy. Tell everyone who you belong to.*



### NO MORE GAMES

No card abilities fire when a card is played to this Zone or flipped face-up inside this Zone (including Our Spot).

Requirements still apply. Abilities that affect this Zone from outside (e.g. moving a card into or out of it, granting it a +Devotion bonus) are still permitted.

*No scheming. No tricks. Put your phone away. It's just you and me right now.*



### FATED ENCOUNTER

Face-up cards played or moved here count at full Devotion regardless of Zone match or adjacency.

*No matter which route you take, you always end up right here.*



### ESCALATING OBSESSION

At round end, count the total number of cards both players have played to this Zone combined. For every 2 cards physically present (rounded down), the controlling player scores +1 bonus Affection Point.

You **MUST** win the round to get this bonus. Does not apply if the round ended via Back Off.

*The longer you commit here, the harder it is to stop. We've already come this far. There's no turning back now.*



### FIRST IMPRESSIONS

The very first face-up card played or moved to this Zone by either player gains +2 Devotion. The bonus does not apply to face-down cards.

Only one card per round gets this bonus. The bonus lasts until the end of the round, even if the card is moved or flipped.

Move this bonus card to the side of the player who owns the bonus as a marker.

*I've been standing here for two hours. You're five minutes late.*



### SECRET HIDEOUT

Cards played or moved into this Zone are protected . They can't be moved, flipped, or otherwise targeted by any abilities.

*What's here stays here. No one knows we're here. No one can bother us.*



*Every card has a purpose. Learn them or lose them, Makoto-kun.*

Senpai

# GLOSSARY (A-Z)

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Term	Definition
Adjacent Zone	The Zone directly beside another in the row
Affection Card	Any of the 24 playable cards (18 base + 6 advanced)
Back Off	Concede the round; opponent scores, you get 0
Control	Higher Devotion total in a Zone
Devotion	A card's numerical strength in a Zone (1-8)
Discarded	Permanently removed for the round. Can't be drawn, played, or returned.
Face-Down	2 Devotion flat (3 w/ Paranoia), no ability
Face-Up	Ability active, full or halved Devotion
Protected	Can't be targeted by abilities
Requirement	Cost paid when D7-8 cards are played face-up
Sculpt Phase	Advanced: discard 2 from 8-card hand before play
Set-Aside Pile	Simple: 6 undealt. Advanced: 8 undealt
Timeline	A full match. First to 12 Affection Points wins.
Zealous Penalty	Control all 3 Zones = LOSE 3 points. Still counts as win for turn order.
Zone	Home, School, or Town
Zone Bonus	Modifier card (advanced mode only)

# TIMELINE END

Someone hits 12 Affection Points. The Timeline ends. Two parallel paths split for the last time.

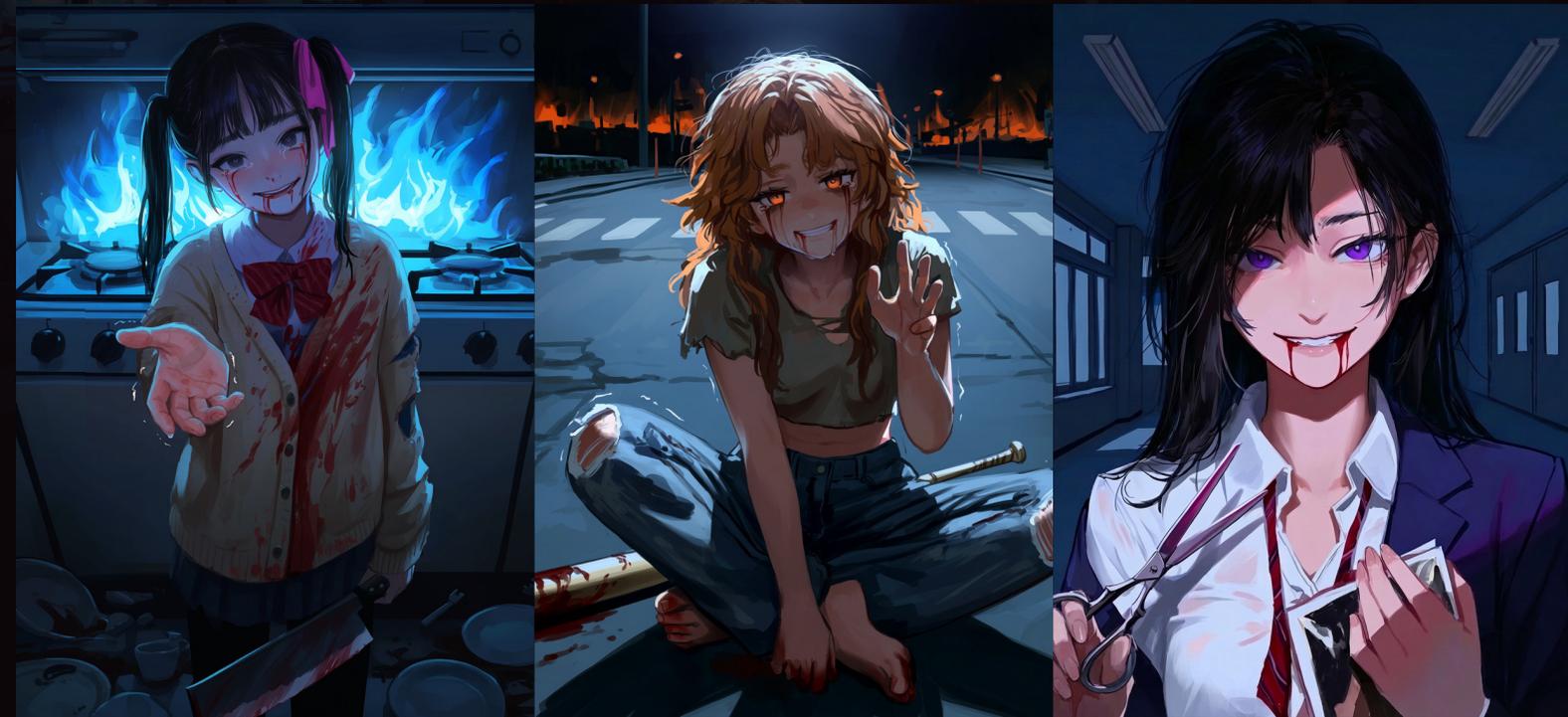
## TIMELINE WINNER

*"This timeline stabilized. Two girls, two Zones, enough affection to be safe. You're not sure that's a good thing, but you're still here."*

## TIMELINE LOSER

*"The girls you couldn't hold noticed the other you first. Then they looked back. Now you had nowhere left to go."*

The loser's path ends badly: The yanderes who lost their target turn their attention inward. He gets locked in, locked down, or just disappears.



*May your timeline hold. May the girls stay gentle.*

## GAME DESIGN

Harry Pham

## PLAYTESTERS

Anna Tran, Lewdsa, Harry, my maid Roxie, Gemini 3.1 Pro, Claude Opus 4.6, GLM 5, Pi Agent, Codex & ChatGPT 5.4 xHigh

## HONORABLE BACKERS

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