Rules

Goal of the game

You play as poets. You will write short poems to reunite as much broken hearts as possible in order to win the game. For that, you will have to show originality and good taste!

Gameplay

A game is divided in several rounds, each of them, split into 3 steps:

1. Creating the poems

2. Originality of the poems

3. Beauty of the poems

1. Creating the poems

At the beginning of each round, the person who has the bags:

- draws 1 Theme die and rolls it in the centre of the table
- draws 2 Rhyme dice and rolls them in the centre of the table

Then simultaneously, start the creation of your quatrain (4 lines poem) matching the given theme and the 2 imposed rhymes.

The Quatrain

It is a small poem of 4 verses or sentences.
For the game, 2 verses must finish with a rhyme indicated by one of the 2 Rhyme dice, and the two others with the rhyme on the other die. You can do crossed or alternate rhymes. You may count the feet and write alexandrine verse if you wish to but that is not mandatory.
You may use neologism, back slang or any other effects that would benefit your creation.

Tips

The important fact is the originality of the last word of every verse. As soon as you know the rhymes and theme, Look for 4 words that match these restrictions. Then, compose 4 sentences using these words at the end. Of course, you will need to think outside the box for these words.

When everyone is done with their poems, go to the next step.

2. Originality of the poems

In turn, starting with the person who rolled the dice, recite your poem.

Once the poem is over, the poet must announce, clearly, his or her 4 words used at the end of each verses. The other persons must then tell if they have used some of these words.

For each unique word (not used by any other person), he or she fill in 1 half of heart on the left side starting from the bottom and then going up.
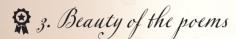
Example:
If my 4 words are "Fly", "Die", "Fairy" and "Strawberry" and, only "Strawberry" has not been used by any other person, I will only fill in one half of heart on the left side.

Once everyone has recited their poem and, eventually, fill in the proper amount of half of heart on the left side, go to the next step.

As soon as a person has completed a heart, he or she announces it and the game will finish at the end of this round.

If this condition is not met, a new round is played. Put the dice back in their respective bags. The person who rolled the dice passes the bags to the person on their left and a new round begins.

3. Beauty of the poems

Vote for the most beautiful poem.

Count up to 3 and point towards the person who, according to you, recited the most beautiful quatrain. You may vote for yourself.

Then, starting from the top going down, fill in 1 half heart on the right side for each person that voted the same as you, you included. It is a token of good taste to guess who received the most votes!

Example:
During the vote phase, I vote for myself because I think my poem is the most beautiful. Sadly, I am the only one to think so; therefore I only fill in one half of heart on the right side! That will teach me humility!

Other example:
I vote for Angèle as her poem is lovely. Three other persons are doing the same. So I can fill in 4 half of hearts on the right side as I have good taste!

End of the game and victory

When the game is over, the person who filled in the most complete hearts on his or her sheet is declared greater poet.
In case of a tie, the victory is shared.

Cyrano

Feeling hungry as every morning
Quack, quack goes the duck
As I see it on the pond landing
So it can find some good food with luck!

Example:
Phase 1: Creation of the poems
I created a quatrain with alternate rhymes: "-ing", "-uck", "-ing", "-uck" with Animals as a theme.

Phase 2: Originality of the poems
Ludo used "Duck" and Camille used "Morning", so I only fill in 2 half of hearts on the left side going up.

Phase 3: Beauty of the poems
I voted for Valériane as Ludo, so I fill in 2 half of hearts on the right side on my sheet, going down.