

# **POKER**

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# **FOR COUPLES**

**RULEBOOK**

## WELCOME

Welcome to Poker for Couples – probably the most fun you'll ever have with a deck of cards! Now, before you get started you have a choice to make, because Poker for Couples comes in two different versions with two different sets of rules: The *QUICK VERSION* and the *ADVANCED VERSION*.

## THE QUICK VERSION

It's very easy to get started with the quick version. There are very few rules to learn, it has only a relatively small number of cards to keep track of, and it can be played anywhere, for example in your bed. The quick version takes only a few minutes to learn and about 90 minutes to play.

## THE ADVANCED VERSION

The advanced version takes a bit longer to learn than the quick version, but it's also more strategic and you will use all the available game components. You'll need a flat surface to play (like a table), and it takes about 15-30 minutes to learn and approximately 2-3 hours to play.

## WHICH VERSION SHOULD YOU CHOOSE?

Do you want to jump right in and get started as soon as possible? Is reading rules for games something you're not used to or simply not something you enjoy doing? Keep reading to learn how to play the *QUICK VERSION*.

Are you looking for a more involved game where you slowly build up your lust to the point of bursting? Do you not mind spending a little time reading rules and learning how to play? Skip ahead to page 8 to learn how to play the *ADVANCED VERSION*.

# POKER FOR COUPLES

## THE QUICK VERSION

### BEFORE YOU BEGIN

Please remember to always practice safe sex and that playing Poker for Couples is at your own risk. Also, while Poker for Couples is meant to challenge you to try new things in bed, you should never do anything that you truly do not want to do or something that is dangerous or illegal in your area – regardless of what the cards in the game instruct you to do.



All the information you need in order to play is found in this rulebook. However, if you prefer, you can also check out our How to Play video by scanning the QR code to the left with your phone or tablet or simply by following this link: [www.tingletouch.com/poker-quick](http://www.tingletouch.com/poker-quick)

### GAME OVERVIEW

Poker for Couples – The Quick Version is a sexy card game for two consenting adult players of any gender. Each round, players attempt to create the best possible poker hand in order to win reward cards containing different sexy activities. Whenever a player wins a round, they draw a card from their own pile of reward cards, and the first player to win enough rounds to reach the climax card found at the bottom of their pile wins the game.

**IMPORTANT:** *Neither player is allowed to reach climax until the winner of the game draws a climax card.*

## GAME SETUP

1 - Not all components are used in the quick version, so you can put away the talk and shop cards as well as the game board, pawns, and coins.

2 - Make sure both players are wearing EXACTLY 5 pieces of clothing each. A pair of socks or shoes always counts as 1 piece of clothing.

**NOTE:** *It's very important to get the number of clothing items right for the game to work properly.*

3 - Deal out a *HAND RANKINGS* card and a *BAIL* card to each player. The bail card should have the number 2 facing up. You'll also need a *TIMER* of some kind. A kitchen timer or the one on your phone will work nicely.

4 - Each player randomly draws 1 *CLIMAX* card and puts it in front of them face down – without looking at it. Now, each player randomly draws 1 *LUST* card and places it face down on top of their climax card.

Players now continue to build their own deck of reward cards by adding 2 *HOT* cards, 1 *NUDE* card, 1 *CUDDLE* card, and 2 *STRIP* cards. All cards should be randomly selected, and you can't look at them. When done, BOTH players should have a stack of cards looking like this:

*From bottom to top:  
1 climax card, 1 lust card,  
2 hot cards, 1 nude card,  
1 cuddle card, 2 strip cards.*



**IMPORTANT:** *Before continuing, please double and triple-check that you got both the order and number of cards right. It's easy to miss something, and should you, for example, forget to include a nude or strip card, you'll never end up naked, and that would be sad!*

5 - Remove the two *JOKERS* from the deck of playing cards, and then play Rock-Paper-Scissors to decide who will be the dealer for the first round.

# PLAYING A ROUND

Each game round consists of four short phases:

## PHASE 1 - THE DEAL

The dealer starts the round by shuffling the deck of playing cards and dealing out five cards face down to each player, one at a time. These cards make up the player's hand and are kept secret from the other player. The remaining cards are placed in a face-down stack known as the pack.



*David's hand*



*The pack*



*Emma's hand*

## PHASE 2 - FIRST CARD EXCHANGE

Both players may now discard (face down) as many cards from their hand as they wish and receive an equal number of new cards from the pack, replenishing their hand up to five cards again.

**IMPORTANT:** *The non-dealer always exchanges their cards first.*

**NOTE:** *Exchanging cards is always optional. If you are happy with your hand, you do not need to discard any cards.*

## PHASE 3 - SECOND CARD EXCHANGE

Once again, each player in turn discards as many cards as they like (if any) and draws new cards up to five.

## PHASE 4 - THE SHOWDOWN

Both players, starting with the non-dealer, show their hands, and the player with the best poker hand wins the round. Poker hand rankings can be found on the hand rankings cards.



David's hand



Emma's hand

**EXAMPLE:** David shows a pair of queens; however, Emma has a flush and wins the round. Please refer to your hand rankings card if you are uncertain about which hand beats which. Note that the points and coins listed on that card are not relevant in the quick version of the game.

**IMPORTANT:** If both players show hands with the same rank (for example, both players have a flush), normal poker tie-breaking rules apply. Please see the back of the rulebook for more information about this. If a tie cannot be broken, simply play another round.

## DRAWING REWARD CARDS

The player who won the round now draws the top card from their own deck of reward cards. These cards all contain three or four different activities to choose from, and the player selects ONE of them and follows the instructions. Yes, you only get to select one, even if you want to do them all, otherwise the game will never end!

The reward card is removed from the game when the activity is completed, which also marks the end of the round. The player who did NOT deal this round becomes the new dealer for the next round.

**IMPORTANT:** Clothes can only be permanently lost during activities found on strip, nude, and climax cards. However, you may always TEMPORARILY remove clothes to complete an activity, as long as you put them back on again afterwards.

**NOTE:** If you for some reason are unable to complete an activity exactly as it is written, it's perfectly fine to tweak it so it can be completed, as long as both players agree with the changes.

## THE BAIL CARDS

Should a player not like a chosen activity, they may use their bail card. When a bail card is used, the player who drew the reward card must instead select ANOTHER activity on the same card. When you use a bail card the first time, you turn it over to show the number 1, indicating you have one bail left. When you use it the second time, you discard the card, meaning you have no more bails for the game. So, use them wisely.

**NOTE:** *You can never bail from an activity you have selected yourself.*

## WHO WINS THE GAME?

Players continue playing rounds until a player draws the last card in their deck of reward cards. The last card is always a climax card, and the first player to draw their climax card wins the game. The winner selects ONE of the activities on the climax card, and as the name of the card implies, it's now allowed (and encouraged) for players to reach climax.

**NOTE:** *It's still possible for the other player to use their bail card, and if used, the winning player must select a different activity on the climax card.*

## GAME VARIATIONS

Was the game over too soon? Or did it take too long? You can change the game length by adjusting the number of cards in your reward card decks. However, make sure to always include 1 climax card and 1 nude card (unless you start naked), and if you add or remove strip cards, you also need to adjust the amount of clothes you start the game with. For example, if you include three strip cards, you need at least 7 pieces of clothing each.

Finally, feel free to use the reward cards to spice up other card games as well. You could try for example Speed or Crazy Eights (without points), but any card game with relatively short rounds will most likely work.

# POKER FOR COUPLES

## THE ADVANCED VERSION

### BEFORE YOU BEGIN

Please remember to always practice safe sex and that playing Poker for Couples is at your own risk. Also, while Poker for Couples is meant to challenge you to try new things in bed, you should never do anything that you truly do not want to do or something that is dangerous or illegal in your area – regardless of what the cards in the game instruct you to do.



All the information you need in order to play is found in this rulebook. However, if you prefer, you can also check out our How to Play video by scanning the QR code to the left with your phone or tablet or simply by following this link: [www.tingletouch.com/poker-advanced](http://www.tingletouch.com/poker-advanced)

### GAME OVERVIEW

Poker for Couples – The Advanced Version is a sexy card game for two consenting adult players of any gender. Players attempt to score points both by creating the best poker hand and by winning tricks. For each point scored, they move their pawn one step on the game board track and collect reward cards containing sexy activities on the way. The first player to reach the finish line wins and draws a climax card to end the game.

**IMPORTANT:** *Neither player is allowed to reach climax until the winner of the game draws a climax card.*



## GAME SETUP

- 1 - Make sure you have 2-3 hours of interruption-free time available.
  - 2 - Decide each other's outfits, making sure both players are wearing EXACTLY 5 pieces of clothing each. A pair of socks or shoes always counts as 1 piece of clothing.
- NOTE:** *It's very important to get the number of clothing items right for the game to work properly.*
- 3 - Each player selects a *PAWN* and places it on the "S"-marked space with the corresponding color on the *GAME BOARD*.
  - 4 - Deal out a *HAND RANKINGS* card and a *BAIL* card to each player. The color of the bail card should match the color of the player's pawn and have the number 2 facing up. You'll also need a *TIMER* of some kind.
  - 5 - Give each player 3 *COINS*, and place the remaining coins (14) next to the game board and within reach for both players.
  - 6 - Shuffle the *TALK*, *STRIP*, *CUDDLE*, *NUDE*, *HOT*, *LUST*, and *CLIMAX* cards individually to create seven face-down stacks.
  - 7 - Randomly draw 2 *SHOP* cards and place them FACE UP next to the seven stacks. Put away the remaining shop cards, as they will not be used.



*Make sure that you leave some room in the middle of the table, between the game board and the seven stacks, so you have room to deal out the playing cards when you start the game.*

- 8 - Remove the two *JOKERS* from the deck of playing cards, and then play Rock-Paper-Scissors to decide who will be the dealer for the first round.

## PLAYING A ROUND

The object of each round is to score as many points as possible. For each point scored, you move your pawn one step forward on the game board.

The player who wins the last trick in a round gets 2 points, and the player with the best poker hand (whether it is the same player or not) gets points for their hand (see the hand rankings cards). 2 bonus points are also awarded to a player who manages to win ALL tricks during a round. Each round consists of five short phases:

### PHASE 1 - THE DEAL

The dealer starts the round by shuffling the deck of playing cards and dealing out five cards face down to each player, one at a time. These cards make up the player's hand and are kept secret from the other player. The remaining cards are placed in a face-down stack known as the pack.



David's hand



The pack



Emma's hand

### PHASE 2 - FIRST CARD EXCHANGE

Both players may discard (face down) as many cards from their hand as they wish and receive an equal number of new cards from the pack, replenishing their hand up to five cards again.

**IMPORTANT:** *The non-dealer always exchanges their cards first. Also, note that exchanging cards is always optional. If you are happy with your hand, you do not need to discard any cards.*

### PHASE 3 - SECOND CARD EXCHANGE

Once again, each player in turn discards as many cards as they like (if any) and draws new cards up to five.

## PHASE 4 - BUYING CARDS

After the second card exchange, players have a final chance to exchange cards following the same procedure as in phase two and three. However, this time it comes at a cost of 1 coin per discarded card. Players may exchange as many cards as they want and repeat the process as many times as they want, as long as they have coins to pay for it and do it IN TURN.

**EXAMPLE:** Emma is the non-dealer and decides to exchange one card for 1 coin. It's now David's turn, and he decides to spend 3 coins to exchange three cards. It's Emma's turn again, and since she did not like the card she got last time, she decides to pay 1 coin to exchange one card again.

## PHASE 5 - TRICK-TAKING

In most poker games players simply show their hands at the end of a round, but in this game, the cards are played out in TRICKS.

There are no trumps, and the objective is to win all tricks and, if that is not possible, win the last trick.

The non-dealer leads to the first trick. Players must follow suit, and a player with no card of the suit led may play any card. Whoever plays the highest card of the suit led wins the trick and leads to the next.

**SUPER-IMPORTANT:** When playing tricks, the cards are NOT thrown into the center of the table (as in, for example, Whist); each player instead plays onto a face-up pile in front of themselves, so that at the end of the round, the players' poker hands remain intact.



**EXAMPLE:** David (left) is the non-dealer and leads to the first trick by playing the king of hearts. Emma (right) is able to follow suit and plays the ace of hearts, winning the first trick.



Emma leads to the second trick with the nine of hearts (right). David cannot follow suit and may play any other card, in this case the four of clubs (left). Emma wins the trick.



## SCORING POINTS WHEN A ROUND ENDS

The player who wins the LAST TRICK scores 2 points and advances their pawn two spaces on the game board. If they managed to win ALL FIVE tricks, they score an additional 2 points, for a total of 4, and of course move their pawn a total of four spaces instead.

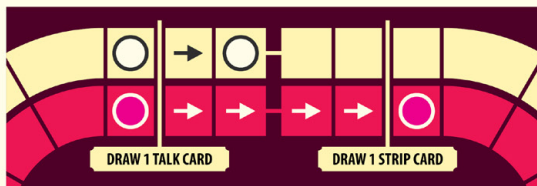
Players now compare their hands, and the player with the highest-ranking poker hand scores points according to the ranking table found on their hand rankings card. The player with the best poker hand now moves their pawn on the game board track as many steps as the points they scored.

**IMPORTANT:** Only the player with the BEST hand scores points for their hand. If both players show hands with the same rank, normal poker tie-breaking rules apply. Please see the back of the rulebook for more information about this. Note that it is very rare, but possible, that a tie cannot be broken. If that happens, no player scores points for their hand.

## DRAWING REWARD CARDS

As players move their pawn on the game board track, they will pass lines instructing them to draw different kinds of reward cards.

**EXAMPLE:** Emma (beige) and David (pink) are head to head when the round begins. Emma wins the last trick (2 points) and moves two steps. David has the best hand (a straight worth 5 points), and moves five steps. Emma draws a strip card, while David draws both a talk card and a strip card since he passed two lines.



All reward cards contain three or four different activities, and the player who drew the card gets to select ONE of the activities on the card. Players then follow the instructions for the chosen activity.

When the activity is completed, the process is repeated for any remaining cards drawn this round. If both players drew cards this round, the cards drawn by the non-dealer are resolved first – in the order they were drawn.

When you've completed this round's sexy activities (if any), the drawn reward cards are removed from the game and the round ends. A new round now begins, and the player who was NOT the dealer this round becomes the dealer for the next.

**IMPORTANT:** *Clothes can only be permanently lost during activities found on strip, nude, and climax cards. However, you may always TEMPORARILY remove clothes to complete an activity, as long as you put them back on again afterwards.*

**NOTE:** *If you for some reason are unable to complete an activity exactly as it is written, it's perfectly fine to tweak it so it can be completed, as long as both players agree with the changes.*

## THE BAIL CARDS

Should a player not like a chosen activity, they may use their bail card. When a bail card is used, the player who drew the reward card must instead select ANOTHER activity on the same card.

**IMPORTANT:** *If it's an activity found on a shop card, the player gets a refund and may instead buy something else – if they want to and can afford it. You can learn more about the shop cards on the next page.*

When you use a bail card the first time, you turn it over to show the number 1, indicating you have one bail left. When you use it the second time, you discard the card, meaning you have no more bails for the game. So, use them wisely.

**NOTE:** *You can never bail from an activity you have selected yourself.*

## EARNING COINS

- EACH ROUND, immediately after you move your pawns, the player who is behind on the game board track receives 1 coin.

- As shown on the hand rankings cards, some of the high-ranking hands will award players with both points AND coins. However, remember that only the player with the highest-ranking hand can win points and coins.

- A player who decides to NOT exchange any cards at all during a round receives 2 coins. A player who decides to not exchange any cards during the second card exchange only (phase three) receives 1 coin.

**IMPORTANT:** *If you earn 1 or 2 coins by not exchanging cards, you are NOT allowed to pay coins to exchange cards later that round.*

**NOTE:** *If the “bank” runs out of coins, you cannot earn any coins until a player uses coins to fill up the bank again. This is why it’s important to always exchange cards in the correct order (non-dealer first). Also, if there are, for example, only 2 coins available and you get a straight flush, you only get 2 coins instead of the 3 you were supposed to get. Tough luck!*

## THE SHOP CARDS

As you already know, you can spend coins to exchange cards, but you can also spend coins on the shop card. When you pass the line instructing you to “Select 1 shop card”, you may look at both shop cards and select ONE of them. You may then buy as many activities as you want as long as you can pay for them; however, you may NOT buy the same activity twice.

**NOTE:** *If you’re the second player to pass this line, there will probably only be one shop card left, so you get the one your opponent did not select.*

**IMPORTANT:** *When you have completed the activities you bought, your chosen shop card must be REMOVED from the game. If you have no coins or choose not to buy anything, you must leave both shop cards for your opponent to find when they pass the line.*

## WHO WINS THE GAME?

Whoever crosses the finish line first with their pawn wins the game.

The winner now gets to draw a climax card and select ONE activity on that card to end the game. As the name implies, it's now allowed (and encouraged) for players to reach climax.

**NOTE:** *If any other reward cards were drawn during the last round, they must be resolved BEFORE an activity on the climax card is chosen.*

**IMPORTANT:** *The last round is always played until the end, so it's possible for both players to pass the finish line during the same round. If that happens, the player with the best poker hand in the last round wins the game.*

## GAME VARIATIONS

If you feel the game is taking too long, you can simply start further along the game board track. If you do, just make sure to remove clothes accordingly.

**EXAMPLE:** *If you decide to start on space 20, players should only be wearing three pieces of clothing when the game begins.*

Feel free to use the reward cards to spice up other card games as well. If you are familiar with the game Cribbage, you've probably noticed that this game board is quite similar to a Cribbage board. So, if that's one of your favorite games, feel free use this game board to play "Strippage".

You can also use the game board for any game where you score points, for example Gin Rummy. However, you may need to adjust the way points are scored to make it work.

Finally, as you have probably noticed, the two jokers are not used in either the quick or the advanced version of the game. However, since you can use the reward cards and game board to play other card games, where jokers might be needed, we've included them in the playing card deck.

## HAND RANKINGS AND TIE-BREAKERS

*In the very unusual event that a tie cannot be broken, the following happens:*

*QUICK VERSION: You replay the round. ADVANCED VERSION: No player scores points for having the best hand, but points for winning the last (and all) tricks are still awarded.*

**1. ROYAL FLUSH**

Tie-breaker: None.

**2. STRAIGHT FLUSH**

Tie-breaker: The highest card in the straight. Note: If Ace is used in a 1-to-5 straight, 5 is the highest card.

**3. FOUR OF A KIND**

Tie-breaker: The highest four of a kind.

**4. FULL HOUSE**

Tie-breaker: The highest three of a kind.

**5. FLUSH**

Tie-breaker: The highest card, followed by the second-highest card, etc.

**6. STRAIGHT**

Tie-breaker: The highest card in the straight. Note: If Ace is used in a 1-to-5 straight, 5 is the highest card.

**7. THREE OF A KIND**

Tie-breaker: The highest three of a kind.

**8. TWO PAIR**

Tie-breaker: The highest pair. If the highest pairs are the same, the player who holds the highest second pair wins. If it's still a tie, the player with the highest fifth card wins.

**9. PAIR**

Tie-breaker: The highest pair. If the pairs are the same, the player with the highest side card wins, followed by the second-highest side card, etc.

**10. HIGH CARD**

Tie-breaker: The second-highest card, followed by the third-highest card, etc. Fun fact: The worst hand is 2, 3, 4, 5, 7 (offsuit), so try to stay away from that one.

## GAME CREDITS

**Game design by** Elin & Magnus Holmgren. **Illustrated by** Miguel Spadafino.

**Proofing by** Karin Kohlmeier. Copyright 2020 **Tingletouch**.