

**LOVE
OR
MONEY**

THE GAME OF COURTSHIP

INSTRUCTIONS

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LOVE OR MONEY THE GAME OF COURTSHIP

1. Introduction

"Love or Money" is very different from any game you have ever played. In devising this game, we have tried in several ways to make it more true to life than games usually are.

To begin with, everyone knows that nothing can be more fascinating than the game of "people" with their unique personalities and their individual ways of using their skills and ingenuity to get what they want out of life. Among the great number of "games" that are played in life, none is more intriguing than that of the relationships between the sexes.

In addition to the basic feature of making men-women relations the subject of our game, LOVE OR MONEY differs from other four-person games in two important ways.

(a) In other games, each participant has the same "tools" or equipment, e.g., in chess and checkers each player starts with the same pieces and plays according to the same rules. But life itself is not like that. In life, women employ their characteristic assets, i.e., beauty, charm, social know-how, etc. Men in turn rely on *their* characteristic sources of appeal, i.e., intelligence, strength, wealth, etc.

So one of the ways in which the game of LOVE OR MONEY has been given true-to-life qualities is to make the rules for men different than the rules for women. As in life, (although admittedly times are changing rapidly) men are the pursuers and women the pursued.

(b) Our other new feature has to do with how partnerships or coalitions are formed. In all other four-person games, such as bridge, casino, tennis, the partnerships are determined in advance. But once again, life is not like that! Whom you team up with, whom you select for your partner and whom you make a play for — these are things you decide *in the course* of living.

And so we have built this feature also right into our game rules. During the course of play itself, the players jockey for position and decide whom they will select as partner or mate, and who will play second fiddle.

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It may be your first impression that LOVE OR MONEY has a lot of complex rules that are hard to learn. This is not true in the least. What rules there are are so logical and true to life that anyone can learn them in a matter of minutes. At the same time, LOVE OR MONEY is a game of skill rather than of chance or blind luck, and the shrewdest player will generally win out.

2. General Description of the Game

LOVE OR MONEY is a game for two couples in which the men attempt to make a play for *one or both* of the women by offering appealing dates, gifts and romance of various kinds. At the outset each of the women is dealt three cards which define her personality – and in turn – define which offers she will be interested in. These cards – and therefore the women's personalities – are unknown to the men.

The men are each given a sum of money (\$600) and are also provided with two duplicate lists of all possible offerings. Each man in turn makes an offer. He has the right to make the offer to *either* of the women. The woman may accept or reject the offer.

The ultimate object of the game is to achieve, if desired, first an engagement and then marriage with one of the women. *At the same time*, even though the man may be primarily playing for one woman, there is nothing to stop him from making offers to the other – thus raising his final score.

At the first successful marriage the game is terminated and points accumulated in the course of play are totalled. The basis for scoring points is detailed below. The highest scoring player, man or woman, is the winner.

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3. Objects and Terms Used in Play

A. Trait Profile Cards

Note that there are two identical sets of trait cards. Each trait card set has nine cards. Each woman is randomly dealt one trait from each of the following categories:

1. Romantic type
 - a) passionate
 - b) warm
 - c) cold
2. Money attitudes
 - a) gold digger
 - b) practical
 - c) idealist
3. Interests
 - a) high brow
 - b) middle brow
 - c) low brow

She now has a "personality" consisting of three traits. For instance, she may have turned out to be a *passionate, practical, low-brow!*

B. Game Card Selections

In accordance with the particular personality she has been dealt, the woman now selects two items from each of the three lists of offerings. Each item has a monetary value attached to it. (See Game Card Pads)

C. Assignment of Money and Money Equivalents

1. Each man is given \$600 with which to begin the game.
2. A man may give up a turn and thereby "earn" \$40.
3. The cost of the engagement ring will be *negotiable* between the man and the woman to whom he proposes.
4. Each player who gets married gets \$400.
5. For each offer which the woman refuses (known as snubbing), she receives \$10.

4. How To Score To Determine The Winner. (\$1 equals 1 point)

a. Man Points will be the total of:

- 1) Residual cash.
- 2) Points accumulated by having offers accepted.
- 3) Marriage points (\$400), if accepted.

b. Woman Points will be the total of:

- 1) Points accumulated by accepting offers.
- 2) Snubbing points (\$10 per snub).
- 3) Marriage points (\$400), if achieved.

5. Detailed Rules and Sequence of Play

A) *The first step* is for each woman to be dealt at random one card from each of the three personality categories.

B) The next step is for each woman to select two items from each of the three game card lists. She selects those particular items which she feels would be appealing to the kind of personality she has been dealt. She writes her six selections on a piece of paper and keeps them secret from the three other players.

C) Each man is given \$600 and two identical lists of all items in the game card categories with which to keep track of whether his offers are accepted or rejected by either woman player. (He will also find it necessary to keep a record of the fate of the other man's offers.)

D) *PLAY MAY NOW BEGIN.* Either man may start – to be determined by toss of a coin. The man starts simply by offering either woman one of the game cards, i.e., any item on any of the three lists. This offer is made openly, so that all of the players are aware of it. For each offer he makes, *whether rejected or accepted*, he discards a sum of money equal to the monetary value of the item.

The second man then has his turn and goes through the same procedure. Either man may play to either woman and is at complete liberty to follow his interests at each individual play. Sooner or later he will probably want to concentrate on one of the women – but this is his choice.

E) The essence of the play is to end up with the largest number of points (money). The game is over when a marriage is achieved by one of the couples. It should be realized that achieving a marriage does not necessarily indicate that either one of the marriage partners is the winner. One of the other players may have more points.

F) 1. As the gift card is offered to her, the woman must decide whether to accept or reject. She may accept *only* those offers which are included as one of the six choices she selected at the outset. But she also has the choice of *not accepting* an offer even if it is on her list. (In this way she plays "hard to get", misleads the man as to her personality, and can – when she wishes – favor one of the men.)

2. *However*, the woman is not permitted to "fool", i.e., reject an offer which is actually on her list, *until* she has accepted at least one offer from either of the men!

3. Whenever the woman rejects an offer – for whatever reason – she is said to be snubbing and collects ten snub points. (There might be times when the monetary value of the offer is less than ten snub points.)

G) The women are also permitted *another important maneuver!*

Whenever either woman feels at a disadvantage (i.e., the other woman is getting too much of the play and her own gift selections are not being filled) she may announce: "I reveal myself." She may then reveal *one* of her three personality traits to either or both of the men. This, of course, makes it a bit easier to deduce her character and to guess her selections.

But, for the *privilege* of this maneuver, she must pay a price. She must make another gift selection and add it to her list. As she does so, she announces the category from which she is selecting (Dates, Gifts or Romance). The women have the option of gradually revealing *all three* of their traits – if they get sufficiently "desperate". However, they can only reveal one at a time.

Thus, if a woman has gradually revealed all three of her traits, she has also had to add three items to her list of selections. It will *still* require only four gift acceptances to become engaged, but the man will now have to guess *all nine* of her selections in order to marry her!

H) Even after a woman has accepted a particular offer from one man, there is no rule which prevents her from accepting the *same* offer from the other man! (Although she may exercise her option to turn it down.)

However, whenever a man offers an item which has already been offered and accepted, he must discard an additional \$50 for that item. In this way, he cannot simply follow in the steps of his more enterprising rival!

I) If a man, after some number of plays, needs more money to make more expensive offers in accord with his estimation of the woman's personality, he may give up a turn and thereby be given \$40. He may accumulate additional money in this fashion.

J) *THE ENGAGEMENT.* When four of the six gifts of either woman have been offered by one man, and have been accepted, they may become engaged. This is done by the man offering an engagement ring. The cost of the engagement ring is optional and negotiable between the man and woman.

The man simply offers the woman an engagement ring and announces its monetary value. In doing this he discards the appropriate amount of money. She may reject it if she feels its value is too low. He will then have to make a better offer.

After the engagement, the man is "vulnerable". This means that if any offer (to his fiance) is rejected, he has to discard \$25 *in addition* to the amount indicated on the gift card.

After engagement, a woman may, at her discretion, offer to "go Dutch", i.e., pay half of any date, gift or romance item. This is done by permitting the man to discard only *half* the money indicated on the gift card.

K) When all game cards have been guessed by a man, the couple may get married and receive \$400 each.

L) The game is *ALMOST* ended at this point. Now the man has to specify exactly what three personality traits his partner has been dealt. (He may have made the right offers for the wrong reasons.) If he guesses 100% correct, he gets 100 points; if he's wrong on any of them, the 100 points go to her.

M) Each player totals his or her score and the player with the largest scores is declared the winner, receiving his advanced degree, M.A. in L. or M., (Master or Arts in Love or Money).

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6. Playing Leap Year

A very funny variation can be played on each alternate game. After the first game is completed, the women take the role formerly played by the men and vice versa. Now the women have the task of making appropriate offers and deducing the characters of the men. In all ways, the play is exactly the same. The game has been purposely designed to be brisk enough so that the first game *and* Leap Year are easily played at one sitting.

ITEMS ON GAME CARD PADS

I. DATES

Item	Value
1. Yachting	\$100
2. A walk in the rain	5
3. Play "Love or Money"	10
4. A game of tennis	10
5. A rainy afternoon in a bar	20
6. See a burlesque show	10
7. Sexy drinking party	20
8. Go to race track	100
9. Dinner at "21"	50
10. An evening at the theatre	25
11. A symphony concert	15
12. Watch TV at home	2

II. GIFTS

1. A lacy nightgown	50
2. Arpege	25
3. French poodle	100
4. Orchids	25
5. A subscription to the New Yorker	10
6. A fur piece	300
7. A silver tea service	300
8. A pearl necklace	100
9. The latest detective story	5
10. A box of candy	5
11. A bottle of French wine	10
12. Gold earrings	200

III. ROMANCE

1. Mad love	50
2. Fond kiss	5
3. Dozing by the fire	5
4. A hope chest	100
5. Diamond bracelet	100
6. Dancing in the dark	10
7. A warm embrace	5
8. Read her a love poem	2
9. An ardent love letter	1
10. Flowers every day	50
11. Necking on Lover's Lane	5
12. Be masterful and bold in her presence	10