

Setup

1 Each player takes a box board, a heart token, and 5 pralines (as currency). Keep the remaining pralines on the table within reach.

2 Place the time board in the center of the table.

3 Place your heart tokens on the starting space of the time board.
The player who most recently ate a chocolate goes first.

4 Place the chocolate pieces in a circle around the time board.

5 Locate the smallest piece (i.e., the piece of size 1x2) and place the neutral token between this piece and the next piece in clockwise order.

You are now ready to play!

Playing the Game

In this game, players do not necessarily alternate taking turns. The player whose heart token is the furthest behind on the time board takes their turn. This may result in a player taking multiple turns in a row before their opponent can take one.

If both heart tokens are on the same space, the player whose token is on top goes first.



It is the white player's turn. Unless they advance their time token more than 3 spaces, they may immediately take another turn.

On your turn, perform **one** of the following actions:

A: Advance and Collect Pralines

OR

B: Take and Place a Piece

A: Advance and Collect Pralines

Advance your heart token on the time board so that it occupies the space directly in front of your opponent's heart token. **Collect 1 praline (i.e., one "1 praline" chit) for each space you advance.**



The white player advances their heart token 4 spaces so that it is now in front of the red heart token. They receive 4 pralines for that.



B: Take and Place a Piece

This action **consists of 5 steps** that must be performed in the following order:

1. Choose a Piece

You can choose from the three pieces in front of the neutral token (in clockwise order).

In this example, you can choose from the 3 highlighted pieces. You cannot choose any other piece at the moment.

2. Move the Neutral Token

Place the neutral token next to the chosen piece.

3. Pay for the Piece

Return the indicated number of pralines to the supply.

Each banderole indicates how many pralines you must pay to take the piece.



4. Place the Piece on Your Box Board

The pieces on your box board cannot overlap. You may turn the piece any way you like before placing it on your box board.



5. Move Your Heart token

Advance your heart token on the time board a number of spaces as indicated by the banderole.

If your heart token ends up on the same space as your opponent's heart token, place your token on top of it.



This piece requires you advance your heart token 2 spaces.



The Time Board

Regardless of the action you take, you must advance your heart token on the time board. Some time board spaces are marked.

Petit Four:

Each time you advance your heart token onto or past a space with a petit four, you must immediately place the **petit four** on your box board or remove the petit four from play.



Note: Petits fours are the only way to fill single spaces of your box board.



Praline:

Each time you advance your heart token past a praline symbol, you immediately collect a number of pralines equal to the number of praline symbols on the pieces on your box board. Only the active player collects pralines.



You get 3 pralines for these pieces each time your heart token passes a praline symbol.

The Special Tile

The first player to completely fill a 7x7 square of spaces on their box board receives the special tile, which is worth 7 points.



End of the Game

The game ends after both heart tokens reach the last space of the time board. If a heart token were to move past the last space, it simply stops on the last space. When performing action A, you collect pralines only for the actual number of spaces moved.

Scoring

Count the number of pralines you have left, adding the value of the special tile, if you have it. Subtract 2 points from your score for each empty space on your box board.

The player with the highest score wins. In case of a tie, the player who reached the final space of the time board first wins.

Example:

Romeo and Juliet are playing. At the end of the game, Romeo has 14 pralines left and he has the special tile. There are 5 empty spaces left on his box board. His final score is 11 points. $(14 + 7 - 10 (5 \times 2) = 11)$

Juliet has 18 pralines left and only 2 empty spaces on her box board. She wins with 14 points.

Designer: Uwe Rosenberg

Graphic Design: atelier198

Realization: Hanno Girke

For the EU:
Authorised Representative :
Asmodee Group
18, rue Jacqueline Auriol
Quartier Villaroy
BP 40119 78041
Guyancourt Cedex – France

**UK
CA**

For the UK:
Imported and
distributed in the UK by:
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6 Waterbrook Road
Alton
Hampshire
GU34 2UD



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Office:
Elsheimer Straße 23
55270 Schwabenheim
Germany
www.lookout-games.de

Uwe Rosenberg

PATCHWORK Valentine EDITION

February 14, Valentine's Day—a special day for all love birds: It is time to show your affection with small (and large) gifts. Maybe a candlelight dinner, a flower bouquet, or—like in this game—a big box of chocolates?

In Patchwork Valentine, your goal is to fill a box to the brim with colorful and sweet delicacies, as a gift for your darling. This is easier said than done with all of those oddly shaped sweets, but with patience and love and a good handful of pralines, you can not only impress your significant other, but maybe also completely fill the box!

Patchwork Valentine is based on the popular mechanics of the classic Patchwork game. Are you in for this “lovely” challenge of putting together the most marvellous box of chocolates for your darling?

Components



1 Main Time Board



2 Box Boards
(1 per player)



1 Neutral Token



2 Heart Tokens (red and white)



5 Petits Fours



1 Special Tile



33 Chocolate Pieces



Praline Chits
32x “1 Praline Chits”
12x “5 Pralines Chits”
5x “10 Pralines Chits”
1x “20 Pralines Chits”