

Ending The Game

In most cases, the game will end before anyone reaches the final space. Most couples will be so excited by this point they resort to creating their own fun! However, even if you reach the end of the board, you are still “in the game” when you reach the last space known as “**The Bed**”. Once there, that player gets to take everyone’s unplayed **Cock Block Cards**. You are still in the game and can participate either by being chosen as a partner by the die, or you can use your **Cock Block Cards** to intercept the card being played to stay in the fun! However, you no longer have a turn with the die. Any next player(s) reaching the bed can still be picked by the die when a player is asked to roll for a partner based on a **Mild** or **Wild Card** and **game play continues until you decide to stop because everyone is horny. Remember, the point of the game is to get everyone in bed having sexy fun, not actually winning the game!**

TIPS FOR PLAYING COUPLICIOUS™

Safe Sex

Clearly, this game is about sex. There is nothing requiring anyone to have sex or sexual contact, but once you hit the “**Wild**” section of the game, you can expect to see a lot of oral sex and fondling. Regardless of the sexual level you play at, it is always smart to use a condom or other barrier item when you come in contact with any bodily fluid. While not 100% effective in prevention of all STDs, consistent barrier use does greatly lower the risk for Chlamydia, gonorrhea, hepatitis B, and HIV, and it reduces the risk of skin-to-skin transmission of STDs, such as herpes and HPV. **Have fun, play smart and play safe!**

Comfort Levels

This game is meant for couples of all comfort levels. It can be as wild as the group wants, or as tame. It’s up to the people you are playing with. We recommend that no one be pressured into performing a certain act if they are not comfortable. If a player is unwilling to perform a task, pick another card. If a player simply is too embarrassed to perform a task, suggest that they give up a **Cock Block Card** and move on.

Couplicious™ is brought to you by creative minds at Couples Entertainment Group, Inc. We would love to hear your feedback and suggestions for future game updates. Email us at info@couplicious.com

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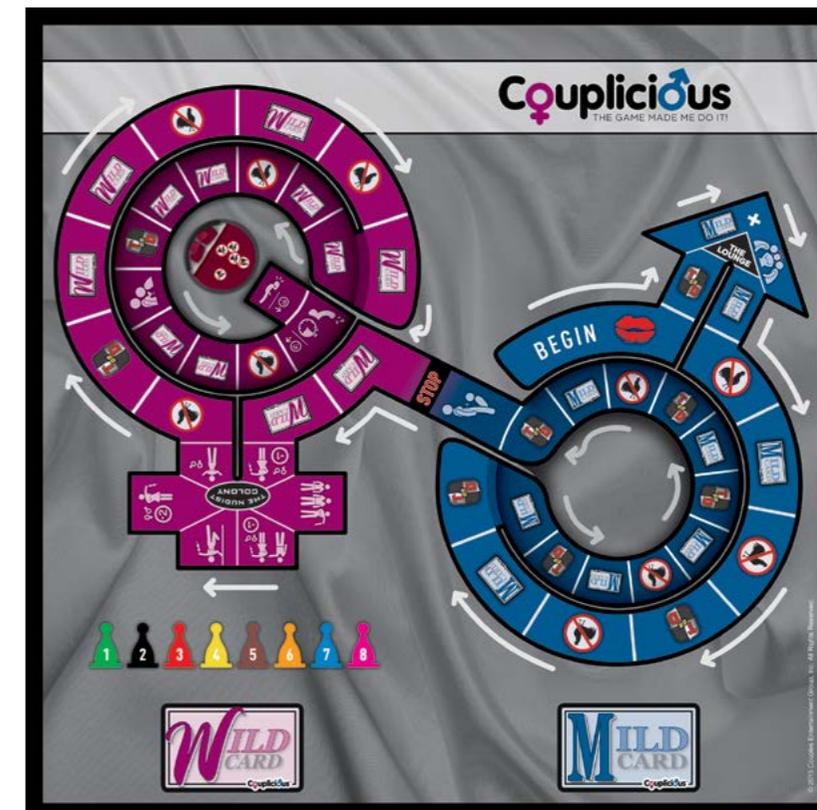
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Welcome to Couplicious! You are about to begin a journey with other couples and singles that will explore your fantasies and desires. You can play from two players to eight players. Although it is a game, everyone is a winner in Couplicious. The game was specifically designed to satisfy couples and singles of all comfort levels, from the couple and singles discovering fun with others for the first time, to the seasoned veterans of the “lifestyle” who are looking for new ways to have fun!

HOW TO PLAY COUPLICIOUS™

Before You Start

1. Place in individual stacks near the board, the **MILD & WILD** cards, the **Cock Block** cards and the **Sand Timer**.
2. Bring out the toys and fill up your drinks! If you have props such as vibrators/adult toys, ice, whipped-cream, blindfolds, etc, bring them to the game area. You will also use towels. Although not mandatory, these items will make your game experience that much better.
3. Choose a game pawn by color preference. There is no advantage or difference between any of them. NOTE: The number on the pawns is ONLY on the game board art, not on the pawns themselves.
4. The game is designed to accommodate all sexual orientations. Decide which genders will be playing bi-sexually.

Playing The Game

The game board is divided into two sections. The blue **MILD** section is the male symbol and the **WILD** section is the pink female symbol. Place game pawns in the section in the blue side where it says “**BEGIN**”.  It is recommended that if most of the players are experienced in swapping, they should play only the outer circle of the Mild blue section and skip the inner circle. The inner circle is best for beginners or those that are just venturing outside the box for the first time. This inner circle gives them more time to open and warm up to others and get in the mood.

To Begin The Game

Any one person rolls; the number rolled represents a game pawn. Each game pawn has a number on the board. So that is the player who goes first. If the number rolled is not a game pawn in play, then the number closest to the number on a game pawn in play goes first. To begin playing, the first player gives the other players a kiss for good luck, and then rolls and moves the number of spaces on the on the die. The space you land on will dictate what you do.

Using The Die To Pick A Partner



Each number on the die represents a player’s game pawn. Each pawn has a number associated with it on the game board art. If you roll an 8 for example, it represents the game pawn with an 8 on it as shown on game board. If you have less than 8 players then pick the player closest to the number rolled, in this case it would be a 7. If player 7 is of the same sex and you are not open to that, then continue to player 6 or the player next who is

of the opposite sex. Many **MILD & WILD** cards (explained below) within Couplicious™ will usually require the card holder to roll for a partner(s).

Understanding The Game



Mild and Wild Cards - If you land here, pick a card from the appropriate deck and do as the card says. The **MILD** cards will either be a QUESTION, ACTION, POLL or ROLE PLAY. The **WILD** cards will either be an ACTION or a ROLE PLAY.



“**Take A Poll**”, “**Roll Play**”, and “**Question**” cards are meant to help the group get to know each other better. They will allow you to explore your fantasies and should warm everyone up for the later stages of the game. Be sure to answer them truthfully to make the most of your experience.

Poll cards are meant to have the group learn fun statistics about sex.

Action cards allow the players to interact with each other. They will help you get to know the other players on a physical level (but not quite as physical as when you reach the WILD section of the game).

Role Play cards are for two or more players to act out a sexy scenario that will be described on the actual card. Be creative, sexy and silly!



Sand Timer - There are many times were you have to perform an action or role play for a period of time (e.g. 30 seconds, one minute and/or two minutes). Even though a one minute sand timer is included, don’t get caught up with keeping the exact time. Remember, it’s all about having sexy and erotic fun!



Cock Block space and card - If you land here, you earn a **Cock Block** card (shown here at left). These highly prized and valuable cards are your key to stepping in and either preventing an action, or taking over an action. **Cock Block** cards can be played on any turn **after a card is read**, but **before** the action takes place. If a **Cock Block** card is played, the card holder or “**Cock Blocker**” takes



the place of either the card holder or another participant in the task. After a **Cock Block** card is played, another player may also then play his/her **Cock Block** card and take the place of the original “**Cock Blocker**”. Each person can only use one **Cock Block** card per turn. Once used, the **Cock Block** card is out of play unless earned again by landing on a **Cock Block** space or earning one through one of the many opportunities in the cards.



Truth or Dare - If you land on this space choose any player of your choice to ask **Truth** or **Dare**. The player chosen must answer a question truthfully or, if a dare, they must perform the dare. If they refuse to do it, they lose a **Cock Block** card. If the players does not have a **Cock Block** card, they must move back three spaces and perform action of that space. If the “**asking player**” cannot think of a question or a dare to ask, then simply pick a **Mild** or **Wild** card corresponding to the section the person who rolled is currently in.



Stop Line with a Body Shot – When you pass over this space the STOP line, you must STOP regardless of the number on the die, and perform a body shot. Pick a partner of your choice and a spot on their body to wet with a drink and lick clean. Your turn then ends and it is then the next player’s turn to roll.

Game Board “Icon” Spaces:



3 way kiss – Pick two players and all kiss at the same time



Remove one piece of clothing



Pick someone to take off all their clothes



Pick someone to remove one piece of clothing



Get naked by doing a strip tease



Remove two pieces of clothing



Player gets naked



Nipple shot – roll for a *partner*, the rest is obvious



Premature ejaculation – Came too soon. Go back five spaces



Can't Get It Up – Erectile dysfunction. Go back five spaces