

Rules of Play

*Regency
&
Romance*

IN
JANE AUSTEN'S
ENGLAND

ENDEARMENT

DUX SOMNIUM

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Introduction

It is a truth universally acknowledged, that a single man in possession of a good fortune, must be in want of a wife.

However little known the feelings or views of such a man may be on his first entering a neighbourhood, this truth is so well fixed in the minds of the surrounding families that he is considered as the rightful property of some one or other of their daughters.

~ Jane Austen, *Pride and Prejudice*

It is a time of elegance, wit, and exacting decorum, and you, a handsome young lady of respectable family and pleasing address, have just completed the perusal of a most shrewd and delightfully engaging novel. It is the work of an anonymous pen whose cleverness and understanding you cannot help but admire, though the author's identity remains a subject of much speculation. In reading, you were struck by the peculiar sensation that the authoress had, with uncommon accuracy, described the very scenes and sensibilities of your own life, so exact were the observations on social niceties, genteel conversation, and the daily negotiations of a well-bred young lady.

In a moment of idle contemplation before the mirror, you begin to consider, were you a heroine upon such pages, whether your character would be marked by wit and charm, vigour and capability, and whether you, like so many, might incline toward honour or the more glittering promises of wealth. Amidst the genteel diversions and drawing room delights so prettily described, your heart begins to fix not on the trifles, but on the heroine's romance, so delicately unfolded, so deeply felt, and you find yourself, perhaps unwisely, wishing for a story not unlike her own. Ah, to experience such a love as that, to witness its first spark, its gentle unfolding, and the quiet certainty with which it blooms into an attachment so true, so enduring, that even the passage of centuries would not silence its tale from being spoken of with admiration in every drawing room. Well, such contemplations may be reserved for another time. At present, the day is already much engaged, and you are obliged to make haste to town to procure a new dress, a matter of no small importance, given the dinner at which you are this evening expected. You cannot help but wonder who might be present at the gathering, though you earnestly hope it will not include that most disagreeable gentleman whose manners at the last ball left so unfortunate an impression.



Game Objective

Compete to earn the most Endearment by visiting Settings, interacting with Characters, improving your Heroine's traits, and marrying your perfect match.

Game Components



1 GAME BOARD



4 TRAIT BOARDS



8 WOODEN PAWNS



10 HEROINE CARDS



1 FIRST PLAYER MARKER



24 WOODEN TRAIT TOKENS



15 HEROINE PORTRAIT CARDS



42 SETTING CARDS



32 CHARACTER CARDS



60 DRESS CARDS

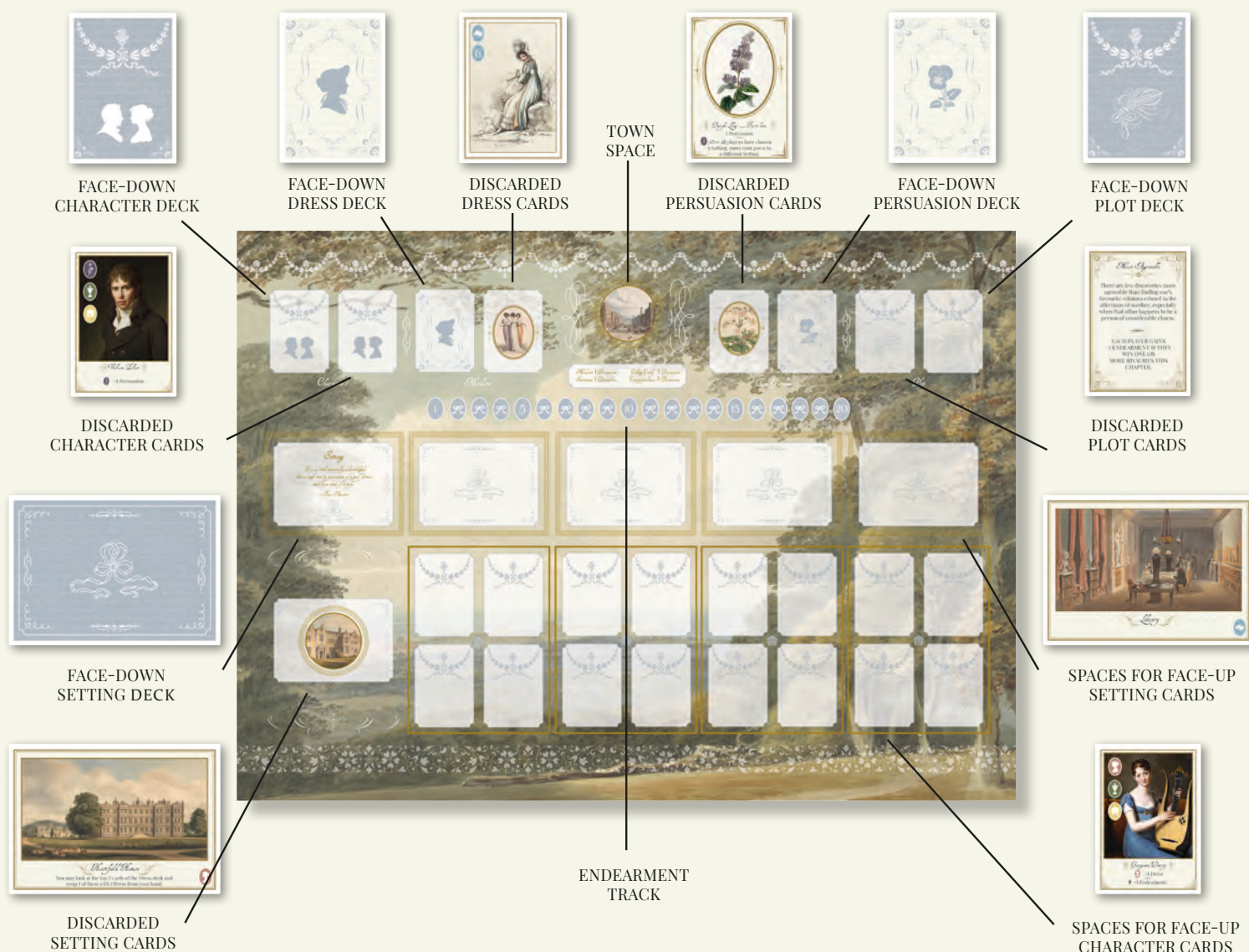


35 PLOT CARDS



54 PERSUASION CARDS

Game Board Setup



BOARD: Place the game board in the middle of the table, making sure to leave enough space for each player's Heroine card and Trait board.

CHARACTER CARDS: Shuffle the Character deck and place it face-down on the game board in the Character deck space.

DRESS CARDS: Shuffle the Dress deck and place it face-down on the game board in the Modiste space.

PERSUASION CARDS: Shuffle the Persuasion deck and place it face-down on the game board in the Tea House space.

PLOT CARDS: Shuffle the Plot deck and place it face-down on the game board in the Plot deck space.

SETTING CARDS: Shuffle the Setting deck and place it face-down on the game board in the Setting deck space.

Player Setup



EACH PLAYER TAKES THE FOLLOWING COMPONENTS:

TRAIT BOARD: Your Trait board is used to record the points you earn in your Heroine's various Traits. As you gain Traits, move the matching token up the track. The maximum value you can have in any Trait is 10.

1 HEROINE CARD: Players may select the card for their favorite Heroine or shuffle the Heroine cards and randomly deal 1 to each player. Each player places their Heroine card to the left of their Trait board. Return the unused Heroine cards to the game box.

1 HEROINE PORTRAIT CARD: Players may select a Portrait card for their Heroine and place it on their Trait board. Return the unused Heroine Portrait cards to the game box.

2 PAWNS: Each player takes 2 pawns of their chosen color. Place 1 pawn next to that player's Trait board, and 1 pawn next to the Endearment Track on the game board.

6 TRAIT TOKENS: Each player takes 6 Trait tokens (1 of each color) and places them next to their Trait board. Every Heroine starts with bonus Trait points at the beginning of the game: Each player takes their 3 Trait tokens matching the Trait symbols on their Heroine card and places them on the 1 space of their Trait board. (Example: Elizabeth Bennet starts with 1 point in Wit, Honour, and Vigour.)

4 DRESS CARDS: Deal 4 random Dress cards to each player from the Dress deck. Each player holds their cards in their hand. Do not show these cards to the other players. One time only, during setup, each player may discard any number of Dress cards from their hand and then draw that same number of Dress cards.

Playing the Game

Endearment is played over a series of Chapters. At the start of each Chapter, Settings and Characters are added to the game board, and a Plot card is drawn. Then players take turns visiting Town to gain Persuasion from the Tea House, buy Dresses from the Modiste, and invite or search for Characters in the Character deck and discard pile. Once all players have performed their Town actions, players take turns visiting Settings and interacting with Characters in a series of rounds, until all Settings have been visited and the Chapter ends. As with any Jane Austen novel, the game ends with a wedding (or sometimes more than one wedding)! Once one or more players are married, the current Chapter is completed, the game ends, and bonus points are scored. The player with the most Endearment wins!

Ways to Score Endearment

Endearment are the points that you must earn to win the game. It may help to keep in mind the various ways that you can gain Endearment during the game:

CHARACTERS: *Some Characters give Endearment when you interact with them.*

ABILITIES AND EFFECTS: *Some cards in the game have abilities and effects that grant Endearment.*

MARRIAGE: *Marrying your perfect match gives you 5 Endearment. Marrying the Character named on your Heroine card gives you an additional 2 Endearment as well (for a total of 7 Endearment).*

END GAME TRAIT BONUSES: *At the end of the game, for each Trait type, the player(s) who has the most points in that Trait type earns 2 Endearment.*

Trait Types

THERE ARE 6 TRAIT TYPES IN THE GAME, EACH WITH A CORRESPONDING COLOR AND SYMBOL:



HONOUR



WIT



CAPABILITY



CHARM



VIGOUR



WEALTH

Playing a Chapter

DURING EACH CHAPTER, PLAYERS WILL DO THE FOLLOWING IN ORDER:

START OF CHAPTER: Players draw cards to fill the board spaces for face-up Settings, place the Characters who are currently in the story, and draw and resolve a Plot card.

GOING TO TOWN: Starting with the first player, each player in turn order draws 1 Persuasion card from the Tea House, then spends any amount of Persuasion to purchase Dress cards, invite Characters, leave a Calling Card, or send a Correspondence.

VISITING SETTINGS AND INTERACTING WITH CHARACTERS: Once all players have gone to Town, players take turns placing their pawns at Settings, resolving Rivalries, and interacting with Characters. Once all Settings have been visited, the Chapter ends.

END OF CHAPTER: At the end of the Chapter, discard all face-down Settings and Characters, and shuffle the Characters remaining in the story for use at the start of the next Chapter.



FIRST PLAYER: Give the First Player marker to the player who last read a Jane Austen novel, or choose a player at random to receive the First Player marker.

Start of Chapter

EVERY CHAPTER BEGINS BY INTRODUCING THE SETTINGS, CHARACTERS, AND PLOT FOR THAT CHAPTER.
PERFORM THE FOLLOWING ACTIONS AT THE START OF EACH CHAPTER:

SETTING CARDS: Draw and place a number of Setting cards face-up in the empty Setting spaces based on the number of players:



2-PLAYERS: 3 SETTINGS



3 OR 4 PLAYERS: 4 SETTINGS

CHARACTER CARDS: As the story progresses, new Characters will join and other Characters will leave the story. When placing Characters, place 1 Character at each Setting from left to right, then start back at the leftmost Setting again and repeat the process until all Characters have been placed.

THE FIRST CHAPTER: Draw Characters from the Character deck and place them at Settings using the rule above until each Setting has the minimum number of Characters based on the player count:



2 PLAYERS: 1 CHARACTER
MINIMUM PER SETTING



3 PLAYERS: 2 CHARACTERS
MINIMUM PER SETTING



4 PLAYERS: 3 CHARACTERS
MINIMUM PER SETTING



2-PLAYER SETTING AND CHARACTER FIRST CHAPTER SETUP



3-PLAYER SETTING AND CHARACTER FIRST CHAPTER SETUP



4-PLAYER SETTING AND CHARACTER FIRST CHAPTER SETUP



SUBSEQUENT CHAPTERS: Gather the Characters who remained on the board after the previous Chapter (see “End of Chapter”). Draw 1 additional Character. Shuffle those Characters, then place them using the placement rules described above. After placing the Characters currently in the story, if any Setting has fewer than the minimum number of Characters, draw more Characters from the Character deck and place them at Settings using the placement rules, until each Setting has the minimum number of Characters.

There is no maximum limit to the number of Characters who can be placed at a Setting. If you run out of spaces on the board to place Characters at a Setting, place the additional Characters below the board, close to the other Characters at that Setting.



Character Placement Example

Poppy, Ronan, and Aurora are playing a 3-player game. At the start of the Chapter, Poppy gathers the 5 Characters who are currently on the board and makes a pile. She draws 1 Character from the top of the deck, adds it to the pile, then shuffles the pile. She places 1 Character at each of the 4 Settings from left to right, leaving 2 Characters remaining. She starts back at the leftmost Setting and places 1 Character again in the first and second Settings. The third and fourth Settings have fewer than the minimum number of 2 Characters per Setting (for a 3-player game), so Poppy draws a Character from the Character deck and places them at the third Setting, then does the same for the fourth Setting, so each Setting on the board now has the minimum number of Characters.

NEWLY
ADDED

ADDED
TO MEET
MINIMUM
CHARACTER
COUNT



ORDER OF CHARACTER PLACEMENT

Plot Cards

Will this Chapter be romantic? Whimsical and playful? Full of intrigue and scandal? Draw 1 Plot card from the top of the Plot deck. Read the card out loud and follow its instructions. Some Plot cards are resolved immediately, some remain in effect during the entire Chapter, and some take effect at the end of the Chapter. Follow the instructions on the Plot card to resolve the effect and place it face-up on the Plot discard pile.

Going to Town

PLOT EFFECT
TO RESOLVE



Our Heroines must prepare for the engagements of the day with a trip to Town. Starting with the first player, each player in clockwise order places their pawn on the Town space, draws 1 Persuasion card from the Tea House, then performs any desired Town actions.

PERSUASION CARDS: Persuasion cards are the currency you can use to perform Town actions and use special abilities.

PERSUASION ABILITIES: Persuasion cards have abilities on them in addition to their spending power. Some Persuasion cards are worth more when used for a specific action. Some Persuasion cards specify a Trait type: If your Heroine has 2 or more points in the Trait type shown, you can choose to play that card by discarding it and resolving the ability text written on it.



PERSUASION CARD:

A. FLOWER NAME & MEANING: The flower's common name and one of the meanings/messages associated with it. The Language of Flowers (Floriography) increased in popularity during the Regency era.

B. CARD VALUE: All Persuasion cards are worth 1 Persuasion unless you use it for its Ability.

C. ABILITY: All Persuasion cards have an Ability listed at the bottom.



MODISTE: This card is worth 2 Persuasion when purchasing dresses from the Modiste.

CALLING CARD: This card is worth 2 Persuasion when leaving a Calling Card.

CORRESPONDENCE: This card is worth 2 Persuasion when sending a Correspondence.

PERSUASION CARD ABILITIES WITH A TRAIT TYPE SHOWN REQUIRE YOU TO HAVE 2 OR MORE POINTS IN THAT TRAIT TYPE.



CHARM ABILITY: *At the start of a Chapter, move 1 Character to another Setting. During the Start of the Chapter phase, after Characters have been placed, you may play this card to move 1 Character from the Setting they are currently at to any other Setting, even if it means a Setting will no longer have the minimum number of Characters.*



WEALTH ABILITY: *During a Rivalry, increase your Trait total by 2. While resolving a Rivalry at a Setting (see “Interacting with Characters”), you may play this card to increase your Trait total (Heroine Trait value + Dress value) by 2. If you play multiple Persuasion cards with this ability, the additional points stack.*



CAPABILITY ABILITY: *At the start of a Chapter, replace 1 Setting with a Setting from the discard pile. During the Start of Chapter phase, after Settings have been placed, you may play this card to discard a face-up Setting and replace it with any Setting in the Setting discard pile.*



HONOUR ABILITY: *After winning a Rivalry, gain 1 Endearment. After resolving a Rivalry (see “Interacting with Characters”), if you are the player with the highest Trait total, you may play this card to immediately gain 1 Endearment.*



WIT: *Look at one face-down Dress that an opponent has placed. You may play this card at any time to look at a face-down Dress that an opponent has placed when visiting a Setting (see “Visiting Settings”).*



VIGOUR ABILITY: *After all players have chosen a Setting, move your pawn to a different Setting. During the Visiting Settings and Interacting with Characters phase (see “Visiting Settings”), you may play this card to move your pawn to a different face-up Setting after all players have chosen a Setting for this round. You do not get to place a new Dress, and the Dress you placed at your first Setting can be used at the new Setting only if its Trait type matches the new Setting. You do not activate the ability or gain a point in the new Setting’s Trait type, since you already did that (if you played a Dress) at the first Setting.*

Town Actions

When a player goes to Town, they may perform the following actions. Each player may perform each Town action once per Chapter and in any order.

PURCHASE DRESS CARDS FROM THE MODISTE: Modistes were the fashionable dressmakers of Regency England. To purchase Dress cards from the Modiste, pay Persuasion equal to the number of Dress cards you would like to purchase, then draw that many Dress cards from the top of the Dress deck. Note: The maximum number of Dress cards you can have in hand is 5. If, at any time, you have more than 5 Dress cards in hand, immediately discard down to 5.

TIP: IT IS SOMETIMES WORTH KEEPING LOW-VALUE DRESSES SO YOU CAN BE PROPERLY ATTIRED FOR A SETTING AND RECEIVE THE TRAIT AND ACTION/ABILITY AVAILABLE THERE.



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DRESS CARD:

A. TRAIT TYPE: Match these with the Setting to ensure you are appropriately attired.

B. VALUE: The value of the Dress card when a Rivalry ensues; the higher the number, the better.





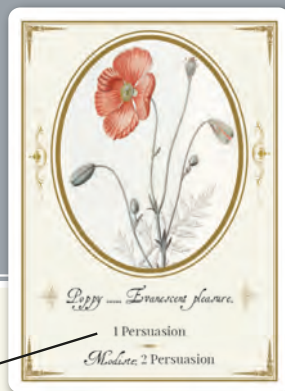
INVITE A CHARACTER: Inviting new and intriguing Characters to the story is a sure way to liven up any Setting. To invite a Character, pay 1 Persuasion, draw 1 Character from the top of the Character deck, and place that Character at any Setting.



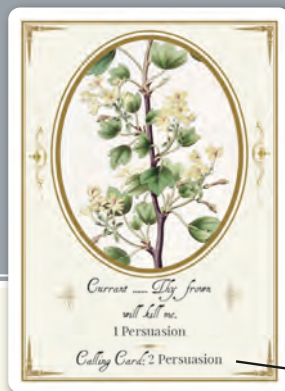
LEAVE A CALLING CARD: Visitors who arrived while someone was away would often leave a calling card to let them know the visitor had stopped by. To leave a Calling Card, pay 3 Persuasion, then select any 1 Character from the Character discard pile and place that Character at any Setting.

Spending Persuasion Example

Ronan would like to leave a Calling Card, which costs 3 Persuasion. He discards a Persuasion card worth 1 Persuasion, and another Persuasion card that is worth 2 Persuasion when used for a Calling Card, for a total of 3 Persuasion.



WORTH 1 PERSUASION
WHEN USED FOR A
CALLING CARD



WORTH 2 PERSUASION
WHEN USED FOR A
CALLING CARD

SEND A CORRESPONDENCE: If the object of your heart's desire is far away, sending a heart-felt correspondence will bring them to you. To send a Correspondence, pay 5 Persuasion, search the Character deck for a Character of your choice, and place that Character at any Setting.



TIP: IF YOU ARE GETTING CLOSE TO MARRYING AND YOUR HERO/POTENTIAL SUITOR HASN'T ARRIVED ON THE BOARD YET, IT MAY BE A GOOD TIME TO SEND A CORRESPONDENCE.

Heroine Abilities

HEROINE CARDS:

A. HEROINE'S NAME: The Heroine's name.

B. TITLE OF NOVEL: The title of the novel that the Heroine is found in.

C. CANON MATCH FROM NOVEL: Bonus +2 Endearment scored if you marry the Hero from the Heroine's novel.

D. QUOTE: Because who doesn't love a good quote from Jane Austen!

E. HEROINE ABILITIES: Each Heroine has 3 Traits listed on her card. These are the Traits that match the Hero from the novel. Your Heroine starts the game with 1 point in each of those Traits. They also give you special abilities when you gain that Trait from a Setting or Character.

A Anne Elliot

B PERSUASION

C GAIN +2 ENDEARMENT IF YOU MARRY CAPTAIN WENTWORTH.

D "You pierce my soul. I am half agony, half hope. Tell me not that I am too late, that such precious feelings are gone for ever."
- CAPTAIN WENTWORTH

E

- Capability:** If you have 3+ Capability, you may discard 1 Dress to draw 1 Dress each time you gain 1 Capability.
- Wealth:** If you have 3+ Wealth, draw 1 Persuasion each time you gain 1 Wealth.
- Honour:** If you have 6+ Honour, gain 1 Endearment each time you gain 1 Honour.

HEROINE ABILITIES: Each of Jane Austen's heroines have traits that define them as characters. Your Heroine card has 3 abilities that activate each time you gain 1 point in the matching Trait type.

- If you have 3+ <Trait type>, you may discard 1 Dress to draw 1 Dress each time you gain 1 <Trait type>. After you gain 1 point in the matching Trait type, if you have 3 or more points in that Trait type, you may discard 1 Dress from your hand to draw 1 Dress card.
- If you have 3+ <Trait type>, draw 1 Persuasion each time you gain 1 <Trait type>. After you gain 1 point in the matching Trait type, if you have 3 or more points in that Trait type, you may draw 1 Persuasion card.
- If you have 6+ <Trait type>, gain 1 Endearment each time you gain 1 <Trait type>. After you gain 1 point in the matching Trait type, if you have 6 or more points in that Trait type, you gain 1 Endearment.



Visiting Settings and Interacting with Characters

Once all players have gone to Town, the players take turns in rounds placing their pawns at Settings, resolving Rivalries, and interacting with Characters. Each round plays through the following steps:

VISITING SETTINGS: Starting with the player who has the First Player token, each player in clockwise order selects the face-up Setting they will visit. To visit a Setting:

- Place your pawn on the face-up Setting card of your choice. Face-down Setting cards cannot be visited.
- It simply won't do to not be appropriately dressed for the day's activities! When you place your pawn at a Setting, you may also place 1 Dress card from your hand face-down on the table if its Trait type matches the Trait type of the Setting. This Dress will be used to activate the Setting and resolve a Rivalry if one occurs.
- If you place a Dress with a matching Trait type at a Setting, you are appropriately dressed for the Setting and immediately gain 1 point in the matching Trait type on your Trait board. Take the Trait token of the matching Trait type on your Trait board, and move it up 1 number.
- Additionally, some Settings have special abilities, and you may choose to resolve the text for that ability if you place a matching Dress when visiting that Setting.



SETTING CARD:

A. LOCATION: The name of the Setting, either historical or based on Austen's novels.

B. SPECIAL ABILITY: The effect that each player may choose to resolve when appropriately dressed.

C. TRAIT TYPE: The Trait type you gain if appropriately dressed.



INTERACTING WITH CHARACTERS: Once all players have selected the Setting they will visit, they have an opportunity to interact with a Character at that Setting. Start with the leftmost Setting, and resolve each Setting that has been visited by at least one player in order going to the right.

If for any reason there are no Characters at a Setting (due to an ability for example), then any players at that Setting are out luck—they don't get to interact with any Characters that round.

Each Character can only interact once per round, regardless of the number of players at that Setting. To determine which Character each player may interact with, follow these steps:

IF THERE IS ONLY 1 PLAYER AT A SETTING: That player gets to choose 1 of the Characters at the Setting to interact with, places their pawn on that Character, and then gains the rewards on that Character's card (See "Resolving Character Rewards").

IF THERE ARE 2 OR MORE PLAYERS AT A SETTING:
A Rivalry ensues, and those players must compare their Trait total to determine the order in which they get to select the Character they interact with. Each player reveals the Dress card they played face-down (if they played a Dress card this round) and adds the number on their Dress card to their Heroine's value in the Trait that matches the Setting's Trait type.

The player with the highest Trait total gets to select a Character to interact with first, placing their pawn on that Character (see "Resolving Character Rewards"), followed by the player with the next highest Trait total, and so on until all players at the Setting have either interacted with a Character or all Characters there have been interacted with.

If 2 players have the same Trait total, then those tied players select their Character in turn order. Remember that each Character can be interacted with only once per round, so if there are fewer Characters than players at a Setting, then 1 or more of the players will not get to interact with a Character this round.

Rivalry Example

Amy and Dusty have both visited the Library, where there are currently 2 Characters: Lydia Bennet and Mr. George Wickham. Amy reveals the Wit Dress card that she played face-down, which has a value of 10, and adds it to her Heroine's Wit value of 2, for a Trait total of 12. Dusty has a Wit value of 4, but he did not play a Dress card when visiting this round, so his total is 4. Amy has the higher Trait total, so she selects Mr. George Wickham to interact with first. Then Dusty selects Lydia Bennet to interact with next since she is the only remaining Character at this Setting who has not been interacted with this round.



AMY'S PLAYER AREA

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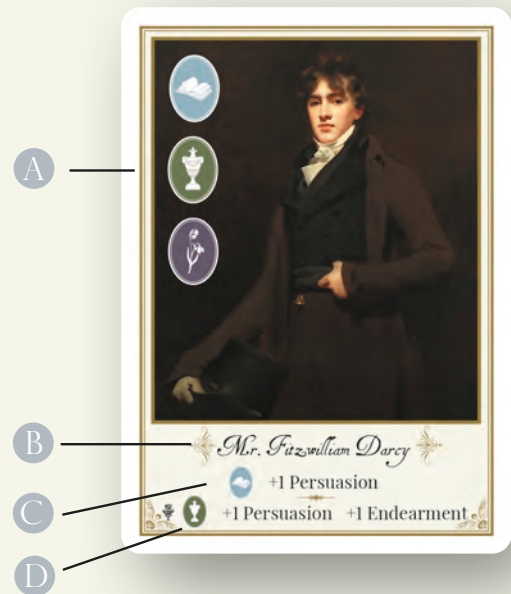


DUSTY'S PLAYER AREA

RESOLVING CHARACTER REWARDS: Once you have selected a Character to interact with, you gain the rewards listed on the Character's card (even if you did not play a Dress card this round). Many Characters have 2 lines of rewards:

BASIC REWARDS: You always gain the rewards listed in the top line. You gain 1 point in the Trait type shown, then gain any Dresses, Persuasion, or Endearment listed on that line as well. Take the Trait token of the matching Trait type on your Trait board, and move it up by 1 number. The maximum value for each Trait type is 10.

PIQUING A CHARACTER'S INTEREST: Each Character has 3 Trait types displayed in the top left of their card. These are the Trait types that the Character prefers in a prospective match. If you choose to interact with a Character whose preferred Traits match the Trait type of the Setting, you have piqued that Character's interest and also gain the additional rewards listed in the bottom line of the Character's card, after the  symbol. Some Characters do not have additional rewards, so their interest cannot be piqued. (How could someone possibly be so dull or disingenuous?...Mr. Wickham...)



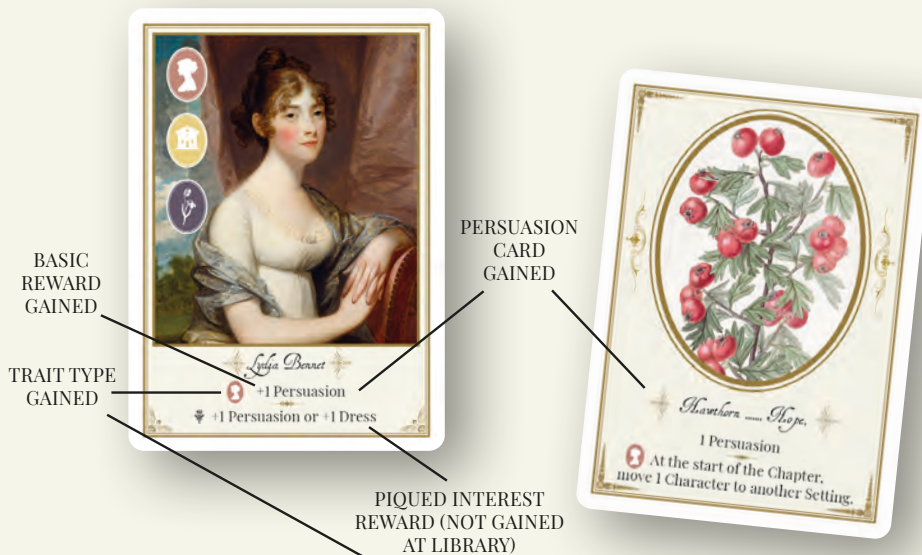
CHARACTER CARD:

A. TRAITS: The 3 Traits that the Character prefers.

B. CHARACTER NAME: The name of the Character from one of Jane Austen's novel.

C. BASIC REWARD: The Trait type and reward you gain when interacting with this Character.

D. PIQUED INTEREST REWARD: The additional reward you gain when that Character's interest is piqued at a Setting.



DUSTY'S PLAYER AREA

THE CHARACTER AMY INTERACTED WITH



Elizabeth Bennet

PRIDE & PREJUDICE

GAIN +2 ENDEARMENT IF
YOU MARRY MR. DARCY.



2

*"In vain I have struggled,
It will not do. My feelings
will not be repressed. You
must allow me to tell you how
ardently I admire and love you."*

- MR. DARCY



If you have 3+ Wit, you may
discard 1 Dress to draw 1 Dress
each time you gain 1 Wit.



If you have 3+ Honour, draw
1 Persuasion each time you
gain 1 Honour.



If you have 6+ Vigour, gain
1 Endowment each time you
gain 1 Vigour.



End of Chapter

CHECKING FOR THE END OF THE CHAPTER: Once all visited Settings have had their Character interactions resolved, flip each visited Setting face-down in its spot on the board. Then, for each visited Setting, flip each Character who was **NOT** interacted with face-down as well. (These Characters will leave the story at the end of the Chapter. Characters who were interacted with will remain in the story and carry on to the next Chapter). Now check whether any face-up Settings remain on the board:

IF FACE-UP SETTINGS REMAIN ON THE BOARD: If there are any remaining face-up Settings on the board, the Chapter continues. Players move their pawns back to their Heroine card. Pass the First Player marker to the next player in clockwise order and start the next round from the Visiting Settings step.

IF ALL SETTINGS ARE FACE-DOWN: If all the Settings on the board are face-down, check whether any players have married a Character:



IF 1 OR MORE PLAYERS HAVE MARRIED A CHARACTER: The game concludes. (See “End of Game”, below)



IF NO PLAYERS HAVE MARRIED A CHARACTER: Pass the First Player marker to the next player in clockwise order. The next Chapter begins and play proceeds with the Start of Chapter step.

EMPTY DECKS: If at anytime any of the decks are empty, shuffle the corresponding discard piles and replace them face-down on the gameboard.



End of Game

ENDING THE GAME: The game ends at the end of any Chapter in which 1 or more players has married a Character.

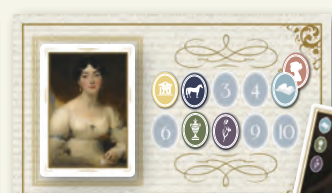
TIP: YOU DON'T HAVE TO MARRY YOUR PERFECT MATCH! I ONCE HAD TO SETTLE FOR MARRYING MR. COLLINS, JUST AS CHARLOTTE DID IN "PRIDE & PREJUDICE".

END-GAME BONUSES: Once the game ends, check to see which player has the most points in each Trait type. For each Trait type, the player with the most points gets 2 bonus Endearment. If players are tied for the most points in a Trait type, then those players each earn 2 bonus Endearment.

WINNING THE GAME: The player with the most Endearment is declared the winner! If there is a tie, the tied player with the most total Trait points on their Trait board is the winner. If there is still a tie, the tied player with the most Persuasion cards is the winner. If players are still tied, the win is shared.

End Game Scoring Example

Amy and Dusty reach the end of the current Chapter. Amy has married Mr. Darcy, triggering the end of the game. Amy has 11 Endearment and has the most Vigour, Honour, and Wit (naturally), so she gains 2 bonus Endearment for each (6 bonus Endearment total), bringing her score to 17 Endearment. Dusty has 6 Endearment and has the most Wealth and Capability, so he gains 2 bonus Endearment for each (4 bonus Endearment total), bringing his total to 10 Endearment. They both have the same value in Charm (or so Dusty would like to think), so they each gain 2 bonus Endearment. The final score is Amy with 19 Endearment ($11+2+2+2+2=19$) and Dusty with 12 Endearment ($6+2+2+2=12$). Amy wins the game!



DUSTY'S PLAYER AREA

AMY'S PLAYER AREA

Solo Rules

DIFFICULTY LEVEL

First, choose the difficulty level for your game.

EASIER: Your opponent does not gain a Persuasion card when going to Town.

NORMAL: Play based on the rules as specified.

HARDER: Your opponent draws 5 Dresses instead of 4; Also, your opponent gains 1 Endearment for every 3 Persuasion cards at the end of the game instead of 1 for every 4.

The solo mode plays the same as the 2-player mode with you playing against an opponent, with the following additional rules:

Setup

Set up a Trait board for your opponent off to the side and within reach. Randomly select a Heroine card and Portrait, moving the tracker to 1 for each of their 3 Traits.

Place 4 Dresses face-down below the 4th Setting location, which will make up your opponent's hand.



Opponent Abilities & Actions



Your opponent gains rewards from their Heroine card just like any player.

Whenever they gain a Persuasion card, they move their Trait tracker up 1 space for the Trait appearing on the card, if any. However, they do not use Persuasion cards for other actions except for Correspondence or Calling Card near the end of the game (see "Going to Town").

Your opponent will gain 1 Endearment for every 4 Persuasion cards they have at the end of the game. Earned Dresses are added to your opponent's hand. They have no hand limit.

INTERACTING WITH SETTINGS AND PLOTS

Your opponent will always take a Setting or Plot action to gain Endearment, if possible. However, for the Plot “Most Amiable,” your opponent will not intentionally avoid playing Dresses. Your opponent’s priority is to gain Endearment over Persuasion and Dresses, if given the option.

- Your opponent will compete in Rivalries just like any player.
- Your opponent will ignore all Setting abilities related to looking at or swapping with an opponent’s hand, discarding and adding Dresses, drawing Dresses up to their hand limit, and moving or adding Characters.
- If you take an action which allows you to look at an opponent’s Dress(es), you may look at any face-down Dress that makes up their hand.

BREAKING TIES: Your opponent always wins on ties (Rivalry and end-game score).

ORDER OF PLAY: You always play first, then your opponent.

Opponent's Turn

Going to Town

Your opponent will go to Town, collecting a Persuasion card. Remember to move their Trait tracker up 1 space for the Trait appearing on the card, if any.

If your opponent has any 3 Traits with 5 or more on their tracker and there is no Character that they can marry available on the board, if possible, they will spend 3 Persuasion cards to use the Calling Card action to add the first Character starting from the top of the discard pile that they are able to marry to the next position on the board.

If there is no match in the discard pile, if possible, they will spend 5 Persuasion cards to use the Correspondence action to add the first Character from the deck they find looking from top to bottom whom they can marry.



TRAIT TYPE
GAINED

OPPONENT LOCATION CHOICE ORDER:

Your opponent will choose their Setting in the following priority order:

Location with a Character they are currently able to marry (if tied, preference goes to preferred Character, then the one in furthest left setting, then earliest position*).



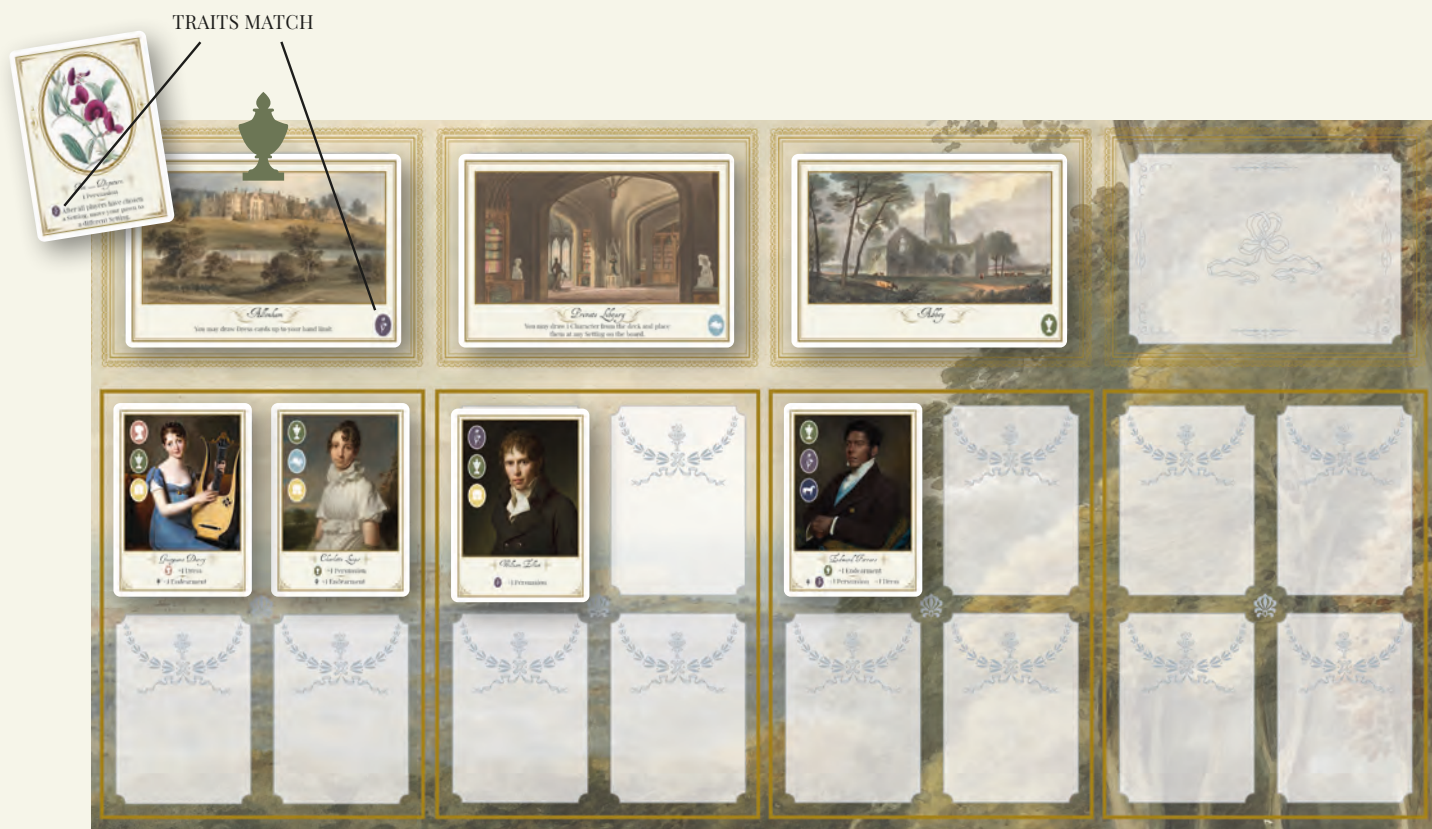
If there is no Character your opponent is able to marry, draw a Dress card and look at the Trait on it to determine which Setting your opponent visits (left-most Setting with that Trait if there are multiple). Discard this Dress to the Dress discard pile.



If this Trait is not present in any of the Settings, they visit the Setting with the Trait on their Heroine card that they currently have the least of on their tracker (if tied, they choose the one matching the Trait closer to the top of their Heroine card).



If none of their Traits appears on a Setting, they visit the left-most Setting.



Note: If there is only one Setting available, simply place your opponent there. Unless attempting to marry, if all Settings have the same Trait type, your opponent will go to the left-most Setting. There is no need to draw a Dress from the deck to determine the Setting your opponent selects.

Note: Your opponent will only visit a Setting with at least one Character.

OPPONENT ATTEMPTS TO PLAY A DRESS:

Flip your opponent's face-down "hand" of Dresses over. Your opponent plays the highest one that matches the Trait on the Setting card where they are present, if there is a match. After gaining the matching Trait on their tracker and comparing scores with you if there is a Rivalry, discard all their Dress cards and replace them with 4 new Dress cards face-down.

OPPONENT CHARACTER CHOICE ORDER:

- If your opponent visits a Character, they choose the Character in priority order starting with the Character they are able to marry if they have enough Traits in order to do so (if there are multiple Characters they can marry, they pick their canon match, otherwise they choose the Character in the earliest position*). They will marry this Character.
- If they cannot marry, your opponent chooses the Character whose interest has been piqued, even if they don't provide a reward for being piqued (if multiple Character's interests have been piqued, choose the Character in the earliest position*). If no character's interest has been piqued, then your opponent chooses the Character providing the reward matching the symbol to their Heroine card.
- If multiple Characters provide a reward matching the symbol to their Heroine card, they choose the one with the Trait reward matching the Trait the opponent has the least of on their tracker. If tied, they choose the Character in the earliest position*.
- If there is no match, they visit the Character in the earliest position*.

* Earliest position refers to the order in which Characters are added to Settings, top to bottom, left to right.

END OF GAME:

As in the 2-4 player game, once a player marries, the Chapter will be played to completion and end-game scoring will proceed. Remember that your opponent will gain 1 Endearment for every 4 Persuasion cards they have at the end of the game (1 Endearment for every 3 Persuasion cards in the harder mode).

Solo Challenges



NEAR-PERFECT MATCH: Marry a Character with only 2 of your Traits and win.



WELL-ROUNDED: Win with all 6 Traits at 2 or higher.



BEGGARS CAN'T BE CHOOSERS: Marry a Character with only 1 of your Traits and win.



OPPOSITES ATTRACT: Marry a Character with none of your Traits and win.



WALLFLOWER: Win without getting married.



Credit & Thanks

GAME DESIGN: Amy and Dusty Droz

GAME DEVELOPEMENT: Amy Droz, Dusty Droz, and Aaron Kemp

RESEARCH: Amy Droz and Jeanine Rickman

SOLO MODE DESIGN: Joe Slack

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ART: (PD) Most artwork is in the Public Domain in its country of origin and other countries and areas where the copyright term is the author's life plus 70 years or more. Additional art provided by Elizabeth Wakou.

Huge thanks to all of our Kickstarter backers! We wouldn't be here today without your tremendous support, and we are beyond grateful that we get to design games for you!

A Note from the Designers

Is this game historically accurate? *Endearment* is a work of fiction based on the novels by Jane Austen. Most of the art throughout the game is historical art from the Regency period. However, the characters' names and stories, the events, and all other content in the game have been inspired by the novels of Jane Austen as well as our own whimsy and imagination. Any historical inaccuracies in the game are due to the limitations of sourcing art from the 19th Century, and we do not have any association with or connection to the actual people or places whose likenesses are represented in said art. Flower card common names and meanings are as accurate as possible.

