

Instructions for the playing of MARRYING Mr. DARCY - THE GAME -

Ages 12+ 🏰 2-6 Players 🏰 30-60 Minutes

Marrying Mr. Darcy is a role-playing game where players are one of the female heroines from Jane Austen's novel *Pride and Prejudice*. Players work to improve themselves and become more desirable as potential wives for the available Suitors. The ladies do this by attending Events and improving their Characters, but advantage can be gained by the use of Cunning. All of their efforts are in hopes of securing the husband that will make them the most satisfied character at the end of the game.

OBJECT of the GAME

In the beginning Courtship Stage of the game, heroines attempt to acquire Character Points and Cunning Points. When the Courtship Stage is complete, players roll the die to see which interested Suitors will propose to them during the Proposal Stage for the most Marriage Points. The winner is the player with the highest sum total of Marriage and Character Points.

Game Contents (Sort before beginning):



8 Heroine Cards



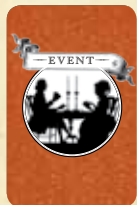
6 Suitor Cards



1 Old Maid Card



100 Character Cards



60 Event Cards



6 Player Guides
1 6-sided Dice



LEFT: The central game setup
BELOW: Each player chooses a Heroine Card & draws three Character Cards.



GAME SETUP

Arrange the Suitor Cards and the Old Maid face up on the table where everyone can see them and are able to read their standards for proposing.

Shuffle the Event Cards and place the deck you are using in the middle of the table. The number of Event Cards in the deck will depend on how many people are playing:

- FOR 2-3 PLAYER GAMES: cut the deck to use around 1/2 of the Event cards.
- FOR 4 PLAYER GAMES: cut the deck to use around 2/3 of the Event cards.
- FOR 5 OR 6 PLAYER GAMES: use the full deck of Event cards.

Shuffle the Character Cards. Deal three Character Cards to each player for their hand. They are kept hidden from other players. Place the remaining pile of Character Cards in the middle of the table. (See Diagram A)

CHOOSING YOUR HEROINE

Roll the die. The player with the highest roll chooses their Heroine Card first. Players continue clockwise around the table. Place your Heroine on the table in front of you. Some heroines have special abilities or Character points built in.

All heroines have a starting Dowry. Your Dowry can affect which suitors are interested in you, but Dowry points do not count as Character points. Notice that the back of the Heroine card lists which Suitors will earn you the most Marriage Points.

GAME PLAY

Game play is divided into two stages: the initial Courtship Stage and the concluding Proposal Stage.

COURTSHIP STAGE

During the Courtship Stage, players earn points to gain advantage with suitors using Event and Character Cards. The player who selected their Heroine first begins play. You turn proceeds in this order:

1. Draw an Event Card*
2. Follow the instructions on the Event Card and discard.**
3. Discard Character cards if you have more than five in your hand.***

*1 Draw an Event Card

Take an event card from the center pile and read it aloud to the other players.

**2. Follow the instructions on the Event Card

Every Event card is different and instructions will always vary. On most turns, you will be instructed to draw and play Character Cards. There are five different types of Character Cards.

The first four (Beauty, Wit, Friendliness, and Reputation) will earn you points when played on your Heroine. (See Diagram B) Point values are indicated inside the circle and will be counted towards your final score to win the game. They also determine which Suitors will be interested in proposing to you.

