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



100 Character Cards



6 Suitor Cards



60 Event Cards



1 Old Maid Card



6 Player Guides 1 6-sided Dice







discard

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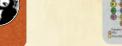
LEFT: The central game setup BELOW: Each player chooses a Heroine Card & draws three Character Cards.





discard pile





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:

- I. 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.***

*I 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.

For example, you must earn at least 5 Wit points before Mr. Darcy considers proposing to you in the next stage of the game. These cards are played face up, with the most recently played card of each type being your "top card."

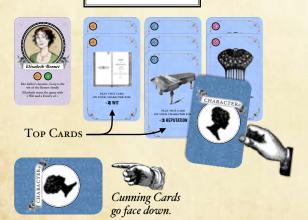
The last type of Character card is Cunning. Cunning points do NOT count toward your final score to win the game. However, the Heroine who has acquired the most Cunning points at the end of the Courtship Stage will be the first player to enter the Proposal Stage (then the player with the second most, and so on) when more Suitors are available and putting her at a significant advantage. Cunning cards you want to collect should be played in a pile face down. You may also play a Cunning Card as an attack on a rival Heroine, removing one of the top Character Cards she has played (see Diagram B). This could help ensure that a rival will not steal away your best Suitor.

***3. Discard Character cards if you have more than five in your hand.

At the end of your turn, you may only have 5 Character Cards in your hand. If you gain additional cards during someone else's turn, you may keep them in your hand until the end of your next turn.

B.

The "top card" is the one on top of each pile.



ABOVE: Each player builds their Character by collecting and playing Character Cards.

PROPOSAL AND MARRIAGE STAGE

When all Event Cards have been played, the Proposal Stage begins immediately. In this stage, players will roll to see which Suitor proposes to them, decide if they will marry them, and calculate their final score.

ORDER OF ROLLING: Each player must add up the total number of Cunning Points they have acquired. The Character with the highest number of Cunning points goes first, then second highest, and so on. If two players have the same number of Cunning Points, the player with the higher Dowry goes first. If there is still a tie, roll the dice to determine the order. Your turn proceeds with these STEPS:

- 1) Of the Suitors who are still available, pick out all of the Suitors whose standards you meet. (For example, if you have a Wit of 5 or higher, you meet Darcy's standards.) Place those Suitors and the Old Maid in front of you in numerical order. (See Diagram C)
- 2) Decide if you will use *Ladies' Choice* (outlined to the right). If not, go on to roll the dice for the lowest numbered Suitor in front of you. A roll of 1–3 and the Suitor does not propose. A roll of 4–6 and he does.
- 3) If he does not propose OR if you choose to decline a proposal, roll for the next highest eligible Suitor. Continue until you have accepted a proposal or you run out of Suitors and become an Old Maid. (Keep in mind you may NOT go back to a Suitor you have declined or who has refused to propose, unless you have a card that specifically allows you to do so.)
- 4) If you accept a proposal, collect the Suitor and place him next to your Heroine. He is no longer available to any other players. If you are an Old Maid, follow the instructions on that card to calculate your final score. Return the remaining eligible Suitors so the other players may choose from them.
- 5) Play proceeds to the player with the next highest Cunning Points until the fate of all players has been determined.









Each player rolls to see which of their available suitors will propose. Unless invoking Ladies' Choice, players have no choice in suitor order.





C

Ladies' Choice:

Once you know which Suitors are considering proposing, a player may declare to use Ladies' Choice. Choosing only from the Suitors whose qualifications they meet, players may place all of their hopes on the one Suitor of their choice. This gives their roll +1, increasing the chances of a proposal. However, this is now your only potential suitor and you may not roll for anyone else. You may only use Ladies' Choice when you have more than one Suitor available to you.

WINNING THE GAME:

The winner of the game is the player with the highest sum total of Character Points and Marriage Points. Character Points are the total number of Wit, Beauty, Reputation, and Friendliness Points you have accumulated (*Dowry and Cunning do not count*). The number of Marriage Points will be found on the back of your Heroine card and is dependent on who you marry. If you are an Old Maid, follow the directions on that card to calculate your final score.

In the case of a tie:

In the case of a tie at the end of the game, the player with the higher Dowry will be the winner. If Dowry is also the same, the player with the higher Cunning will be the winner.