

# Persuasion (D02)

The game of Victorian courtship. Mail intimate letters to woo and marry your perfect match!

**Content Warning:** This game presents marriage as a win/lose scenario. Although not explicit, cards can be interpreted as representing desperate dependencies and/or unhealthy power dynamics.

**Players:** 3-8

**Play time:** 15-30 Minutes

**Components:**

8 x Letterbox Cards (*1 per crest*)

1 x Host Card

57 x Trait Cards

8 x Rings ☺ (*1 per crest*)

10 x Desires Cards

40 x Reusable Sticker Trait Seals

(*5 for each family crest*)

Number of players	3	4	5	6	7	8
Number of each suit to build trait deck from	7	10	12	14	17	19
Number of each suit to build desires deck from, based on the <b>more</b> wanted suit.	2♦ 2♣ 1♠	2♦ 2♣ 1♠	3♦ 2♣ 1♠	3♦ 3♣ 2♠	4♦ 3♣ 2♠	4♦ 3♣ 2♠

## Etiquette

**Suitor's Secrets:** All your cards and cards returned to the box during setup are private information.

Discards, rings, and the back of cards in your hand are public information.

**All's Fair:** Any agreements outside the rules defined here are non-binding.

## Setup

First form your desires and trait decks by performing the following:

1. Separate trait cards by suit, shuffling the three stacks.
2. Separate desires cards by the first **more** wanted suit, shuffling the three desires stacks.
3. Form a trait deck with an even distribution, referencing the table above.
4. Form a desires deck with a number of cards from each stack, referencing the same table.
5. Return any unused cards to the box. Shuffle these new trait and desires decks separately.

Each player then performs the following:

1. Pick a family crest, taking the matching letterbox card, ring, and 5 trait sticker seals.
2. Place your letterbox in an accessible location near you with your ring next to it.
3. Draw 5 trait cards and place your trait sticker seals on the back of them, then draw a desires card.

Return any unused desires cards to the box.

## Introductions

After setup, pick a host (*Most experienced player, game owner, host of the party/server, etc*). The host takes the host card, and reads the introduction to all guests (*Unless they've all heard it before*), then places it in front of themselves afterwards. During the introduction, players will be prompted to mail a face down trait card to both of their neighbors' letterboxes. Take cards on your letterbox into your hand.

# Conducting a Day (*i.e. Playing a round*)

Clockwise, starting with the host, each player takes turns sending mail.

## Send Mail

Pick one of the following:

- **Write Letter:** Deliver any one of the trait cards in your hand facedown to a suitor's letterbox.
- **Return:** Return as many cards as you like to their owners.
- **Propose:** Deliver your own ring to a suitor's letterbox. (*Ideally one with your desired traits*)
- **Break Up:** Return your fiance's ring, then take your own ring back.

**Influence:** After mail is sent, if you hold three or less cards, you **may** draw a card from the deck. You may replace any of the trait cards you hold, discarding what's unused.

## Correspondence

Respond to correspondence on your letterbox as soon as it arrives:

- **Read Letters** (*i.e. Trait cards*): Take any trait cards into your hand.
- **Proposals** (*i.e. Rings*): When you receive a ring, you must pick one of the following. If you haven't responded by the time it is the proposer's turn again, they may take back their ring.
  - **Reject:** Return the ring to the owner's letterbox.
  - **Accept:** Deliver your own ring to the ring owner's letterbox. Both you and the proposer are now engaged and each place your fiance's ring next to your letterbox. Reject all other rings.

At the beginning of the host's turn, check for the following:

1. If the deck is empty, or all (*but one*) players are engaged, proceed to Matrimony  (*see below*).
2. Otherwise, the host continues to play at Send Mail (*see above*).

## Matrimony (*Ending the Game*)

1. All players return all cards to their owners, referencing the seal on the back of the cards.
2. Each player places their own trait and desires cards face up in front of themselves.
3. Win if your fiance (*if any*), meets the condition on your desires card!

Multiple players may enjoy victory.

## Developer Notes

This is an early stage prototype to vet the rules, base mechanics, and interactions of the game. If these mechanics function effectively on their own, I can introduce trait and desire card effects to give the cards emergent storytelling potential and introduce interesting player interactions and conflicts.

If you played the game, I would love to hear what you thought of the experience here!

<https://forms.gle/uP7Mf9DeVrRr476P7>

# FAQ

***If I propose to someone, and someone else proposes to me, can both proposals be accepted?***

You can't accept a proposal without sending the proposer your ring, which is being held by the one you proposed to! If they accept your proposal, you'd have to break up with them before accepting any new proposals, otherwise you'd have to wait until they reject your proposal, or it becomes your turn again so you can take back your ring to accept the proposal sent to you.

***Can I mail someone else's card to another player?***

Yes!

***What about using Influence to replace another player's card? Can I do that?***

Yes!

***Can we openly discuss our cards?***

Yes!