

# Persuasion

The game of courtship. Invite others to dances, hikes, and dates to become familiar with them before deciding who to propose to, or if you'd rather go it alone!

**Players:** 3-8

**Play time:** ???

## Components

60 x Trait Cards

8 x Character Cards

56 x Invitation/Proposal Cards

40 x Attribute Markers

## How to Play

Every player starts with a character to play, invitations for all the other players, 5 trait cards, and one more trait card to treat as your desires. Your desires card dictates what you are looking for in a partner. When you add all of a player's traits together, if at least two of their attributes align with your desires, they satisfy you and you win if you marry them!

The game is played in rounds, with every player sharing intentions. Share a trait with an invitation underneath to another player. All intentions are revealed at once, then every recipient decides whether they want to reciprocate, revealing a trait of their own to the inviter in order to peak at the trait shared with them.

Instead of an invitation, you can send a proposal! Traits with proposals are peaked at before accepting or rejecting. If you accept a proposal, you give the proposer one of your trait cards, then take the shared trait card into your hand, becoming engaged to each other. Wait till the end of the game to reveal your cards and see if either of you win.

If you suspect nobody aligns with your desires, instead of an invitation you can become independent by placing a trait with nothing underneath. Wait until the end of the game when all traits are revealed. If nobody could satisfy you, you win!

Were you ignored and rejected? You may replace one of your traits with a new one from the deck.

Keep sharing intentions until there are two or fewer eligible players. One last round is played if there are exactly two eligible players left, this is your last chance to propose or become independent! Determine winners afterwards by checking desires!

# Rules

## Etiquette

**Suitor's Secrets:** Your cards are private information, and should only be revealed during invitations and proposals to the involved player.

**Limited Correspondence:** You may only discuss strategy with a player who has accepted an invitation, and only until your traits are returned. You can try to do this discretely if you wish, but be respectful of the other players' time.

**All's Fair:** Any agreements outside the rules defined here are non-binding. Try not to ruin any real life relationships.

## Setup

Each player chooses a character card, then draws 5 cards to keep as traits, then 1 final card as your desires. Place your desires card under your character card in front of you. After all players have chosen a character card, each player takes an invitation/proposal card for everyone else's characters (e.g. *In a 4 player game, each player would have 3 invitation/proposal cards, one for each other player*).

## Playing a Round

Persuasion is played in rounds in the following order:

### Share Intentions

Each player performs one of the following:

- **Invite:** Pick one of your traits to reveal to another player, and place it face down over that player's invitation card in front of you.
- **Propose:** Pick one of your traits to reveal and give to another player, and place it face down over that player's proposal card in front of you.
- **Claim Independence:** Place a trait face down in front of you.

### Reveal Intentions

Once all players have set their cards in front of them, all intentions are revealed at once, moving the trait card (*without revealing it*) to reveal the invitation or proposal cards or lack thereof underneath. Resolve all intentions in the following order.

### Resolve Independence

If you chose independence, return your trait to your hand and flip your character card face down. You now wait for the matrimony phase.

## Resolve Invitations

If any number of invitations revealed show your character, you may accept or reject any number of them. If two players invite each other, both invitations must be accepted.

- **Reject:** To reject, place the trait back on the invitation card and return to the inviter for them to take back.
- **Accept:** Pick one of the trait cards in your hand to reveal to the inviter, peaking at the shared trait. Return trait cards to their original owners afterwards, ending the invitation.

## Resolve Proposals

If any number of proposals revealed show your character, you may peak at their trait cards, then accept one or none, rejecting the rest. If two players propose to each other, play as if both proposals were accepted (*exchanging two unique traits instead of just one*).

- **Reject:** To reject, place the trait back on the proposal card and return to the proposer for them to take back.
- **Accept:** To accept, pick one of your traits to give to the proposer. The proposer keeps the given trait card. Keep the shared trait as your own. Both you and the proposer are now engaged, place each other's proposal cards next to your character cards to symbolize the union. You both now wait for matrimony.

## Reflection

If a player receives no intentions, and their intention is rejected, they may draw a new trait card then discard any one of their traits (*including the one just drawn*).

## Matrimony

Play another round if there are at least 3 eligible players. If there are exactly 2 eligible players, play exactly one last round (*to propose or become independent*).

Following this last round, or if there is 1 or fewer eligible players, the game ends.

1. All players reveal their traits and desires.
2. Each player calculates their dominant attributes. If there are more +s than -s next to an attribute among your traits, the dominant attribute is +. If there are more -s than +s next to an attribute among your traits, the dominant attribute is -. Place attribute markers to display your dominant attributes, if any.
3. If engaged, check your fiance's dominant attributes and compare against your desires. If at least two attributes match, you win!
4. If independent, check the dominant attributes of all other players. If nobody has at least two matching attributes, you win!
5. Eligible players cannot win.

It is possible for multiple players or no one to win, there are no tie breakers.

## Key Terminology

**Desires:** The card kept under your character card for determining satisfaction. You may peek at your own desires card.

**Traits:** A player's hand of cards (excluding their desires card).

**Intentions:** An invitation, proposal, or declaration of independence.

**Independent:** A player who has flipped their character card face down is considered independent. Independent characters can no longer share or accept intentions.

**Engaged:** A player who has accepted a proposal and the player who proposed are engaged, indicated by placing the other's character's proposal cards next to their own character card. Engaged characters can no longer share or accept intentions.

**Fiance:** If you are engaged, the player of the character's proposal card next to your character card is your fiance.

**Eligible:** A player is considered eligible if they aren't engaged or independent.

**Shared Trait:** The trait played with an intension.

**Attributes:** The symbols on the cards are attributes.

**Dominant Attributes:** If there are more +s than -s next to an attribute among another player's current traits, the dominant attribute is +. If there are more -s than +s next to an attribute among another player's current traits, the dominant attribute is -.

**Satisfies:** If another player has at least two dominant attributes that match the attributes on your desires card, the player satisfies you.