

Persuasion (E06)

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, and depicts relationships with unhealthy power dynamics, desperate dependencies, and abusive partners, potentially asking you to play the role of the abuser or the victim.

Players: 3-6 &

Play time: 30 Minutes

Components:

8 x Letterbox Cards (1 per crest)

1 x Preface Letter

24 ~~36~~ x Trait Cards 

8 x Rings  (1 per crest)

10 x ♥ Diary Cards




48 x Reusable Sticker Card Seals

6 ~~40~~-x  Diary Cards

(6 for each family crest)

Setup

First deal your starting hands:





1. Add in cards with the +X , where X is less than or equal to the number of players.
2. Shuffle all ♥ diary cards and deal 1 to each player. Return all other ♥ diary cards to the box.
3. Shuffle all  diary cards and deal 1 to each player. Return all other  diary cards to the box.
4. Shuffle all trait cards and deal 4 to each player. Return all other trait cards to the box.

Each player then performs the following:

1. Pick a family crest, taking the matching letterbox card, ring, and 6 letter sticker seals.
2. Place your letterbox in an accessible location near you with your ring next to it.
3. Place your letter sticker seals on your starting hand of 6 letter cards.

Letter Powers and General Rules

Cards can include a variety of powers and rules modifications. Here are some general guidelines:

- **Secrets:** All your cards and cards returned to the box during setup are private information. Discards, rings, and the seals of cards in your hand are public information. You cannot directly discuss your **own** cards (*You're free to discuss suitor's cards as much and honestly as desired*).
- **Suitors:** Any player besides yourself is considered a suitor.
- **Pronouns:** Cards are written from the card owner's point of view, so ***I, me, my, myself*** refer to the card's owner, and ***you, your, yourself*** refer to suitors holding the card.
- **Letters** and  **Diaries:** All cards are letters. Letters with  are ***diaries***, and cannot be discarded or have their seals removed unless specifically stated so.
-  **Sway:** Cards with  have an effect when sent to you. Resolving these effects does not count as your action and must be resolved before the sender's turn is over.
- **Must:** Card effects with "must" override other rules and are not optional.
- **Engagement:** If you and another player have exchanged rings, then you both are considered ***engaged***. The engaged player holding your ring is your ***fiance***.
- **Returns:** Items that are ***returned*** must be delivered to their owner's letterbox.
- **The Box:** Powers that reference the box refer to cards removed from the game during setup. If there are no cards remaining there, take from the discards if any are available.

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

Clockwise, each player takes turns sending mail. The player who most recently wrote a letter goes first.

Send Mail

Perform one of the following:

- **Write:** Send one of your own trait cards facedown to any suitor's letterbox.
- **Reflect:** Discard one of your own trait cards faceup.
- **Ring (Propose/Accept):** Send your own ring to a suitor's letterbox. If you send your ring to a suitor who's ring you hold, you two are now engaged.
- **Disengage:** Discard your own ring (*If you wish to concede*).

Then, return suitor letters until you hold **at most 2**, and return any rings except your fiance's.

Take any trait cards sent to you into your hand **immediately**, even if not your turn.







Once two players are engaged, proceed to Matrimony one full round after the **last ring action**, or immediately once all (**but 1**) players are engaged or disengaged. *For example, if you propose after a couple gets engaged, matrimony would occur at the start of your turn, unless someone else sends a ring after you, such as to accept your proposal, then the game would end at the start of their turn.*

Matrimony (*Ending the Game*)

1. All players return all letters to their owners, referencing the seal on the back of the letters.
2. Each player places their letters face up in front of themselves.
3. Check if you meet the win conditions on your diary cards!

Multiple players may enjoy victory, if anyone fulfills both win conditions, give them moderate applause.

Other Key Terminology

- **Own, Owner:** The player with a letterbox with a matching family crest to said item.
- //: If a power calls for a //, it means a letter of that suit.
- **Swap:** When swapping cards, you not only swap the location of the cards, but also the seals on them. For example, if swapping a held card with a discarded card, you'd switch the seals on both of them, take the discarded card into your hand, then discard the previously held card.

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

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