

Persuasion (E04)

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: 3-5 &

Play time: 30 Minutes

Components:

8 x Letterbox Cards (1 per crest)

1 x Preface Letter

30 ~~48~~ x Trait Cards 

8 x Rings  (1 per crest)

8 ~~40~~ x Desires Cards

40 x Reusable Sticker Trait Seals
(5 for each family crest)


Etiquette

Suitor's 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.

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

Setup

First setup your desires and trait cards:



1. Add in cards with the +X , where X is less than or equal to the number of players.
2. Shuffle all desires cards and deal out 1 to each player. Return all other desires cards to the box.
3. Shuffle all trait cards and deal out 5 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 5 trait sticker seals.
2. Place your letterbox in an accessible location near you with your ring next to it.
3. Place your trait sticker seals on your starting hand of five trait cards.

Letter Powers

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

- **Pronouns:** Letters 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 the letter holder, or the target of a power. For example, if a letter says *reveal* to a suitor, ***you, your, yourself*** refers to the suitor you *revealed* to. If a letter impacts a third party, this party will be referred to as ***they, them, theirs, themselves***.
- **Interrupt:** Interrupt letters take effect when the conditions are met, even if not your turn.
- **Free Action:** Free Action letters do not count as your action. Interrupts are also Free Actions.
- **Limitations:** The following symbols denote who has access to a letter's power.
 - : This denotes a letter power that is only accessible to the letter's owner.
 - : This denotes a letter power that is only accessible to players besides the letter's owner.
- **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, starting with the host, each player takes turns sending mail.

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.
- **Act:** Take a letter's specified action (*See letter powers on page 1*).
- **Propose:** Deliver your own ring to a suitor's letterbox. (*Ideally one with your desired suit*)
- **Disengage:** Discard your own ring. (*If you think no available suitors have any desired suits*)
- **Break Up:** Return your fiancé's ring, then take your own ring back.

Then, send suitor letters until you have **at most** 2 in your hand.

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 fiancé's ring next to your letterbox. Reject all other rings.







Once all (*but one*) players are engaged or have discarded their rings, proceed to **Matrimony**.

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 fiancé (*if any*), meets the condition on your desires card!
4. Also check for your unique win condition!
5. If you discarded your ring, and all other unengaged players have **zero** of your desired suit, you achieve an independent win!

Multiple players may enjoy victory, if someone fulfills two win conditions, give them moderate applause.

Key Terminology

- **Suitor:** Any other player besides yourself.
- **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.
- **Desired suit:** The suit on your desires card that you need more of for a Desired Win.
- **Detested suit:** The suit on your desires card that you need less of for a Desired Win.
- **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.
- **Fiance:** The player with your ring next to their letterbox after a proposal is accepted.
- **Engaged:** A player with another player's ring next to their letterbox.
- **Must:** Rules with "must" override other rules.
- **Cannot:** Rules with "cannot" override other rules, even "must" rules.

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

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