# Persuasion *(E03)*

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 ~~8~~
**Play time**: 30 Minutes

**Components:**

8 x Letterbox Cards *(1 per crest)*
8 x Rings *(1 per crest)*
1 x Preface Letter
8 ~~10~~ x Desires Cards
30 ~~48~~ x Trait 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 | 5 | 7 | 10 | 12 | 14 | 16 |
| Number of each suit to build desires deck from, based on the ***more*** wanted suit. | 2<br>2<br>1 | 2<br>2<br>1 | 3<br>2<br>1 | 3<br>3<br>2 | 4<br>3<br>2 | 4<br>3<br>2 |

## 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 by performing the following:

1. Separate desires cards by the first more wanted suit, shuffling the three desires stacks.
2. Form a desires deck with a number of cards from each stack, referencing the same table.
3. Shuffle, then deal 1 desires card to each player. Return all other desires cards to the box.
4. Separate trait cards by suit, shuffling the three resulting decks.
5. Form a combined trait deck with an even distribution, referencing the table above.
6. Deal five trait cards from the combined deck to each player, return remaining 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.

***If you played the game, I would love to hear what you thought of the experience here!***
https://docs.google.com/forms/d/e/1FAIpQLSdiYehr_7GbS37PzAXOZNtQND9SkZfwdb4la2NEsO-AQdXdIg/viewform?usp=sf_link

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

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

## Send Mail

Perform any number of the following:

- **Write**: Mail any number of suitor trait cards and at most one of your own trait cards facedown to any number of suitors' letterboxes.
- **Reflect**: Discard one of your own trait cards faceup.
- **Act**: Reveal one letter from your hand to take its specified action with the following restrictions:
  - 🗝: Letters with a 🗝 symbol must be owned by you to take their action.
  - 🔒: Letters with a 🔒 symbol must be owned by a suitor to take their action.

  **Note:** Some letters specify when they occur and do not count as your action, even if on your turn.

You cannot hold more than 3 suitor cards afterwards.

Instead of the above, you can take one of the following ring actions:

- **Propose**: Deliver your own ring to a suitor's letterbox. *(Ideally one with your desired suit)*
- **Break Up**: Return your fiance's ring, then take your own ring back.
- **Disengage:** Discard your own ring. *(If you think no available suitors have any desired suits)*

You can hold more than 3 suitor cards afterwards if you take a ring action instead.

## 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.

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 fiance *(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.

# 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***.
- **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.
- **Events:** Some letters specified when their effect may *(or sometimes **must**)* be taken as soon as the conditions are met, even if it is not your turn, or even multiple times during your turn.
- **Actions**: Some letters specify an action you can take, and can be taken on your turn by revealing.
- **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.

## 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.
- **On arrival**: Letters triggered **on arrival** occur as soon as you take the letter into your hand.
- **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.