

Obsession

Quick Reference Guide
For 2-6 players
(Standard or Expanded play)

For set up and more detailed and single player instructions look to the Rulebook

Order of play

1. Rotate Service

At the beginning of every round, excluding the first round, move the servants on the player board from Expended Service to Servant's Quarters and from Servant's Quarters to Available Service. Those already in Available Service stay in Available Service.

2. Check Round Track, Monuments, and Servant's Hall

Check the Round Track for special events

Village Fair: When landing on the Village Fair, look to the Improvement Tiles (referred to as Tiles here on out) below the player board. Has the Private Study tile been flipped from the Village Fair Planning side to the Village Fair side? If so, collect the rewards listed on the tile.

Courtship: Whoever has the most points in the category of the chosen Theme Card when the White Pawn lands on a Courtship, wins over the Fairchilds and can pick which of the two Fairchild Cards to add to their hand until the next Courtship. The winner also gets a VP card. If there is a Courtship tie, each player takes a VP card and no one gets to use a Fairchild Card until the next Courtship. During Courtship, no other actions take place. After each Courtship, draw a new Theme Card, discard one Objective Card each, and pass the First Player Pawn to the right.

Objective Cards: Draw two Objective Cards

Builders Market: During a normal round, each player has the option to buy from the market once. When the White Pawn reaches the Builder's Market, players may buy as many Tiles as they can afford. Do not replace the Tiles until the end of the player's turn.

National Holiday: During a normal round, players can only use Tiles and Gentry Cards within their reputation level. The reputation level needed will be listed on the bottom right of the Tiles and top right of the Gentry Cards. When the White Pawn reaches the National Holiday, players are allowed to host activities and invite quests beyond their reputation level.

Final Courtship: Like the previous Courtships, a theme card will be drawn; however, all theme cards that have been drawn throughout the game are in play and will determine the final winner of the Fairchilds. The Final Courtship marks the end of the game.

Check Monuments

If a player is in possession of Monument Tiles, they take the amount of reputation equal to the number of Monuments Tiles they have.

Check Servant's Hall

If a player is in possession of the Servant's Hall Tile, they may place a servant of their choosing on the Tile. That player targets any player of their choosing to gossip about. The targeted player decreases their reputation by one and the player in possession of the Servant's Hall Tile increases their reputation by one.

3. Host an Activity

Under the player boards, there are Tiles, some of which each player starts with, and some the players acquire throughout the game. Each Tile represents a room or outdoor space at the family estate. Place the chosen Tile on the square on the Player Board labeled "Activity."

4. Invite Guests

After placing the Tile on the player board, play the Gentry Cards the Tile asks for. Below the location on the Tile, there is a number and one of three things: "Gentry," "Ladies," or "Gentlemen." Based on what the Tile says, invite (play) anyone of your guests (Gentry Cards).

5. Provide Service

On the Tiles, below the required guests, there will be a picture of one of the servant pieces. On the Gentry Cards, in the bottom left corner, a similar picture can be found. Provide service by placing the corresponding servants on the Tiles and Gentry Cards.

6. Enjoy Favours

The Tiles and Gentry Cards will also have favours listed on them. On the Tiles, the favour will be on the right side. On the Gentry Cards, the favour will be on the bottom right corner. The favours will be in the form of money, drawing more Gentry Cards, or gaining reputation points. Some cards come with penalties along with the favours. Favours (and penalties) will be represented with symbols. Use the Player Aid Cards to determine what the symbols mean.

7. Buy From Market

The Builder's Market is found on the Supply Board. Along the bottom, and left side, there are boxes, which are filled with Tiles. Above the boxes are prices. On the top right corner of some of the Tiles there will be either a negative or positive number to add to that price. A player must be able to spend the amount corresponding to the tile on the supply board in order to claim it.

8. Clear Board

Move the used tile back to its spot under the player board, place the servants used in the Expended Service box, and discard used Gentry Cards until it is time to reclaim them during a Pass. If Tiles were purchased, move the Tiles left in the Builder's Market to the left. Refill by randomly selecting a new tile from the purple Obsession bag.

More rules


- At the end of the first Courtship (Season 1) move all SERVICE Tiles to the Builder’s Market Reserve in the designated spot
- At the end of the second Courtship (Season 2) move all PRISTIGE RATING 1 (PR 1) Tiles to the Builder’s Market Reserve in the designated spot
- Most Tiles are only flipped after the first use, but the hybrid Tiles, the Tiles that represent 2 different categories of Estate Improvement, flip each time they are used.
- Players cannot purchase duplicate Tiles
- At the beginning of a player’s turn, the player may choose to play as normal or pass (Refer to Player Aid cards)

Special actions

Players may trade in their reputation to collect pounds, refresh servants, or refresh the Builder’s Market. Refer to the Player Board under Special Actions for a precise trading guide.

The game is over after the Final Courtship

Scoring

- Improvement Tiles VP:** the VP will be listed on the bottom right corner
- Gentry Cards VP:** the VP will be listed on the top right corner
- Objective Cards VP:** the VP will be listed on the top right corner
- Reputation VP:** Refer to the tables on the right 
- Service VP:** Award 2 VP per servant on the player board
- Wealth VP:** Award 1 VP for every 200 pounds. Extra pounds have no VP value.
Ex: 500 pounds rounds down to 400 for 2 VP
- Courtship VP:** Total the VP cards not yet used

Tiebreaker:

The person in possession of a Fairchild Card wins. If none of the tied players have a Fairchild Card in hand, the highest reputation wins. If there is still a tie, all tied players win.

Standard	
Family Reputation Level	End of Game Victory Points
1	1
2	3
3	6
4	10
5	15
6	21
MAX	28
Extended	
Family Reputation Level	End of Game Victory Points
1	1
2	3
3	6
4	10
5	15
6	21
7	28
8	36
MAX	45

Disclaimer: I do not have the rights to Obsession. I am in no way affiliated with the creators of Obsession. This is simply a condensed version of the rulebook. — Sammi Gibson

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