

# Instructions for the playing of

## MARRYING *Mr. DARCY*

—THE PRIDE & PREJUDICE CARD GAME—

Ages 13+ ♣ 2-6 Players ♣ 30-60 Minutes

**Marrying Mr. Darcy** is a role-playing game where players are one of the female heroines from Jane Austen's novel *Pride and Prejudice*. Players work to improve themselves and attract the interest of the available Suitors. The ladies do this by attending Events and improving their Characters, but advantage can be gained by the use of Cunning. All of their efforts are in hopes of securing the husband that will make them the most satisfied character at the end of the game.

### OBJECT of the GAME

In the beginning Courtship Stage of the game, heroines attempt to acquire Character Points and Cunning Points. When the Courtship Stage is complete, players roll the die to see which interested Suitors will propose to them during the Proposal Stage for the most Marriage Points. The winner is the player with the highest sum total of Marriage and Character Points.

### Game Contents (Sort before beginning):



8 Heroine Cards



6 Suitor Cards



1 Old Maid Card



100 Character Cards



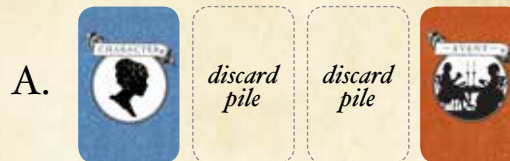
60 Event Cards



6 Player Guides



1 6-sided Die



LEFT: *The central game setup*  
BELOW: *Each player chooses a Heroine Card & draws three Character Cards.*

### GAME SETUP

Arrange the Suitor Cards and the Old Maid face up on the table where everyone can see them and are able to read their standards for proposing.

Shuffle the Event Cards and place the deck you are using in the middle of the table. The number of Event Cards in the deck will depend on how many people are playing:

- FOR 2-3 PLAYER GAMES: cut the deck to use around 1/2 of the Event cards.
- FOR 4 PLAYER GAMES: cut the deck to use around 2/3 of the Event cards.
- FOR 5 OR 6 PLAYER GAMES: use the full deck of Event cards.



Shuffle the Character Cards. *Deal three Character Cards to each player for their hand.* They are kept hidden from other players. Place the remaining pile of Character Cards in the middle of the table. (See Diagram A)

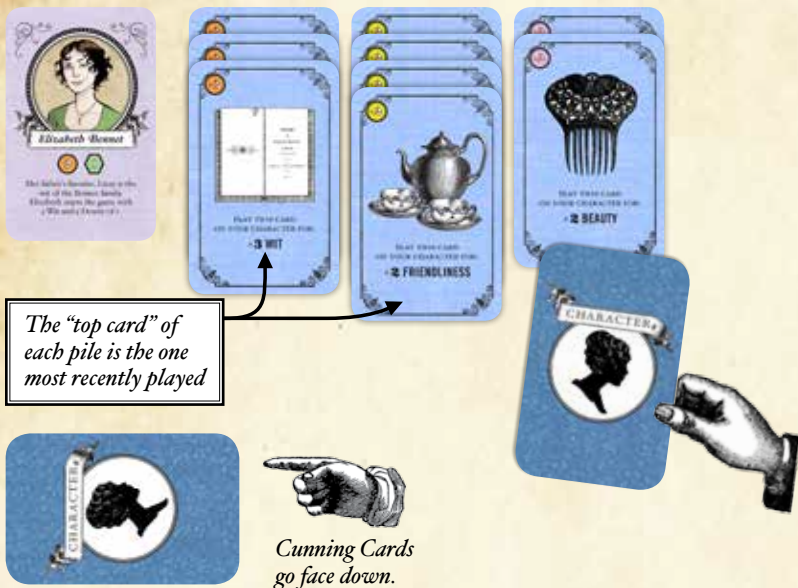
### CHOOSING YOUR HEROINE

Roll the die. The player with the highest roll chooses their Heroine Card first. Players continue clockwise around the table. Place your Heroine on the table in front of you. Some heroines have special abilities or Character points built in.

*All heroines have a starting Dowry.* Your Dowry can affect which suitors are interested in you, but Dowry points do *not* count as Character points. Notice that the back of the Heroine card lists which Suitors will earn you the most Marriage Points.

B.

*Each player builds their Character by collecting and playing Character Cards.*



## GAME PLAY

Game play is divided into two stages: the initial Courtship Stage and the concluding Proposal Stage.

### COURTSHIP STAGE

During the Courtship Stage, players earn points to gain advantage with suitors using Event and Character Cards. The player who selected their Heroine first begins play. Each player proceeds in this order:

1. Draw an Event Card
2. Follow the instructions on the Event Card and discard.
3. Discard Character cards if you have more than five in your hand.

#### 1. Draw an Event Card

Take an event card from the center pile and read it aloud to the other players.

#### 2. Follow the instructions on the Event Card

Every Event card is different and instructions will always vary. On most turns, you will be instructed to draw and play Character Cards. There are five different types of Character Cards.

The first four (Beauty, Wit, Friendliness, and Reputation) will earn you points when played on your Heroine. (See Diagram B) Point values are indicated inside the circle and will be counted towards your final score to win the game. They also determine which Suitors will be interested in proposing to you.

For example, you must earn at least 5 Wit points before Mr. Darcy considers proposing to you in the next stage of the game. These cards are played face up, with the most recently played card of each type being your "top card."

The last type of Character card is Cunning. Cunning points do **not** count toward your final score to win the game. However, the Heroine who has acquired the most Cunning points at the end of the Courtship Stage will be the first player to enter the Proposal Stage (then the player with the second most, and so on) when more Suitors are available and putting her at a significant advantage. Cunning cards you want to collect should be played in a pile face down. You may also play a Cunning Card as an attack on a rival Heroine, removing one of the top Character Cards she has played (see Diagram B). This could help ensure that a rival will not steal away your best Suitor.

#### 3. Discard Character cards if you have more than five in your hand.

At the end of your turn, you may only have 5 Character Cards in your hand. If you gain additional cards during someone else's turn, you may keep them in your hand until the end of your next turn. If the Character Card deck is depleted, reshuffle its discard pile and replace the deck.



C.



Each player rolls to see which of their available suitors will propose. Unless invoking Ladies' Choice, players have no choice in suitor order.



### PROPOSAL AND MARRIAGE STAGE

When all Event Cards have been played, the Proposal Stage begins immediately. In this stage, players will roll to see which Suitor proposes to them, decide if they will marry them, and calculate their final score.

**ORDER OF ROLLING:** Each player adds up the total number of Cunning Points they have acquired. The Character with the highest number of Cunning points goes first, then second highest, and so on. If two players have the same number of Cunning Points, the player with the higher Dowry goes first. If there is still a tie, roll the die to determine the order. Your turn proceeds with these **steps**:

1) Of the Suitors who are still available, determine the Suitors whose standards you meet. (For example, if you have a Wit of 5 or higher, you meet Darcy's standards.) Place those Suitors and the Old Maid in front of you in numerical order. (See Diagram C)

2) Decide if you will use **Ladies' Choice** (outlined to the right). If not, go on to roll the die for the lowest numbered Suitor in front of you. On a roll of 4-6, he proposes; otherwise, he does not.

#### **Ladies' Choice:**

Once you know which Suitors are considering proposing, a player may declare to use Ladies' Choice. Choosing only from the Suitors whose qualifications they meet, players may place all of their hopes on the one Suitor of their choice. This gives their roll +1, increasing the chances of a proposal. *However, this is now your only potential suitor and you may not roll for anyone else.* You may only use Ladies' Choice when you have more than one Suitor available to you.

3) If he does not propose **or** if you choose to decline a proposal, roll for the next highest eligible Suitor. Continue until you have accepted a proposal or you run out of Suitors and become an Old Maid. (Keep in mind you may **not** go back to a Suitor you have declined or who has refused to propose, unless you have a card that specifically allows you to do so.)

4) If you accept a proposal, collect the Suitor and place him next to your Heroine. He is no longer available to any other players. If you are an Old Maid, follow the instructions on that card to calculate your final score. Return the remaining eligible Suitors and the Old Maid to the center of the table so the other players may choose from them.

5) Play proceeds to the player with the next highest Cunning Points until the fate of all players has been determined.

### WINNING THE GAME:

The winner of the game is the player with the highest sum total of Character Points and Marriage Points. Character Points are the total number of Wit, Beauty, Reputation, and Friendliness Points you have accumulated (*Dowry and Cunning do not count*). The number of Marriage Points will be found on the back of your Heroine card and is dependent on who you marry. If you are an Old Maid, follow the directions on that card to calculate your final score.

#### **In the case of a tie:**

In the case of a tie at the end of the game, the player with the higher Dowry will be the winner. If Dowry is also the same, the player with the higher Cunning will be the winner.

If questions or discrepancies arise, discuss and agree upon a resolution in a ladylike manner.

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## RULE VARIATIONS

*for the discerning lady or gentleman.*

The basic rules of Marrying Mr. Darcy are intended to create an experience that likens to the situation of a young educated unmarried lady of the Regency period.

If these rules are not to your liking, you may endeavor to try some of the variations listed here, alone or in combination for the more adventurous. All players should agree before the game begins what variants you intend to use. Any conflicts that arise should be discussed and resolved in a ladylike manner.

### EXPOSE YOURSELF

*All Marriage Points are revealed*

While a lady would never normally reveal too much about who she intends to catch for a husband, you may decide as a group that this information would be quite useful. Leave the rulebook open and allow players to check the marriage points of competitors at their leisure.

ELIZABETH	JANE	MARY	KITTY	LYDIA	CAROLINE	CHARLOTTE	GEORGIANA
Darcy 15	Bingley 15	Collins 12	Denny 12	Denny 13	Fitz 14	Collins 13	Fitz 13
Fitz 12	Darcy 13	Darcy 10	Wickham 10	Wickham 12	Darcy 13	Darcy 10	Wickham 11
Bingley 11	Fitz 10	Bingley 10	Bingley 10	Bingley 11	Denny 9	Bingley 10	Bingley 11
Denny 9	Denny 10	Fitz 10	Fitz 10	Fitz 9	Collins 7	Fitz 10	Denny 8
Collins 7	Collins 8	Denny 9	Darcy 9	Darcy 8	Wickham 5	Denny 10	Collins 6
Wickham 5	Wickham 5	Wickham 5	Collins 6	Collins 5	Bingley N/A	Wickham 6	Darcy N/A

### FEMININE ARTS and ALLUREMENTS

*Use your acquired Cunning to increase the odds of a proposal.*

Play the beginning Courtship Stage of the game as usual, keeping in mind that the Proposal stage will be altered. At the start of the Proposal Stage, each player must add up the total number of Cunning Points they have acquired. The player with the highest Cunning goes first, and will stay in control until they are married OR a different player has the highest amount of Cunning. (In the case of a tie, the player with the highest dowry goes first. If the tie still remains, roll the dice.) Your turn proceeds with these steps:

1. Of the Suitors who are still available, pick out all of the Suitors whose standards you meet. Place those suitors in front of you.
2. Choose which Suitor you will roll for first. (You do not need to go in numerical order.)
3. Decide how many Cunning points you will discard on this Suitor to increase your odds of a proposal using the guide below.

If you discard 0 Cunning, you must roll a 5 or higher for a proposal.  
 If you discard 1 Cunning, you must roll a 4 or higher for a proposal.  
 If you discard 3 Cunning, you must roll a 3 or higher for a proposal.  
 If you discard 6 Cunning, you must roll a 2 or higher for a proposal.  
 If you discard 10 Cunning, you are guaranteed a proposal.

4. Roll the die. If your Suitor proposes, you must accept. Collect his card and place him next to your Heroine and calculate your final points.
5. If your Suitor does not propose, he is forever removed from your possible available Suitors. If you still have the highest amount of Cunning, you may continue your chances with another interested Suitor of your choice. However, as soon as another player has a higher amount of Cunning, it becomes their turn in the Proposal Stage.
6. Play continues with the unmarried player who currently has the highest amount of Cunning maintaining control of the Proposal stage. Players may get a second chance to seek a proposal from a different Suitor of their choice when they are able to retake control of the Proposal Stage. Continue until all players are married or become Old Maids.

### SECURE YOUR COMFORT

*Acquire an extra Event card for emergencies.*

During the Courtship Stage, if an Event Card instructs you to Draw 1 and Play 1 Character Card, you may instead choose to draw one Event Card. Draw the Event from the top of the deck, read it, and place it facedown on the table in front of you. It cannot be stolen by another player, but you may trade it along with Character Cards during Tea Time. If later in the game, you draw an Event card that you do not like, you may discard the offending card immediately and replace it with the card you have previously collected.



### **DISMISSING GENTLEMEN LEFT *and* RIGHT**

*Discard unwanted Suitors for extra points on your proposal roll.*

Play the beginning Courtship Stage of the game as usual, keeping in mind that the Proposal stage will be altered. This rule takes the place of the option Ladies Choice, which cannot be used.

The Proposal Stage begins as usual. At the point where a player would normally decide if they will use Ladies Choice, they may choose to discard Suitors they are not interested in. For each Suitor they discard, they will gain +1 on every proposal roll.

### **EVERYONE LOVES MR. DARCY**

*The same marriage points for all characters.*

Play the beginning Courtship Stage of the game as usual, keeping in mind that the Proposal stage will be altered. The marriage points for all Heroines will be the same and are:

Mr. Darcy: 15  
Mr. Bingley: 13  
Col. Fitzwilliam: 11  
Mr. Denny: 9  
Mr. Collins: 7  
Mr. Wickham: 5

In this variation, it is revealed that both Georgiana and Caroline were actually adopted, thus making them eligible to marry Mr. Darcy and Mr. Bingley respectively.

### **TOO MANY LADIES**

*Alterations for 7-8 player games.*

It is possible to play the game with 7-8 players, though some difficulties may arise. Use the following alterations to minimize issues. Play the game as usual, except:

1. During set up, each player receives 2 Character Cards for their hand. (Instead of 3.)

2. The hand limit of Character Cards is reduced to 3 Cards in your hand at the end of your turn. (Instead of 5)

3. During Gamble at Cards, each player may only wager 1 card.

4. If you run out of Character Cards, shuffle the discard pile and start again.

If there are not enough discarded Character Cards to make this possible, the hand limit immediately decreases by 1. All players immediately discard Character Cards to meet the new hand limit. Shuffle cards into the Character deck and resume the game.

Visit [MarryingMrDarcy.com](http://MarryingMrDarcy.com) for to check for new rules, variations, and expansions or to submit your own!

### **MARRYING *Mr.* DARCY**

*The Pride and Prejudice Card Game*

#### **CREDITS:**

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Based on *Pride and Prejudice* by Jane Austen

#### **SPECIAL THANKS:**

There were many testers, helpers, and contributors that made this game possible. A few folks went above and beyond and deserve special thanks. They include Erik Evensen, for illustration, graphic design, and encouraging me to make this game; Matt Talbot & Jen Omand, who were our play-testing captains; Rick Heli, who proofread the rules and made several suggested revisions; Karen from the Graphics Fairy, who allowed us the use of several images; Rick and Cheryl Smallman, for feedback and variant suggestions; Jonathan Franklin for a variant idea, Accidentally Cool Games in Bemdji, MN for testing; Clare Wilson for going above and beyond with publicity; a multitude of thoughtful play-testers; and most especially all of my Kickstarter backers, without whom the printing of this game would not have been possible.

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