

Shades and Glamour

for 3 or more

Based on an alternate history of the English Regency, the game mimics social life in 1814 – if one adds magic. The goal is to improve one's social standing. Social standing is the value of one's cards. One improves it by acquiring better cards. As with all romances, the game ends when a character becomes betrothed by losing his or her last card.

Materials

Need: Character cards, deck of playing cards, paper and writing implement (For 8 or more players, we recommend using 2 decks of cards)

How to Play

Deal each player 5 playing cards and 1 character card. The character cards should be folded so that the character is hidden during dealing. Unfold the character card and place it on the table, with the oval portrait facing you.

Character Cards

Each player will play the character on his or her card. The characters have the following attributes, which are rated from 1-18.

- Glamour - How well you can perform magic.
- Sense - How intelligent and perceptive you are.
- Charm - How fashionably appealing you are.
- Eligibility - How wealthy and well-connected you are.
- Sensibility - How passionate or likely to swoon you are.
- Honour - How tightly you adhere to your principles.

Each character has a **Peculiar Talent** which may override game rules.

Playing Cards

Use the numeric value of the playing cards. Ace = 1 to King = 13.

- Hearts = Charm
- Diamonds = Glamour
- Clubs = Sense
- Spades = Eligibility

Rounds

Each round the players go in turn clockwise around the table, starting

from the left of the dealer. One may not have more than *six* cards and must place any extra facedown on the discard pile at the *start* of one's turn.

When it is one's turn, choose a character to approach. Place a card facedown on the table and announce the type of advance one is making (Charm, Glamour, Sense, or Eligibility). *Note: One does not say "Attack." Attacking is gauche.*

When facing another player's advance, one may attempt to answer by using the same attribute OR use the countering attribute.

- Eligibility may be countered by Charm
- Charm may be countered by Glamour
- Glamour may be countered by Sense
- Sense may be countered by Eligibility

(As a simple mnemonic device look *counter*-clockwise for the *countering* attribute.)

Once the cards are on the table, both players turn them over.

The player with the highest combined score from character card and playing card wins that round. The winner takes the cards but need not discard extras until the start of their next turn.

Example: Player A has the Mr. Vincent card and chooses to use Glamour to make an advance towards Miss Ellsworth, who is held by Player B. Player A lays a 7 of diamonds facedown on the table, saying something to the effect of, "Miss Ellsworth, perhaps I can intrigue you by my skill with Glamour." Player B may either lay down a diamond, a club, or bluff. For the example, she lays down an 8 of clubs, replying "I have somewhat more Sense than that." Both players turn their cards over. Mr. Vincent's Glamour stat is 16 + the 7 of his card gives him a total of 23. Miss Ellsworth's Sense stat is also 16 + the 8 of her card gives her a total score of 24. She successfully saw through his glamour and wins the round. Miss Ellsworth puts both cards in her hand.

Bluffing

When making an advance or facing one, a character might find that she is ill-equipped and wish to bluff. To bluff, play any card, regardless of suit, but one must declare an attribute as if it were a regular play. In this case, *only* the character stat will count toward one's total.

Note: One must say how many cards one has in hand, if asked.

Offended Sensibility

If one does not wish to face an advance, then when playing a card, one may say "You have offended my Sensibility." One must say this *before* either player turns their card over. One will lose a turn due to swooning.

Both players put their played cards facedown in the discard pile and draw new cards from the deck, starting with the player who made the advance. The value of this card is added to their Sensibility stat UNLESS either player draws a face card, in which case a family member has entered the room and challenges the suitor to a duel. The Honor stat is used in this case.

The winner takes the drawn cards, the played cards are placed facedown in the discard pile.

Note: A player who cries Offended Sensibility more than once in a round must skip the corresponding number of turns while upon the fainting couch. The player may still be approached but may not make advances.

Ties

In the event of a tie, both players discard the played cards and draw new ones from the deck and place those in their hand. The person who made the advance draws first. No one wins this round.

Social Bankruptcy

If one's hand is poor, one may use one's turn to declare social bankruptcy and discard *all* the cards from one's hand and replace them with an *equal* number from the deck.

Game Ends

The game ends when a player becomes betrothed by taking another player's last card, thus winning his or her heart. The player who takes the last card gets a "dowry" added to their score.

Scoring

At the end of the game, all players discard down to their maximum hand size. Add the numeric value of the cards in one's hand to see how much one has improved one's social standing during the course of the game. One's stats are NOT used for scoring, only one's cards.

The Dowry

If one wins a dowry, add one's betrothed's appropriate stat to one's weakest

stat. If a character has two stats which are equal, the player may choose.

Example: Mr. Vincent's Charm and Eligibility are both 3. He may pick either. For the example, he picks Charm. He would add his betrothed's Charm to his. **Both Charm stats would be added to his overall total.**

UNLESS the player who lost her last card lost it to the person to whom she had "set her cap."

Setting Your Cap

Before play begins, each player writes down the name of a character on whom they have "set their cap" and places the name face down on the table in front of them. To "set your cap" is a Regency phrase which meant that a young lady wanted a gentleman to propose to her. She would play a complicated game to get him interested since *she* couldn't propose to him. Many times this meant that she would deliberately lose at things. **In our game any character may set their caps for any other character cards in play.**

If this happens, she has successfully trapped the suitor in matrimony and gets to use the score of his hand as hers *in addition* to taking a dowry from him.

Example: Player A wins a challenge with Player B, taking their last card. Player B turns over the slip of paper he had written before play began, revealing that he had set his cap on Player A. Player B wins the entire score of Player A's hand plus adding a dowry. **This means one can sometimes win by playing to lose.**

"There is too much. Let me sum up..."

Start by setting your cap for another character. Once everyone has done that, play starts to the left of the dealer. Make an advance to a character by playing a card facedown and declaring its attribute. Reply with the same suit, its counter or by bluffing. You may also declare that your sensibilities are offended (but you'll lose your next turn.) The player with the higher score wins and takes the cards. Discard down to six cards at the start of your next turn. Game ends when someone loses their last card. Add up your cards + applicable dowry. The highest score wins.


For more information about the novel on which this game is based, visit www.ShadesOfMilkAndHoney.com

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Peculiar Talent: If Mrs. Ellsworth claims the number of cards in opponents hand to Offended Sensibility and wins, then swooning worked and she does not need to skip her next turn. If swooning fails to work, then she must lie on the floor and skip her next turn.

Sensibility 15 | Honour 7

GLAMOUR COUNTERS CHARM
 6 ♠ Eligibility 1
 7 ♥ Charm
 1 ♣ Sense
 1 ♠ Eligibility 1



“The doctor was quite certain that I had suffered an irreparable harm at the fight. I remember quite clearly, he said, ‘Madame, your nerves will never be sound, no matter what I do. She dabbled her eyes with the finest, most delicate scrap of handkerchief.’

GLAMOUR 7
 ♣ SENSE 1
 ♥ CHARM 6
 ♠ ELIGIBILITY 1




Mrs. Ellsworth
 Sensibility 15 | Honour 7
 Peculiar Talent: Mrs. Ellsworth often swoons when overcome. She does not have to skip a turn if her Sensibility is Offended successfully.

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Peculiar Talent: When making an advance, add the number of cards in opponents hand to Glamour before opponent plays a card. When repulsing an advance, add the number of cards after opponent plays a card. You are stronger while making an advance than defending.

Sensibility 11 | Honour 5

GLAMOUR COUNTERS CHARM
 10 ♠ Eligibility 14
 5 ♥ Charm
 8 ♣ Sense
 8 ♠ Eligibility 14



“I have had little opportunity for study so I am not certain what is possible. Miss Dunkirk straightened a picture on the wall and seemed to be over-conscious of her lack of schooling in glamour.”

GLAMOUR 5
 ♣ SENSE 8
 ♥ CHARM 10
 ♠ ELIGIBILITY 14



Miss Dunkirk
 Sensibility 11 | Honour 5
 Peculiar Talent: Although unschooled in glamour, Miss Dunkirk is an eager learner. Add the number of cards in opponent's hand to Glamour.

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Peculiar Talent: When making an advance, add the number of cards in opponents hand to Eligibility before opponent plays a card. When repulsing an advance, add the number of cards after opponent plays a card. You are stronger while making an advance than defending.

Sensibility 10 | Honour 9

GLAMOUR COUNTERS CHARM
 3 ♠ Eligibility 3
 16 ♥ Charm
 9 ♣ Sense
 9 ♠ Eligibility 3



“I am a glamourist. I create illusions in an effort to transport my viewers to another place and so I do not like it when people expose how my illusion work. Each person who looks at what I do takes my work away from me.”

GLAMOUR 16
 ♣ SENSE 6
 ♥ CHARM 3
 ♠ ELIGIBILITY 3




Mr. Vincent
 Sensibility 10 | Honour 9
 Peculiar Talent: Mr. Vincent's skills can make him appear more Eligible than he is. Add the number of cards in opponent's hand to Eligibility.

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Peculiar Talent: When making an advance, add the number of cards in opponents hand to Charm, before opponent plays a card. When repulsing an advance, add the number of cards after opponent plays a card. You are stronger while making an advance than defending.

Sensibility 9 | Honour 8

GLAMOUR COUNTERS CHARM
 4 ♠ Eligibility 4
 14 ♥ Charm
 16 ♣ Sense
 4 ♠ Eligibility 4



At last Jane appreciated his meaning, but her own principles were different. “I have always thought than an educated audience could more fully appreciate the effort which went into creating a piece of art.”

GLAMOUR 14
 ♣ SENSE 16
 ♥ CHARM 4
 ♠ ELIGIBILITY 4



Miss Ellsworth
 Sensibility 9 | Honour 8
 Peculiar Talent: Although plain of face, Miss Ellsworth is skilled in glamour. Add the number of cards in opponent's hand to Charm.

Peculiar Talent: At her option, Miss FitzCameron may discard one card of her choice to add Glamour to her Eligibility statistic while making an advance or defending.

Sensibility 5 | Honour 6

CLUBS Sense 7 ♥ Eligibility 6
 DIAMONDS Glamour 10 ♥ Charm 5
 COUNTERS ELIGIBILITY COUNTERS SENSE

"Charles, do not be silly; Mrs. Ellsworth put the letter down and glared at James' father. "Everyone knows that Miss FitzCameron uses glamour to enhance her appearance, though with the dowry she carries, most overlook it."



Miss FitzCameron

CLUBS SENSE 7 ♥ CHARM 5
 DIAMONDS GLAMOUR 10
 COUNTERS ELIGIBILITY 6

Miss FitzCameron

Sensibility 5 | Honour 6

Peculiar Talent: May discard one card of her choice to add her Glamour statistic to her Eligibility statistic.

Peculiar Talent: When making an advance with Sensibility, Miss Melody may use the card of her choice, regardless of suit. Her opponent must discard and draw a new card, as with a regular round of Offended Sensibility. Miss Melody will still lose her next turn

Sensibility 16 | Honour 2

CLUBS Sense 6 ♥ Eligibility 7
 DIAMONDS Glamour 4 ♥ Charm 16
 COUNTERS ELIGIBILITY COUNTERS SENSE

Melody pulled her hands away, though she kept her eyes closed, and turned her face toward the breeze. "But he does. I stammer and blush when he is present. I do not tell me you have failed to notice."



Miss Melody Ellsworth

CLUBS SENSE 6 ♥ CHARM 16
 DIAMONDS GLAMOUR 4
 COUNTERS ELIGIBILITY 7

Miss Melody Ellsworth

Sensibility 16 | Honour 2

Peculiar Talent: Her passion can be over-exuberant. Miss Melody may make an advance with her sensibility

Peculiar Talent: When playing an Ace, Mr. Ellsworth may use his Honour to enhance another attribute by adding the two stats together.

Sensibility 4 | Honour 16

CLUBS Sense 12 ♥ Eligibility 2
 DIAMONDS Glamour 3 ♥ Charm 8
 COUNTERS ELIGIBILITY COUNTERS SENSE

The Ellsworths of Long Parkmead had the regard of their neighbors in every respect. The Honorable Charles Ellsworth, though a second son, through the generosity of his father, had been entrusted with an estate in the neighborhood of Dorchester.



Mr. Ellsworth

CLUBS SENSE 12 ♥ CHARM 8
 DIAMONDS GLAMOUR 3
 COUNTERS ELIGIBILITY 2

Mr. Ellsworth

Sensibility 4 | Honour 16

Peculiar Talent: If playing an Ace, the Honorable Charles Ellsworth may add his Honour to another stat.

Peculiar Talent: When making an advance with Honour, Mr. Dunkirk may use the card of his choice, regardless of suit. His opponent must discard and draw a new card, as with a regular round of Offended Sensibility. Mr. Dunkirk will still lose his next turn

Sensibility 6 | Honour 10

CLUBS Sense 11 ♥ Eligibility 15
 DIAMONDS Glamour 2 ♥ Charm 14
 COUNTERS ELIGIBILITY COUNTERS SENSE

He inhaled the scent of honeysuckle and sighed it out. "Other men might seek a lovely face, but I should think that they would consider exquisite taste the higher treasure. Beauty will fade, but not a gift such as this."



Mr. Dunkirk

CLUBS SENSE 11 ♥ CHARM 14
 DIAMONDS GLAMOUR 2
 COUNTERS ELIGIBILITY 15

Mr. Dunkirk

Sensibility 6 | Honour 10

Peculiar Talent: Fiercely protective of his family, at his option, Mr. Dunkirk may challenge one to a duel and attack with Honour.