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

Sensibility 9 | Honour 8





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

Miss Ellsworth

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

Sensibility to Honour 9



V<< ♦ GLAMOUR 16 <<<



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takes my work away tromme. person who looks at what I do how my illusions work. Each like it when people expose another place and so & do not transport my viewers to illusions in an ettort to I am a glamourist. I create

Mr. Vincent

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

Sensibility 11 Honour 5



V<< ♦ GLAMOUR 5 <<<



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of schooling in glamour. OVET-CONSCIOUS OF her lack the wall and seemed to be straightened a picture on possible. Miss Dunkirk am not certain what is opportunity for study so 1 I have had little

MISS DUNKILK

10

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

Sensibility 15 | Honour 7





delicate serap of handkerchief. eyes with the tiniest, most what I do. She dabbed her will never be sound, no matter said, Madame, your nerves I remember quite clearly, he irreparable harm at the fright. that I had suffered an The doctor was quite certain

Mrs. Ellsworth

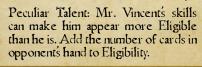


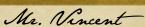


>>> ELIGIBILITY 4 >> ^

>>> ELIGIBILITY 3 >>^

Sensibility to | Honour 9





Miss Dunkisk

>>> £LIGIBILITY 14>>^

Sensibility 11 | Honour 5

Peculiar Talent: Although unschooled in glamour, Miss Dunkirk is an eager learner. Add the number of cards in opponents hand to Glamour.

∨<< ♦ GLAMOUR 7 <<<



>>> 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.

Min Ellsworth

Sensibility 9 | Honour 8

Peculiar Talent: Although plain of face. Miss Ellsworth is skilled in glamour. Add the number of cards in opponents hand to Charm.

mosysom AliMAOsabadawww

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

Sensibility 5 | Honour 6

BELIGIBILITY COUNTERS SENSE A Eligibility Sense *E SELEMOUR COUNTERS CHARMS

most overlook it. the downy she carries, appearance, though with glamour to enhance her Fitz Cameron uses knows that Miss Janes father. Everyone letter down and glared at Mrs. Ellsworth put the Charles, do not be silly.

Miss Fitz Cameron

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

Sensibility 16 | Honour 2

SCIENCIN COUNTERS CHARM OF Chair 16 Scince 6 A Eligibility 7 Server 6 A Chair 16 Scince 16 Scinc



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

Miss Melody Ellsworth

∨<< ♦ GLAMOUR 4 <<<

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

Sensibility 4 Honour 16

Serve Stating A Chaim 8 Chain 2 A Chain 2 B Chain 2 A Chain 2 B Chain 3 B Ch

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

Mr. Ellsworth

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

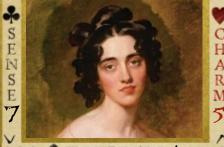
Sensibility 61 Honour 10

Ericibilita donners senseo SELAMOUR COUNTERS CHARMON z 🛕 Charm

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

Mr. Dunkirk





>>> £ ELIGIBILITY 6 >>^

Miss Fitz Cameron Sensibility 5 | Honour 6 Sensibility 16 | Honour 2

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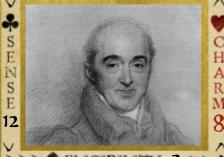
Peculiar Talent: May discard one card of her choice to add her Glamour statistic to her Eligibility statistic.

Miss Melody Ellsworth

>>> ELIGIBILITY 7>>^

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





>>> ELIGIBILITY 2 >> ^

Mr. Ellsworth

Sensibility 4 | Honour 16

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





>>> ELIGIBILITY 15>>^

Mr. Dunkisk

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 Honor.