

Summary



Charm Virtue Rank Fortune

On Your Turn

1. Draw Ladies and Gentlemen to replenish your Society to 4 cards.
2. Flip any face-down cards in your Society **face up**.
3. You must either: **Propose a match** or **play host** if you have a Host card.
4. Your turn is over; the next player clockwise now takes their turn.

Keep playing until someone draws the last Prestige token or card.

Proposing

Choose a character in your Society and a character in another player's Society. The other player must either **accept** or **decline**.

If **accepted**, both players (starting with the **proposer**):

1. **Roll a dice.**
2. If you roll a ? change the dice to your character's **Preference**.
3. **Take** Prestige equal to the **other** character's score in the **Trait** you rolled.
4. Discard an **Approval** card to earn extra Prestige (optional).
5. Discard your character card.
6. Draw an **Influence** card.

If **declined**, both players:

1. **Roll a dice.**
2. If you roll a ? change the dice to your character's **Preference**.
3. **Lose** Prestige equal to the **other** character's score in the **Trait** you rolled.
4. Both characters remain in their Societies.

The player who declined draws an **Influence** card.

Playing Host

1. **Exchange** a card from your Society with a card from another player's Society.
2. Both players take Prestige equal to their newcomer's score in the **Trait** shown on the Host card.
3. Both players flip their new card **face down**.
4. Discard the Host card.

Jane Austen's MATCHMAKER CHAPTER TWO



The Rules of Engagement

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Components

- ✦ 27 Gentleman cards
- ✦ 27 Lady cards
- ✦ 34 Influence cards
- ✦ 2 Matchmaker dice
- ✦ 54 Prestige tokens
1 (x30) 5 (x16) 10 (x8)
- ✦ Rulebook

Jane Austen
16 December 1775 ~ 18 July 1817



*"Everybody should marry as soon
as they can do it to advantage."*
~ Mary Crawford, Mansfield Park



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www.janeaustensmatchmaker.com

Welcome to Jane Austen's England, a land of accomplished heroines and romantic heroes, charming scoundrels and greedy schemers.

As a matchmaker, you have taken some of these characters under your wing and hope to improve your social standing by finding them suitable partners.

Some want to marry for love and beauty, others for wealth and status. Whatever their reason, make sure *you* take all the credit!



How to Win

Gain the most Prestige by making advantageous matches, impressing influential patrons and playing host at prestigious locations.

Prestige

Prestige tokens keep track of your score; they come in three denominations:

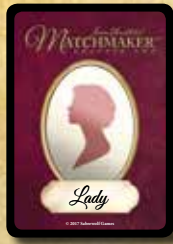


When you gain Prestige, you take it from the central supply. If you lose Prestige, put it back into the centre.

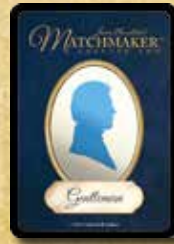
When someone takes the **last** Prestige token, the game ends immediately!

Cards

There are three types of card: Ladies, Gentlemen and Influence.



Ladies



Gentlemen



Influence

Traits

Traits are the qualities that matter most in polite society. Each **Lady** and **Gentleman** has four Traits on the corners of their cards, graded from 1 (worst) to 5 (best).



Charm reflects how witty, attractive and generally fun at parties the character is.



Virtue is kindness, courage and all things nice. It is important not to have too many high Virtue characters in your Society at the **end** of the game, as you will suffer a **penalty** for breaking their hearts.



Rank is the character's social standing and their own sense of self-importance.



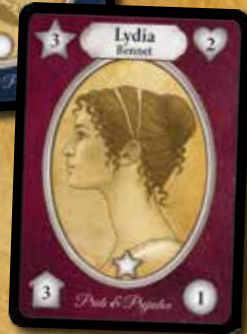
Fortune might not be able to buy you love, but it can make you a desirable match.

Society

You may keep up to four **Ladies** and **Gentlemen** in your Society. These characters are relying on you to find them a good match with Ladies and Gentlemen from other players' Societies.

Preference

Each character prefers one Trait above all others in their ideal partner. This Preference is shown by the symbol directly **beneath their portrait**. If you roll a when making a match, you must change your dice to your character's Preference.



Influence

You draw an Influence card whenever you make a **successful match** (you accepted a proposal or your proposal was accepted).

You also earn an Influence card whenever you **decline a proposal**.

There are two types of Influence card: Host and Approval.

Host

A Host card lets you exchange a character from your Society with a character from another player's Society. Both players gain **Prestige** from the exchange as shown on the card (see page 10).

You can play a Host card on your turn instead of proposing a match.



Approval

Influential patrons will be happy to give their opinion of your matchmaking. They reward you with **Prestige** depending on which Trait they prefer.

You can play an Approval card when you accept a proposal or your proposal is accepted.

Dice

You roll these colourful cubes when making a match to learn what your Ladies and Gentlemen are looking for in their partner.



"Happiness in marriage is entirely a matter of chance."

~ Charlotte Lucas, *Pride & Prejudice*

Preparation

1. Separate the **Lady**, **Gentleman** and **Influence** cards into 3 piles, shuffle and place each pile face down in the centre of your playing area.
2. Put all the **Prestige** tokens in the centre.

Each player:

3. Draw 2 **Lady** and 2 **Gentleman** cards and put them **face up** in front of you. This is your **Society**.
4. Draw 1 **Influence** card and keep it in your **hand**. Don't show it to the other players until you are ready to play it later.
5. Take 5 **Prestige**.

The player who has most recently read one of Jane Austen's novels takes the **first turn**.



On Your Turn

1. If you have fewer than 4 cards in your Society, you must **draw cards** to fill the gaps.
Draw cards from the Lady or Gentleman piles in any combination you wish. However, you may **not** have 4 characters of the **same sex** in your Society.
2. Flip any face-down cards in your Society **face up**. (Cards get flipped face down when someone plays host.)
3. You must either:
Propose a match (page 8) between one of your characters and another player's character

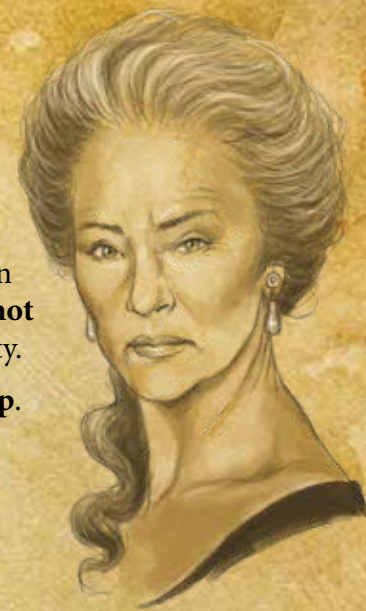
~ OR ~

Play host if you have a Host card (page 10).

4. Your turn is over. The next player clockwise now takes their turn. Keep playing until...

The End

1. The game ends **immediately** when someone takes the **last Prestige token** or draws the **last card** from one of the three piles. If there are insufficient tokens, any Prestige you would have claimed is lost.
2. Everyone flips their face-down characters face up.
3. If the game ended on your turn, **discard** a character from your Society. Choose one with a high Virtue score to save their broken heart!
4. Count up your **Prestige**.
5. Subtract the total **Virtue** of all characters in Society from your total Prestige.
6. The player with the highest score is the winner. Ties are possible.



Proposing a Match

Choose a character in your Society and a character in another player's Society who you think would make a suitable match. You cannot propose a match between two characters who share the same **surname**.

The other player must now decide whether to **accept** or **decline** your proposal. They must give you a definite 'yes' or 'no' before you proceed.

If the match is accepted...

The player who **proposed** the match follows these steps:

1. **Roll a dice.**
2. If you rolled a ? change the dice to your character's **Preference** (the symbol beneath their portrait).
3. Take Prestige equal to the **other** character's score in the **Trait** rolled.
4. If you have any **Approval** cards in your hand, you may discard one now to gain additional Prestige. The Approval card tells you which Trait you score for.
5. Put your character's card on the **discard** pile.
6. Draw an **Influence** card into your hand.

The **other player** then follows the same steps (1-6).

Example: Willoughby's player rolls ♥ and claims 2 Prestige for Mary Crawford's Virtue. Mary's player rolls ? and changes the dice to her Preference ☆ and so claims 5 Prestige for Willoughby's Charm.



If the match is declined...

Both players must:

1. **Roll a dice.**
2. If you rolled a ? change the dice to your character's **Preference**.
3. **Lose** Prestige equal to the **other** character's score in the **Trait** you rolled.
4. Both characters remain in their respective players' Societies.

The player who declined draws an **Influence** card.

You cannot lose more Prestige than you have, but must pay what you can.

However, if you have **no Prestige** when you receive a proposal, you must **accept** it.



"Your mother will never see you again if you do not marry Mr. Collins, and I will never see you again if you do."

~ Mr Bennet, *Pride & Prejudice*

The Books

Each card comes from the pages of one of Jane Austen's six novels: *Pride and Prejudice*, *Sense and Sensibility*, *Emma*, *Mansfield Park*, *Northanger Abbey* and *Persuasion*.



Playing Host

You must have a Host card in your hand to play host.

As host you invite a character from another player's Society to your Society and send one of your characters over to theirs. Both players receive Prestige from this transaction.



1. **Exchange** a card from your Society with a card from another player's Society. You choose both cards.

Any 2 cards may be exchanged so long as no player's Society would finish with 4 characters of the same sex.

2. Both players **take Prestige** equal to their newcomer's score in the Trait shown on the Host card.

The player who played host always takes their Prestige first – this is important on the last turn of the game.

3. Both players flip their new card **face down**. A face-down card may not be proposed to or invited by a host until its player flips it face up at the start of their turn.
4. Discard the Host card.



Player 2



Player 1



Example: Player 1 plays host at Netherfield, inviting Jane Bennet to their Society and sending Mr Collins to Player 2.

Player 1 takes 5 Prestige for Jane's Charm and Player 2 takes 1 Prestige for Mr Collins. Both cards are flipped face down.

Player 2



Player 1





ADVANCED RULES

These rules will appeal to players who are familiar with Jane Austen's works or who want a new challenge.

Emma and Darcy

Mr Fitzwilliam Darcy and Emma Woodhouse are formidable characters who have been known to meddle in the romantic affairs of their friends.

If you have either or both in your Society (face up), you may **re-roll** your **own dice** when **another** character from your Society is involved in a match. If you choose to re-roll, you must accept the result of the second roll.

Example: Mr Bingley declines a proposal from Jane Bennet and rolls  Virtue which will lose 4 Prestige. However, Mr Darcy is in the same Society as Bingley, his player decides to re-roll and this time gets  Fortune, losing just 1 Prestige.



"I lay it down as a general rule, Harriet, that if a woman doubts as to whether she should accept a man or not, she certainly ought to refuse him."

~ Emma Woodhouse, Emma



"I have no wish of denying that I did everything in my power to separate my friend from your sister, or that I rejoice in my success."

~ Mr Darcy, Pride & Prejudice

Welcome Home!

If you play **host** and invite a character who is a resident at the card's location, you may take an **extra turn** (replenish your Society and either propose or play another host again). If your second turn also welcomes a character home, you may take another turn, and so on.

Here is a reminder of who lives where:

Barton Cottage	Dashwoods (Elinor and Marianne)	
Delaford	Colonel Brandon	
Longbourn	Bennets (Elizabeth, Jane, Lydia, Kitty and Mary)	
Netherfield Park	Bingleys (Charles and Caroline)	
Pemberley	Darcys (Fitzwilliam and Georgiana)	
Rosings	Anne de Bourgh and Mr William Collins	
Hartfield	Emma Woodhouse and Harriet Smith	
Donwell Abbey	Mr George Knightley	
Mansfield Park	Bertrams (Edmund, Thomas, Maria and Julia)	
Kellynch Hall	Elliots (Anne, Elizabeth and William)	
Northanger Abbey	Tilneys (Henry, Frederick and Eleanor)	



By the Book

If you make a match between characters who were **married in Austen's novels**, you score **double** the normal Prestige from any **Approval** card you play. If the Approval card is also from the **same book**, it scores **triple** Prestige. This is in addition to the Prestige gained from your dice roll. The rule applies to both players.

Example: You successfully match your Colonel Brandon with Marianne Dashwood. You roll ★ Charm and score 4 Prestige. You also play Mrs Dashwood (from *Sense & Sensibility*) whose approval gains you an additional 12 Prestige (Marianne's ♥ Virtue multiplied by three).

Here is a reminder of who married whom:

Sense & Sensibility

Elinor Dashwood ~ Mr Edward Ferrars

Marianne Dashwood ~ Colonel Brandon

Sophia Grey ~ Mr John Willoughby

Lucy Steele - Mr Robert Ferrars

Pride & Prejudice

Elizabeth Bennet ~ Mr Fitzwilliam Darcy

Jane Bennet ~ Mr Charles Bingley

Charlotte Lucas ~ Mr William Collins

Lydia Bennet ~ Mr George Wickham

Emma

Emma Woodhouse ~ Mr George Knightley

Harriet Smith ~ Mr Robert Martin

Jane Fairfax ~ Mr Frank Churchill

Augusta Hawkins ~ Mr Philip Elton

Mansfield Park

Fanny Price ~ Mr Edmund Bertram

Maria Bertram ~ Mr James Rushworth

Julia Bertram ~ Mr John Yates

Persuasion

Anne Elliot ~ Captain Frederick Wentworth

Louisa Musgrove ~ Captain James Benwick

Northanger Abbey

Catherine Morland ~ Mr Henry Tilney

