

Suitors

The Rules of Play

The Game

In Suitors you are trying to win Your Love from rival suitors, busy trying to prove themselves superior to you. You must use all the power, money and love at your disposal to displace these upstarts and win eternal happiness and bliss with the one that you love.

During this medieval time, you understand that fate is fickle and does not wait for the shy and easily intimidated. You must be bold in using your political alliances, reserve money and the sheer animal magnetism of desire with Your Love in order win the day.

The Materials

In this box you'll find the following:

- 17 Power cards (Ranks 1 - 8 printed twice with one 9)
- 17 Money cards (Ranks 1 - 8 printed twice with one 9)
- 17 Love cards (Ranks 1 - 8 printed twice with one 9)
- 9 Arcana Cards.

The Set-up

The first step to any game is to decide who is going to be the one that handles the cards and deals them out to the other players. This person is called, the dealer. Any method is fine, you can roll a die (from another game, this one doesn't have one) or just choose the person in the longest relationship. Switch it up and make it interesting, as that is the essence of love.

Once the dealer is done shuffling the cards, that person deals three (3) cards to each player. The player to that person will start the first tryst (trick), they are called the lover (leader).

The Cards

There are four suits in Suitors that you need to be aware of. The first three represent the three reasons why people got married: Power, Money, and Love. They represent the majority of the cards in the deck.

Power: Symbolized by the crown, power represents the political power that was often offered as a reason to get married.

Money: Symbolized by the coin, money represents the financial transactions that went with marriages.

Love: Symbolized by the heart, love was the most powerful of all motivations even though it rarely won. Love caused people to run away, nations to war, and songs to be sung.

Arcana: Represented by images, arcana cards are the wild events that can turn what was once thought a hopeless cause into a great victory and snatch defeat from the plump corpulent body of victory.

The Play

Starting with the lover and moving in a clockwise fashion around the table, each player plays one card in succession face up. The card with the highest value (number on the card) wins the tryst because more is always more important in love. The winner takes all the cards and puts them into their Love Pool and now becomes the new lover.

Starting with the lover and moving in a clockwise fashion around the table, each player takes a new card and fills their hand back up to three (3) cards taking one card at a time.

The big question is what happens if there is a tie for the highest value?

This is where the suits you played comes into play. The type of suits played will determine who has won the tryst and it breaks down as follows:

Power beats Money beats Love.

That's it. If three people are playing and player one plays an 8 of Love and player two plays an 8 of Money and player three plays an 8 of Power then player three would win the tryst and be the lover next turn.

Special Rules

There are two extra rules that you need to be aware of. The first is called the Arcana Rule. The first Arcana card played will have an effect, any other Arcana card played will have no effect.

The second rule is called, aptly enough, The Second Rule. Because one (1) through eight (8) are printed twice in all three suits there may come a time when two people will win by playing the exact same card. To handle that The Second Rule states that the second card played will win, because what's new wins in love.

Game Over

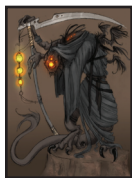
Once every single card has been played then the game ends and every player can count the cards that are in their love pool. The cards value doesn't matter anymore, only the suit matters. Each suit has the following value:

- All Power cards are worth one (1) point.
- All Money cards are worth three (3) points.
- All Love cards are worth five (5) points.
- All Arcana cards are worth zero (0) points.

Love may be the hardest to win with, but it's always worth more in the end.

Card explanation

Despite our best efforts, we can't always get across the meaning of a card on the two lines of text that we have. We try our best, but it doesn't always work. So here is an elaboration on what each Arcana card does.



Death

Text: Lose. The winner must discard this tryst and an equal value from their pool.

What this card does: It's meant to be the one real big denial card in the game. The problem most people have is that there is a period at the end of Lose which got lost through the font. The idea is that we didn't want you to win playing this card, ever. The person who wins the tryst has to discard what the value would be in their love pool. So if they win two (2) love cards then they need to discard 10 points worth. It doesn't matter how they do it. They can never go into negatives and if you can only overpay, you have to overpay.



Hierophant

Text: Win All Love cards in this tryst. They become Love in your love pool.

Errata Text: Win all Money cards in this tryst. They become love in your love pool.

What this card does: This was our big boo-boo. This card is in a family of cards along with the magician and the lovers. The idea is that you will steal all money cards from the tryst. If there are any cards left over they resolve and whoever wins the tryst becomes the lover next turn. The money cards that are stolen count as love, which means 5 points, at the end of the game for you.



Lovers

Text: Win all the Love cards in this trick.

What this card does: This card is in a family of cards along with the hierophant and the magician. The idea is that you will steal all love cards from the tryst. If there are any cards left over they resolve and whoever wins the tryst becomes the lover next turn.



Magician

Text: Win all Power cards in this tryst. They count as love in your love pool.

What this card does: This card is in a family of cards along with the hierophant and the lovers. The idea is that you will steal all power cards from the tryst. If there are any cards left over they resolve and whoever wins the tryst becomes the lover next turn. The power cards that are stolen count as love, which means 5 points, at the end of the game for you.



Nothing Beats True Love

Text: Nothing Beats True Love

What this card does: This is the trump card. It can be played at any time and will mean that you will win the tryst. This card is still affected by the Arcana Rule.



Priest

Text: If you play this card first, win this trick.

What this card does: This is a card that you can win with, but everyone sees it coming. You must play it as the lover to have the effect work. If you do not play it as the first card played in this tryst, then it doesn't have an effect other than annoying any other player after you that might have wanted to play an Arcana card.



Temperance

Text: Choose 1 card from the tryst for each player. You are the lover next tryst.

What this card does: It's meant to give you choice. You get to choose who gets to put what card from this tryst into their love pool. So if a love card, a money card, a power card and Temperance is played, the player who played Temperance will give the love card to herself, the money card to the player who is less in the lead, the power card to another player and the arcana card (a big whopping zero points) to the player she thinks is winning.



Wheel

Text: Flip over the top card of the deck. That is the card you play this tryst.

What this card does: Throw a little random chance into the game. There is one thing to be aware of because of the wording on the text. If you play this card and another arcana card is played then that arcana card counts because it is now the card you have played this tryst.



World

Text: Play a 2nd Tryst. The Winner of the 2nd Tryst wins both Tryst

What this card does: This card is a good set up card for scoring a lot of points or screwing over someone who thought they were going to win a lot of points. Any Arcana card that affects the 2nd Tryst will affect the first one. This includes things like The Lovers, Temperance, The Magician, The Hierophant, and Death.

Credits

The fine people who created this game should be listed here.

Design: Jonathan Lavalley Art: Jenny Romanchuk

Thanks to: David Herber, Curt Covert, Saul Rothman, Mark Dachuk, Mark Tourigny, Matt Dregar, Jason Valore, Marianna Mozarowski, Darrin Katz, Michaela Lavalley, Christine Mozarowski, Daniel Mozarowski and everyone else who I couldn't mention before for lack of space.