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BRIDGERTON

THE HIGH SOCIETY GAME

Rules

DANCING. INTRIGUE. SCANDAL.

Lady Whistledown's
SOCIETY PAPERS

Dearest Readers,
The Social Season is upon us!

It is your first social season, the most important time in a young Aristocrat's life.

You will attend Balls, dance with eligible prospects, and vie with others for the affections of suitors – all with the ultimate goal of an auspicious marriage proposal.

You will only have 8 Balls to secure your future, but don't be hasty.

Every Prospect has hidden Traits that affect their Desirability and Prestige. If you are determined, you can find the best Match and marry someone you truly love.

Of course...it certainly won't hurt your chances if one of your competitors is caught in a bit of scandal...

Yours Truly,
Lady Whistledown

3 to 6	30	16+
PLAYERS	MIN	AGES

Objective

Dance with eligible Prospects and **learn** who might be **the best Match** based on **Prestige**, **Desirability**, and **Love**.
Then, secure a proposal of marriage before the social season ends.
When the season ends, the **winner** of the game is **the player with the best Match** – determined by the sum of Prestige, Desirability, and Love Match points.

Components

24 Dance cards - 10 Lady Whistledown cards - 8 Ball cards - 8 Character tiles (in player colors) - 8 Prospect tiles - 18 Trait tokens - 32 Affection tokens (in player colors) - 8 Love Match tokens (in player colors) - 1 Invitation token - 1 Tulle bag - This Rules booklet

Setup

1. Each player chooses a **Character tile**, taking the **4 matching Affection tokens** and **1 Love Match token** for that Character.

2. Together, players choose the **Prospect tiles** they want to play with. Players must pick **one more** Prospect tile than there are players, so if there are 4 players, select 5 Prospects. **Shuffle** the Prospect tiles and **randomly place** them face up in a vertical line within easy reach of all players.
The Prospect at the top currently has the highest Prestige; the one at the bottom the lowest.

3. **Randomly place 2 Trait tokens face down** on each Prospect. Place the remaining Trait tokens face down and off to the side for potential use later in the game.

4. Shuffle the **8 Ball cards** and place them face up in a line to create the **Social Calendar**.
Put the Invitation token on the leftmost Ball card.

5. Shuffle the **Lady Whistledown cards**. Place this deck face down just above the Social Calendar.

6. Shuffle the **Dance cards** and deal **2 cards to each Player**. Players can view their own cards, but cannot look at other players' cards, and can never have more than 2 cards at a time. The rest of the deck is placed face down above the Social Calendar to form a Draw Pile.

> *Note*
> *If the Dance card deck is ever depleted, shuffle the discard pile to replenish this deck.*

Game Play

A game takes place over 8 Balls. During each Ball, players will follow these steps (in order):

1 ➤ **Review** the current Ball card. 2 ➤ Each player **chooses** a Dance card to play and places it face down.
3 ➤ **Reveal** all player Dance cards. 4 ➤ **Play** Dance Cards from highest to lowest and **dance** with a Prospect.
5 ➤ **Gossip spreads:** Lowest Dance card plays a **Lady Whistledown card.** 6 ➤ **Complete** the Ball.

1 ➤ *Review the Current Ball*

Each Ball is hosted by a different family and has different **household rules in effect**. On each Ball card, players will find the name of the family hosting the Ball and the corresponding rule.
Household rules will apply before, during, or at the end of the Ball, as indicated on the card. Select a person to read the Ball card to the group.

2 ➤ *Choose a Dance Card*

Each player places **1 Dance card** from their hand **face down** on the table.
If the Dance card deck ever runs out of cards, shuffle the discard pile to replenish the deck.

3 ➤ *Reveal All Dance Cards*

Once every player has placed 1 card face down, **reveal** all Dance cards at the same time. The player with the **highest number goes first**, followed by the player with the next highest number, and so on until everyone has played.

4 ➤ *Play Dance Cards*

Each Dance card has instructions. When it is your turn, be sure to **follow the instructions on your card**. Each card will specify the timing of the special action you get with that card, so pay attention to the wording because the card effect can happen before or after your dance.

Note

If, through any effect or card play, you end up with more than 2 cards you have to immediately discard back down to 2 cards.

Each **dance** with a Prospect is an opportunity to **gain Affection**. Place your Character tile **next to an available Prospect tile**. A Prospect is available if they aren't already dancing with another player. The only exception is the Swoon Dance card (#6 and #10) which allows you to dance with a Prospect that is already dancing.

To Dance:

- ➤ Place your **Character tile to the left** of the Prospect.
- ➤ Place **1 Affection token** on the Prospect.
  (See Affection tokens for details.)
- ➤ **Look at both hidden Traits**.
  (See Trait tokens for details.)
- ➤ You **may reveal 1 hidden Trait** to the group, if you choose.
  If not, return the Traits to their face down position.

Note

- *When you reveal a Trait token,* ***only follow the direction of the arrows that will change the Prestige of that Prospect****. Move the Prospect tile up or down in Prestige (if possible) according to the number of arrows, but do not add or subtract Desirability Trait points. The negative and positive points on the Trait tokens will only matter at the end if you are engaged to the Prospect. (See Trait tokens for details.)*
- *Bridgerton or Featherington players and Prospects may select a dance between brothers and sisters, but they may* ***NOT*** *place an Affection token on them.*

  Tip*: Dancing with a member of your family is one way to prevent someone from getting engaged to them.*

Reveal a Scandal:

During a Ball, you might catch someone in a Scandal if they are not protected by a Chaperone Dance card. You do this by using one of your Dance cards (like The Queen is Bored or Revenge).
After all, there's nothing more interesting than a new Scandal!

To catch another player in a Scandal:

- Place your **Character tile to the right** of a Prospect tile **already dancing** with another Player.
  You have caught them alone with a potential suitor! Scandalous!
- **Remove 1 Affection token** of the Character caught in a Scandal from the Prospect tile.
- **Do NOT** place an Affection token of your own.
- You **may look** at the Prospect's hidden Traits, but you **cannot reveal** one of them.

> *Note*
> *If you are the first player of a Ball, there is no one yet available to catch in a Scandal. At least one player must be dancing to be caught in a Scandal.*

⑤ ➤ *Lady Whistledown Cards*

At the **end of each Ball**, the player who played the **lowest Dance card draws** and plays a Lady Whistledown card. If the card requires a decision to be made, this player makes the choice.

⑥ ➤ *Completing a Ball*

When everyone has had a turn, the current Ball ends. To complete the Ball:

- **Apply any end-of-ball rules** as indicated by the card.
- **Take all Character tiles back.**
- **Discard** the Lady Whistledown and Dance cards that were played this Ball.
- **Draw** until each player has **two Dance** cards in their hand, starting with the player who had the highest number in the last Ball and proceeding clockwise. If a player already has two cards in hand, they do not draw new cards.
- **Advance** the **Invitation token** to the next Ball to the right.
- **Begin the next Ball!**

Affection Tokens

If you dance with an **available Prospect who is not already engaged, place 1 Affection token** on the tile.

- If all of your Affection tokens are **already in play, move 1** from another Prospect tile to this one.
- A Prospect cannot have more than 2 Affection tokens. If a Prospect already has **2 Affection tokens from different Players, remove 1** of the Affection tokens (give it back to the Player), then **place yours.**
- When you dance with a Prospect who already has 2 of your Affection tokens, you become engaged!
  (See Getting engaged for details.)

> *Note*
> *Once engaged, you can still dance with other Prospects, but you cannot place any more of your Affection tokens. However, by dancing with other Prospects, you might prevent another player from dancing with them and getting engaged...*

When you dance with an **engaged Prospect**, you **cannot place** your Affection token, but you can reveal 1 hidden Trait.
(See Trait tokens for details.)

Remember, when you **catch someone** in a Scandal, **do not place** any of your Affection tokens on the Prospect tile.

Trait tokens

Each Prospect has hidden **Traits** that **affect** their **Prestige** when revealed, and **Desirability** in the end. Players discover these Traits by dancing with Prospects.

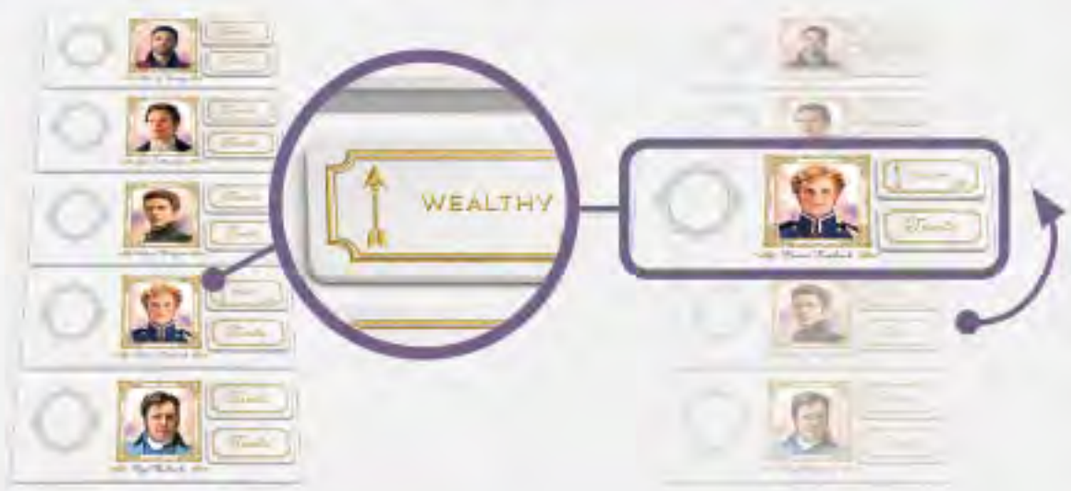
You may **dance with a Prospect tile who is engaged** to another player. Though you cannot place an Affection token, you can **look at their hidden Traits** and choose to **reveal an unsavory one**...

A Trait can make the Prospect **go up or down in Prestige** and make them more or less Desirable when points are calculated at the end of the season. Any time an effect would make a Prospect move up or down the social ladder, only move the Prospect one location unless specifically told otherwise.

> *Note*
> *A Trait such as Arrogance increases Prestige because the person appears confident in public. However, Arrogance is not a desirable Trait in a romantic relationship.*

Revealing Traits has an immediate effect on a Prospect's Prestige. Each Trait is associated with a direction (UP or DOWN) and a number of arrows indicating how many spaces the Prospect must move, and in which direction.

- If the **Trait** shows **1 up arrow**, move the Prospect tile **1 position higher** (see Figure).
- If it shows **2 down arrows**, move the Prospect tile **2 positions lower**. Prospects cannot move past the top or bottom.



> *Note*
> *The negative and positive Desirability points on the Trait tokens will only be counted at the end if you are engaged to the Prospect.*

Lady Whistledown's SOCIETY PAPERS — *If there is a scandal, I shall uncover it.* — Yours Truly, Lady Whistledown

Getting Engaged

Once it's your turn to play your Dance card, if you dance with a Prospect **who already has 2 of your Affection tokens**, the result is a proposal of marriage! Place your Love Match token, ring side up, on the Prospect.

Important: You may NOT reveal a Trait token during the Ball where you got engaged.

Now that you are **engaged**:

- You **do not place** Affection tokens when you dance with other Prospects.
- You must **remove** all your Affection tokens from the other Prospects.

Don't think your work is done! Do your best to increase the Desirability and Prestige of your engagement by **catching players in Scandal** or **revealing** other Prospects' **unsavory hidden Traits**.

Engaged players are free to dance with unengaged Prospects to block other players from dancing with them and prevent other Love Match engagements.

Once a **Prospect** is **engaged, no one may place** Affection tokens on them. However, other Players **may still dance** with them and reveal their hidden Traits.

> *Note*
> *Brothers and sisters cannot become engaged to each other.*

Lady Whistledown's SOCIETY PAPERS — *Know indeed just what the evening signifies...that their time is officially up.* — Yours Truly, Lady Whistledown

The Final Ball of the Season

The **8th and final Ball** of the season is the last chance for any players who are not yet engaged to find a Match!

During the final Ball, if you are **not engaged** and **dance** with an available Prospect, you **immediately become a Match**! **Remove** all of your Affection tokens from other Prospects.

- Any player who dances with a Prospect who already has **2 of their Affection tokens** still secures a **Love Match**. The player removes their Affection tokens and places their **Love Match token**, ring side **up**, on the Prospect they are getting engaged with.

- Any player who dances with a Prospect who has **none or 1 of the player's Affection tokens** secures a **Match**, but not a coveted Love Match. The player removes their Affection token and places their **Love Match token**, ring side **down**, on the Prospect they are getting engaged to.

Remember: You may NOT reveal a Trait during the Ball you got engaged.

Even during the last Ball, a Scandal or other effects can prevent a player from dancing with an available Prospect. If players do not dance with an available Prospect, they will not get engaged and cannot score points at the end of this social season. Hopefully, they will find a Love Match next season!

> *Lady Whistledown's* SOCIETY PAPERS
>
> *Is anything more exhilarating than taking a gamble?*
> *For it is often the highest risk that carries the greatest reward.*
>
> Yours Truly, Lady Whistledown

Winning the Game

At the end of the social season, players tally their score and the one with the **best Match wins**!

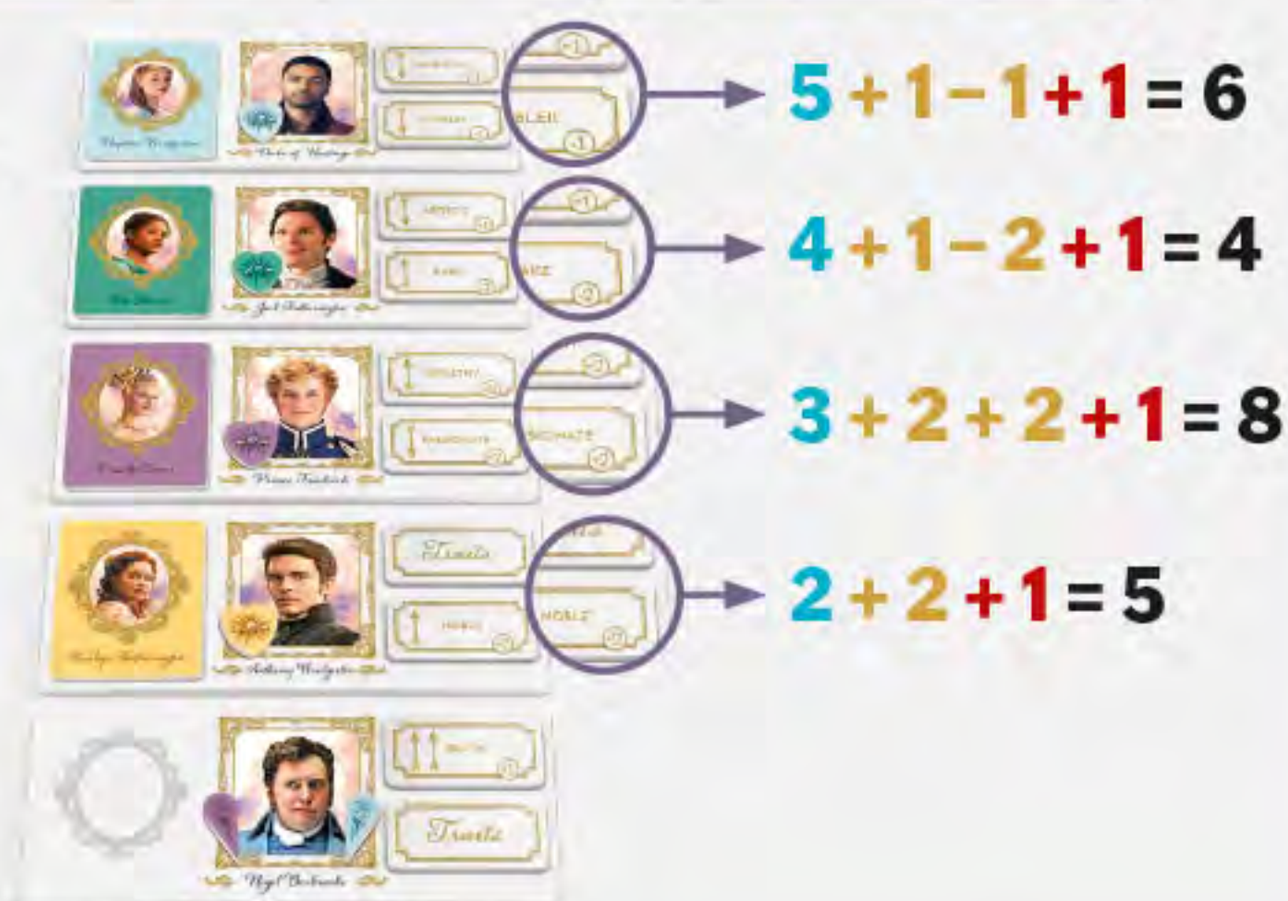
The best Match is the Match worth the most points: ***Match = Prestige + Desirability + Love***

Count every engaged player's points, beginning with the one engaged to the lowest Prospect based on Prestige (meaning the one at the bottom).

> *Note*
> *If a player did not manage to get engaged this season, they did not earn any points. They will have to wait for the next social season to find a Match…*

- **Prestige:** The Prospect tile at the bottom is worth 1 point, the next 2 points, and so on. Thus, in a 4-player game with 5 Prospect tiles, the top Prospect tile is worth 5 points.
- **Desirability: Add the values** (positive and negative) on the Prospect tile's **revealed Trait tokens**. Ignore the arrows since these affected Prestige when the Traits were first revealed. Trait tokens affect a Prospect's Desirability only if they have been revealed.
- **Love Match: Gain +1 point** if you have made a **Love Match**. If you are engaged without a Love Match, you do not get an extra point.

Tiebreaker: In the event of a tie, the player whose Prospect has the highest Prestige wins!



Wondering Where Eloise Bridgerton is?

Anthony Bridgerton and his mother Violet are wondering the same thing. Unsurprisingly, Eloise is dodging dance partners and is nowhere to be found.

Dance Card Details

Card #1 and #24:

During Lady Danbury's Ball, the lower numbers dance first, so:

- When you play Dance card #1, even if you are "Fashionably late" you will play first at Lady Danbury's Ball.
- When you play Dance card #24, even if you "wear the Family Diamonds, Tonight is your night. You are the first one to dance" you will play last at Lady Danbury's Ball.

Card #4 and #8:

Can I become engaged with the Prospect I place my Affection token on if there are already 2 of my Affection tokens?

- When you play this card, you dance with Prospect A and place 1 Affection token on Prospect B. Even if Prospect A or B has 2 of your Affection tokens when you play this card you can't become engaged to them.

Card #6 and #10:

If I play this card, where do I put my Character tile?

- When you play this card, you place your Character tile next to the Prospect tile:

Card #15:

"*Give your hand to another player.*" At the end of the Ball, does the player who received the card draw a new one?

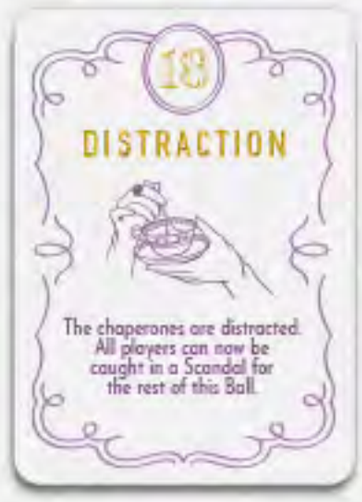
- When you play this card, you give your other card to another player. This player now has two cards in their hands and cannot draw a new card at the end of the Ball. However, you will draw two new cards because you now have no cards in your hand.

Card #18:

"The chaperones are distracted. All players can now be caught in a Scandal for the rest of this Ball."

Does that mean every player places their Character tile to the right of a Prospect who's already dancing with someone?

- It means that all players, even those who played a "Chaperone" card can be caught in a Scandal if someone plays a "you may catch someone in a Scandal" card.



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