

PRIDE & PREJUDICE

COURTSHIP CARD GAME

Objective

Form matches between characters using relationship cards, or win rounds based on chosen traits. The first player to meet the win condition for the chosen mode wins.

Components: Character Cards, Relationship Cards.

Courtship Mode (2 Players Only)

Setup:

- Shuffle all character and relationship cards together.
- Each player draws 9 cards (maximum hand size is always 9, including completed couples).
- Place the remaining cards face-down in the center.

Gameplay Steps -

1. Draw 1 card from the deck.
2. Form matches if you have a relationship card and the matching two character cards.
3. Keep completed couples in your hand (they count toward your hand size).
4. Discard down to a maximum of 9 cards at the end of your turn.
5. If the draw deck is empty and no matches can be made, shuffle the discard pile to form a new draw deck.
6. Both players can agree to offer a draw at any time.

Winning - First player to complete 2 matches wins.

Trait Challenge Mode (2-4 Players)

Setup:

- Shuffle all character cards together. No relationship cards are used.
- Each player draws 5 cards (in 3-player games, 2 cards are discarded from the deck before starting to make the card count even).
- Place the deck face-down in the center.

Gameplay Steps -

1. At the start of every round, flip a coin to choose the active trait:
 - Heads = Pride is the winning trait.
 - Tails = Prejudice is the winning trait.
2. Each player selects a card from their hand, places it face-down, then reveals.
3. The player whose card has the higher value in the chosen trait wins the round.
4. Only cards of the winning trait for that round are taken as victory cards (kept in a separate pile, not in hand).
5. Continue until all cards in players' hands are used.
6. Once all hands are empty, draw 5 new cards per player and continue. In 3-player games, the final round will give 1 card to each player instead of 5, as the deck will not have enough cards.

Winning - When the deck is exhausted, count all victory cards.

The player with the most victory cards wins.

Variants:

- **Alternating Trait** – Instead of tossing a coin each round, Pride and Prejudice alternate in strict order.
- **Speed Match** – Play until a player collects 4 victory cards instead of playing through the full deck, for faster games.
- **Single Draw Showdown** – Players draw only 1 card from the deck per round instead of starting with 5 cards in hand. The coin toss still determines the trait, and players play their single drawn card immediately. Continue until the deck runs out.

Tie-Breaker

1. Compare total victory cards.
2. If still tied, compare total rounds won.
3. If still tied, tied players play one extra round.
4. If cards are exhausted or still tied after the extra round, discard the tied cards and continue playing until a winner is found.

Quick Reference -

Courtship Mode (2P): 9-card limit, first to 2 matches wins.

Trait Challenge Mode (2-4P): Coin toss every round to choose trait, in 3-player games 2 cards are removed at the start and the last round gives 1 card each. Variants allow different pacing and trait selection styles.