

# Pride & Preju-Dice Rules

## SUMMARY OF THE GAME

Each quarter of the main game-sheet represents one of 4 *suitors* looking for marriage. You build relationships between them by progressing each of their puzzles. Each *suitor* is linked by tracks of hearts and diamonds (called a *romance track*) and if you complete either track between two suitors you make a match!

You score points depending on how well you complete the puzzles and how many matches you make. But try not to misbehave in front of the chaperone or you may make a faux pas! Highest score wins.

### Set up

You need one game-sheet and something to write with. Think of names for your *suitors*, write them in the *suitor name* boxes and choose a *starting player*.

### Playing a round

If you are the *starting player*,

- roll all 5 dice (3 white dice, 1 red and 1 blue),
- choose 1 of the white dice and 1 of the coloured dice,
- put the chosen dice aside and play them on your game-sheet (see *dice placement* rules). These dice are only to be used by you, the *starting player*.
- Now choose a number from one of the remaining 3 dice and mark it on the *chaperone track* (see *chaperone track* rules).

If you are **not** the *starting player*,

- choose any two of the *remaining* 3 dice and play them on your game-sheet (you do not need to choose to the coloured die).
- All other players who are **not** the *starting player* will be doing this at the same time as you, choosing from the same 3 dice that the *starting player* rejected.
- Mark the number from the remaining die on the *chaperone track*.

Note that, if possible, you **must** choose dice that you can play on your game-sheet. If you cannot play either of your chosen dice then put a cross in the *Faux Pas* track for each die that couldn't be played. Note that only the dice that the *starting player* **does** play are unavailable for the other players. For example, if they can only play 1 die, then there will be 4 remaining dice for the other players to choose from.

Once everyone has finished marking their game-sheet, if you are to the left of the *starting player*, you become the new *starting player* and begin the next round.

### Game end

If at the end of a round you have either (1) completed at least 1 match between each of the 4 suitors, or (2) filled the Faux Pas track then the game ends for all players and you move to the *scoring phase*.

## DICE PLACEMENT RULES

Look at the numbers on the two dice you have chosen and consider carefully how best to use them. Note that it is sometimes possible to play both of your chosen dice in the same puzzle - This **is** allowed.

### Diamond puzzle

- You may only play this puzzle if **one** of your chosen dice is *BLUE*. The number you play in this puzzle does not have to come from the *BLUE* die though.
- There are two branching tracks of boxes running from the top row to the bottom row, where each row of boxes is labelled with a number from '6' to '1'.
- To play this puzzle, you mark a cross in the topmost empty box of a track or branch, but only if the number on your die matches the row label for that box.
- Although you do not need to finish each row before moving down the puzzle, you must not leave any gaps in the tracks as you fill them.

### Heart puzzle

- You may only play this puzzle if **one** of your chosen dice is *RED*. The number you play in this puzzle does not have to come from the *RED* die though.
- There is one winding track of boxes from the bottom to the top, each labelled with numbers from '1' to '6' or left blank with no label.
- To play this puzzle, starting at the bottom of the track and working upwards, you circle the next box in the track if it matches the number on the die you are playing. (Note that some boxes have two numbers in, in which case you can mark this box if your dice matches either of these numbers)

- If the next box has no number in it, *any* number on your die can be used to circle that box. Write the number in the box as you will need this for the *scoring phase* (higher numbers will give you a higher score!)
- You must fill the track from bottom to top and leave no gaps.

#### **Dance Card puzzle**

- There are 6 columns, labelled '1' to '6'.
- To play this puzzle, you mark a cross in the bottommost empty box of the column that matches the number on your die.
- You must fill each column from bottom to top and leave no gaps.
- If you fill a complete row then you must immediately mark off the *fan* icon to the left of that row. See *Fan Icon* in the *Special Actions* rules to see what effect this has.

#### **Flowers puzzle:**

- There are 3 rows coloured white, red and blue (labelled daisies, tulips and violets).
- To play this puzzle, you write the number of your die in the leftmost empty box of the row that matches the colour of that die.
- You must fill each row from left to right and leave no gaps.

### **SPECIAL ACTIONS**

As you play through each *suitors* puzzle you will start marking boxes that have special icons in them. When you mark these boxes, you must take a *special action*.

#### **Heart icons**

- Each *suitors* has two sets of romance tracks linking to their two adjacent *suitors*.
- When you mark a box with a heart icon in a *suitors* puzzle, you must also cross off a heart in either of the *romance tracks* for that *suitors*. For example, a heart marked in the *Diamond* puzzle must be allocated to the *suitors* in the top-left quadrant.
- If that *suitors* has no more available hearts in their *romance tracks*, you may cross one off a different *suitors* romance track.
- When you mark a box with a heart icon in the *fan puzzle*, you may cross off a heart in **any** *suitors* romance track.

#### **Diamond icons**

- The rules are the same as described under *Heart icons*, but for diamonds rather than hearts (see above).

#### **Dice icons**

- When you mark a box with a dice icon, you may **immediately** mark an extra die on your game-sheet as if you had an additional die roll.
- This extra die can be **any** colour and of **any** number that is convenient to you.

#### **Fan icon**

- When you mark a box with a fan in, you must also cross off a box in the *fan puzzle* in the centre of the game-sheet.
- The *fan puzzle* is split into two halves and each half is progressed separately.
- You start by crossing the box closest to the handle of the fan on either half. This allows you to make subsequent crosses in the adjacent boxes in the central strip of the *fan puzzle*.
- Each box crossed in the central strip allows subsequent crosses on the two adjacent heart/diamonds in the outer strip of the fan puzzle.
- The *fan puzzle* is an essential way of getting the additional heart and diamond icons required to match up *suitors*.

#### **Other rules**

- When all the hearts (or diamonds) in a *romance track* are crossed between two *suitors*, you should cross the dice box in the centre of that track and take that special action.
- If you complete a row in the *Dance Card* puzzle, you must mark the *fan icon* to the left. This is your row bonus.

### **CHAPERONE TRACK**

The *chaperone track* is an additional way to incur a *Faux Pas* penalty.

- As described in *Playing a round*, you must choose a number to play in the *chaperone track* every round.
- You mark a cross in the left-most empty box in the row that corresponds to the number on the die.
- When you mark a box with the letters 'FP' in it, you must also cross off a box in the *Faux Pas* track!
- When a row is full, you may still choose that number in subsequent rounds although no further marks are required.

## SCORING PHASE

### **Diamond puzzle**

- For each box in a row you score points as labelled on the game-sheet.
- For example, each box crossed in the '6' row is worth 1 point. Each box crossed in the '1' row is worth 10 points.
- You should record the score for each row in the available *row totals* spaces in this puzzle.
- The sum of the row scores should be recorded in the *scoring table*.

### **Heart puzzle**

- You should sum the numbers in each box of this puzzle that you have circled and record that total in the *scoring table*.

### **Dance Card puzzle**

- For each box in a row you score points as labelled on the game-sheet.
- You should record the score for each row in the available *row totals* spaces in this puzzle.
- The total score for this puzzle should be recorded in the appropriate place in the *scoring table*.

### **Flowers puzzle**

- For each column where **all three** boxes have numbers in them, record the sum of the **lowest two** numbers in the *columns totals* scoring spaces.
- The sum of the column scores should be recorded in the *scoring table*.

### **Romance track**

In the *scoring table* record 10 points for each *suitor* match you have completed. Remember that you can complete two *suitor* matches between each suitor (heart track AND diamond track) which would award you 20 points.

### **Faux Pas track**

In the *scoring table* record negative 5 points for each cross in your *Faux Pas* track.

### **TOTAL SCORE**

Sum all the scores in the *scoring table* to calculate your TOTAL SCORE. If you have the highest points, you win!

### **GAME VARIANTS**

- The **solo** game rules are identical except for the dice rolls. As solo player, in each round, you roll all 5 dice and choose 2 to play. Then you re-roll the remaining 3 and choose 2 from them. The remaining 5<sup>th</sup> die is marked on the *chaperone track*. Play to beat your personal high score!
- The standard rules give advantage to the *starting player* which may feel unbalanced for more than 5 players. When playing with 6 or more players, roll all five dice as usual but everyone **simultaneously** chooses two dice (one coloured and one white) to play on their game-sheet and one for the *chaperone track*.