

Honoré

Honoré is the master of the house, a stern yet alluring former nobleman. He is haunted by a past that he dares not speak of, and has a mysterious connection to Gonsalvo's father. He is passionate, active, and dashing. Play Honoré if you like taking intense, direct action towards your goals.

In a normal action (any non-Heart): Act decisively and effectively. Do not hesitate, express your emotions, or fail.

In a special action (any Heart): You may, if you wish, express your emotions or give internal monologue.

Moment of Passion (any King): A moment of passion. Act without restriction to increase the physical intimacy of the relationship between you and Gonsalvo: do something physically intimate that you've never done before. De-escalate the Threat, if appropriate.

Advance the Threat (any Ace): Describe an escalation of the Threat. Leave the ace on the table to mark the escalation.

Pass (discard a card, draw a replacement): Describe some bit of environmental detail not relating to your character. Discard a card and draw a card.

Gonsalvo

Gonsalvo is Honoré's young ward, a shy young man who has trouble standing up for himself. He is scarred by the murder of his parents and does not know how to deal with his intense feelings towards Honoré. He is emotional, passive, and introspective.

Play Gonsalvo if you like talking about emotions, giving inner monologues, and letting others take the lead.

In a normal action (any non-Heart): Describe or express your thoughts and feelings, either with internal monologue or with character dialogue. Do not act successfully.

In a special action (any Heart): You may, if you wish, take decisive and successful action.

Moment of Passion (any Jack): Act without restriction to increase the emotional intimacy of the relationship between you and Honoré: do something emotionally intimate that you've never done before. De-escalate the Threat, if appropriate.

Advance the Threat (any Ace): Describe an escalation of the Threat. Leave the ace on the table to mark the escalation.

Pass (discard a card, draw a replacement): Describe some bit of environmental detail not relating to your character. Discard a card and draw a card.



Maria

Maria is Honoré's devoted maid and bodyservant. At the beginning of the game, she harbors secret feelings for him, but they are not reciprocated and may fade with time. Play Maria if you want to be a supportive player who gives advice. If you play Maria, you will also play other supporting characters over the course of the game. Pick Maria as your character only in a three or four player game.

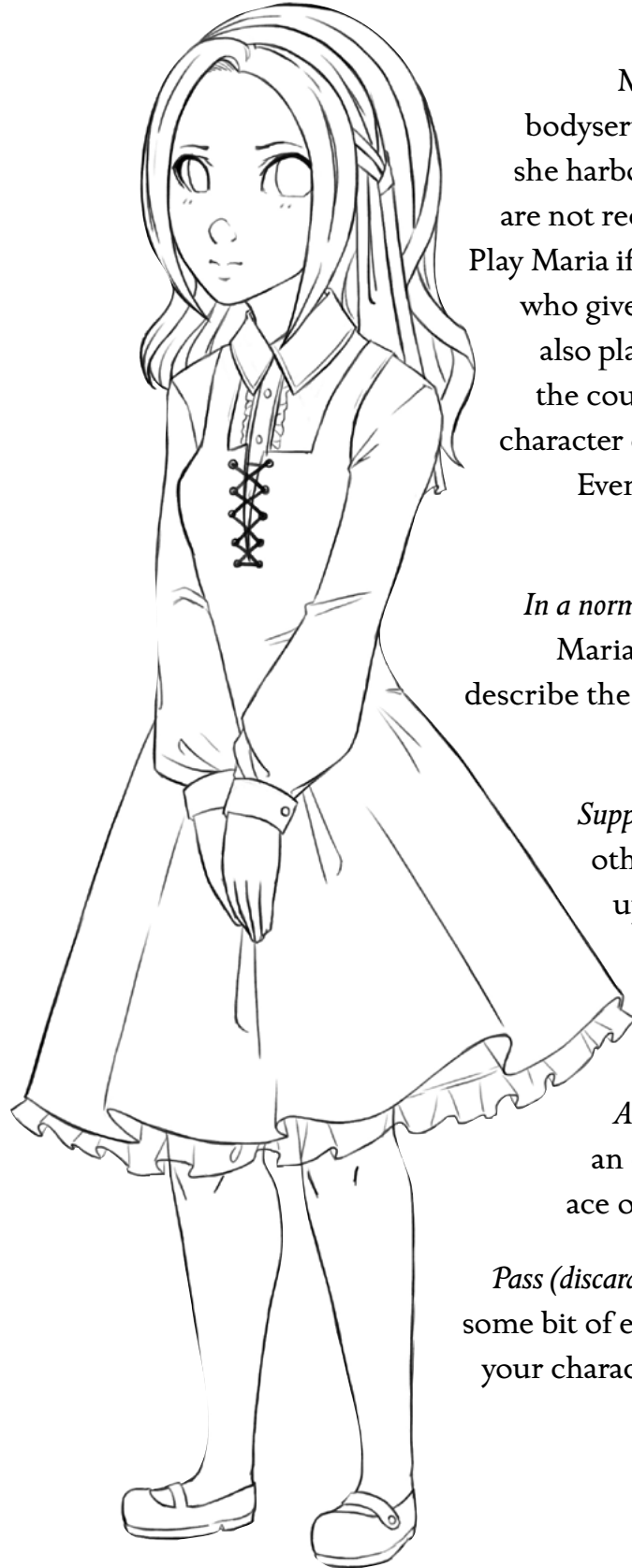
Even in a two player game, Maria is still present as a secondary character.

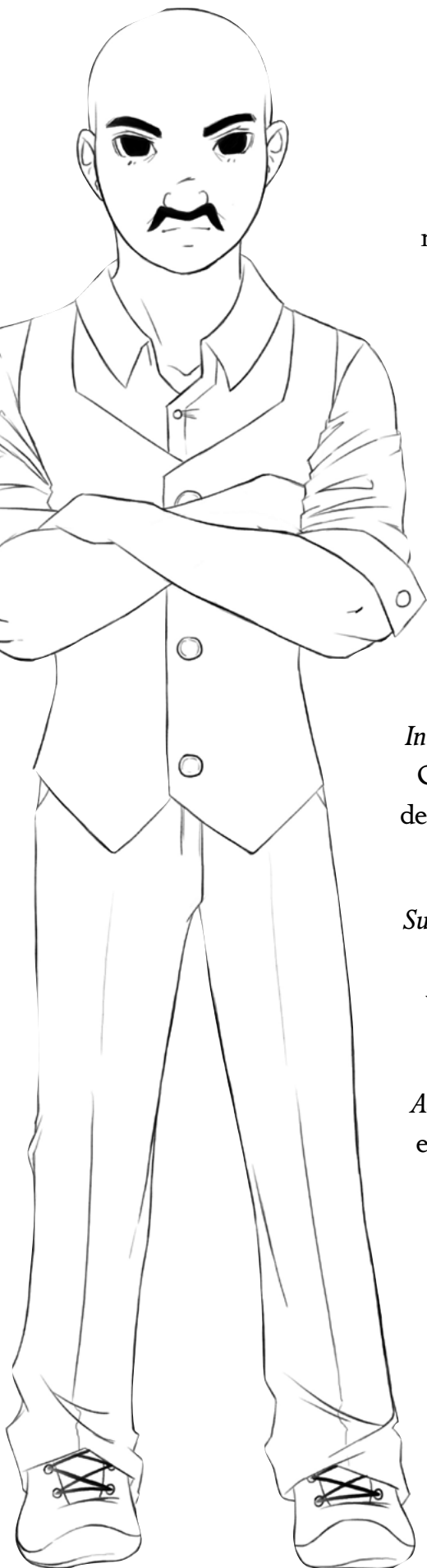
In a normal action (any normal card): Describe Maria's thoughts, feelings, or actions. Or describe the thoughts, feelings and actions of a secondary character.

Support (any Queen): Offer advice to one other character. Place the Queen face up in front of them, keeping it even between scenes. When acting on your advice, they may expend the Queen and take the action.

Advance the Threat (any Ace): Describe an escalation of the Threat. Leave the ace on the table to mark the escalation.

Pass (discard a card, draw a replacement): Describe some bit of environmental detail not relating to your character. Discard a card and draw a card.





Olivier

Olivier is Honoré's butler and manservant. His family has served the household for several generations. He is strong, loyal, and taciturn. Play

Olivier if you want to give quiet support through physical action. If you play Olivier, you will also play other supporting characters over the course of the game. Pick Olivier as your character only in a four player game. Even in a two or three player game, Olivier is still present as a secondary character.

In a normal action (any normal card): Describe Olivier's thoughts, feelings, or actions. Or describe the thoughts, feelings and actions of a secondary character.

Support (Joker): Describe Olivier directly confronting the threat, often with violence. De-escalate the threat by an appropriate amount.

Advance the Threat (any Ace): Describe an escalation of the Threat. Leave the ace on the table to mark the escalation.

Pass (discard a card, draw a replacement): Describe some bit of environmental detail not relating to your character. Discard a card and draw a card.

Helpful Reminders for Playing the Game

To Begin a Scene: Discuss when and where you'd like the next scene to take place. Take time to describe the environment, where the characters are, and what they are doing. You don't need to have every character in every scene.

During a Scene: It's okay to change locations, either because characters have left the original scene or because we are shifting our attention to a different character in a different place.

To End a Scene: When all players have passed in a row, end the scene.

To Play: Play a card from your hand equal to or greater than the value of the highest-value card played this scene. Cards generally use their face values, but there are exceptions:



For numbered cards: Value is equal to the number shown.



For Jacks, Queens, Kings, Aces and Jokers: Value is 11.

Effects of Aces on the Threat

One Ace: The Threat may be foreshadowed.

Two Aces: The Threat is clearly apparent and can directly menace one character.

Three Aces: The Threat is openly hostile and may harm one character, and menace all characters.

Four Aces: The Threat is in full power, and may greatly harm or kill one character, as well as harm any other character.

Ending the Game: When all players agree that the Threat is resolved, end the game at the end of that scene. Good times to check if the Threat is resolved include, but are not limited to, whenever the Threat is de-escalated and the end of each scene.