

Obsession Promotional Tiles – Unique Rules

Universal Notes

- ▶ All servants rotate normally after use.
- ▶ All references to ‘Step #’ refers to a step in the Order of Play on each player board.
- ▶ Conventional usage common to standard game tiles will not be explained.

Alderley Hall (*experimental event tile from the developer*): This special event tile is not purchased. At the beginning of season 2, place this tile in the £800 space of the market (the tile in that space is returned to the bag).

As tiles are purchased, this event tile slides to the left. When it reaches the £500 market space, this event activates immediately (it will be after a purchase at the conclusion of a player turn).

The costume ball is announced (this is a common event for all). Players who wish to attend the ball at the home of Charles and Elizabeth Fairchild must have a minimum reputation of 2 and pay £200 for the creation of costumes for the family (no cards/tiles are played; if the requirements are met, then the favour is enjoyed). The favour is that each player looks at two prestige guests and keeps one, returning the rejected guest to the bottom of the deck.

The tile is then removed from the game and the market refilled; the next player in turn order takes their turn.

Developer Note: The purpose of this tile is to promote access to prestige guests for all competitors using a variable mechanism.

Art Gallery (Steve Clark): This is a hybrid tile (it is flipped back and forth). The tile enters play on the side with a line underneath the stylised flower in the upper right. After purchase, the player places the tile in any of the improvement tile categories, *except service*. The VP count towards courtship(s) in that category.

Once played, the player has two options: 1) Pay £200 (the cost of new art) to flip the tile to any of the other three non-service categories, or 2) Decline to pay £200 and flip the tile in the *current* organiser category (no new art, but now a new group may view the existing art).

Babbling Brook (MJ Petrie): This winning tile is part of the *Upstairs, Downstairs* expansion. It is a hybrid tile (it is flipped back and forth). The tile enters play on the side with a line underneath the stylised flower in the upper right.

East-End Ha-Ha (Simon Barnes): On the monument side, the player may, *during Step 2*, dismiss one guest each turn.

East Lawn (Stephen Rynerson): On the back side, the d20 solitaire dice is used to determine which favour is enjoyed. The VP card favour is for a successful balloon launch. The reputation penalty indicates the launch is a catastrophic failure.

Garden Observatory (Silver Fang): On the front side, the d20 solitaire dice is used to determine which favour is enjoyed. The pound favour indicates no

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comet is discovered, but hours are spent in productive conversation with guests. The reputation favour indicates a comet is sighted.

Grand Ballroom (Steve Clark): This tile has a prestige rating of 7. In a standard play game, a player board reputation of Max is required.

Horse Carriage (Bill Buchanan): Front side favour—If one Fairchild is available place that card into the active hand. If two Fairchilds are available, place the card of choice into the active hand.

Ice House (Simon Barnes): The tile flip icon in the upper right-hand corner indicates this tile is flipped each time it is used. The tile enters play on the side with a line underneath the tile flip icon. The cook's special abilities are active when she is used as the essential servant on the back side.

Laundry Room (Katharina Schrempf): Before Step 4, place any female servant on the tile to refresh a casual guest from the discard pile. This guest then becomes available for the current turn.

Manor Aviary (Laura Turtledove): No unique rules.

Music Room (Laura Turtledove): The young lady of the family permanently gains a +1 reputation favour. This new favour is enjoyed when her card is played at an activity. If her admirer bonus is in effect, this +1 reputation is in addition to the +2 admirer bonus.

North Tower (Frank Calcagno): The tile flip icon in the upper right-hand corner

indicates this tile is flipped each time it is used. The tile enters play on the side with a line underneath the tile flip icon.

Ornamental Hermitage (Simon Barnes): No unique rules.

Parish Church (Stephen Cleary): This winning tile is part of the *Upstairs, Downstairs* expansion. On the monument side, the player chooses *during Step 2* between £100 or 1 reputation.

Private Family Chapel (Matteo Zago): No personal service is required on the back side, yet favours are enjoyed.

Still Room (IvanCH): Place any servant (except the useful man) on this tile to allow it to be used twice on *any future turn*. The servant stays on the tile until it is either reclaimed (returned to Available Service) or used twice. When used, clearly demonstrate to the other players what extra service is being provided to avoid confusion.

Summer House (Aga & Szymon): No service is required on the front side. Two family members may not attend the front side activity.

Village Fair Stall (Steve Clark): Normal servant restrictions apply. On the monument side, the player decides *during Step 2* each turn if she wants to pay £100 to gain 1 reputation.

Walled Garden (Val Ofiesh): During Step 5, place a cook to trigger a +2 reputation favour. This favour is enjoyed in place of the cook's normal abilities.