



Our Story

John & Katherine Smythe—the Viscount and Viscountess Wessex—had watched with envy as a new energy swept Derbyshire. Their Jacobean manor house, one of the largest and oldest in the county, had proved much more difficult to maintain during lean years. The family had twice sold large tracts of productive Derbyshire countryside to forestall more drastic measures.

Meanwhile, craftsmen streamed onto the neighbouring Ponsonby estate. The viscount's valet, James, discovered that Ponsonby had inherited from a wealthy uncle, and all could see that the earl was determined to make the most of his new fortune.

But Viscount Wessex had a plan. His strong-minded wife, who was dearly attached to the estate, had finally agreed to sell a strip of fertile land along the river to a wealthy duke, who intended to use one of the larger houses on the purchased land as a hunting box.

Soon the land would change hands, and then the game would be afoot!

Rules for Family Wessex

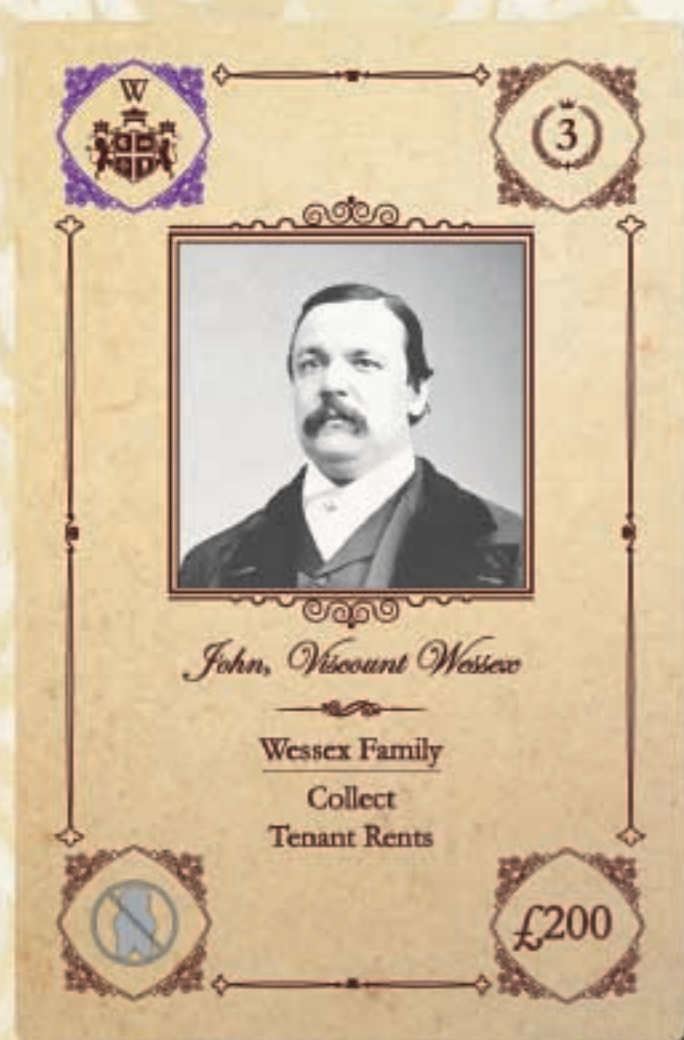
The Wessex country estate is the largest, and the family bonus is the addition of a 2nd-level improvement at the beginning of the game.

The player who selects the Wessex player board has the choice to include a Tennis Court or Breakfast Room in her country estate organiser along with the standard START tiles at setup.

The advantage is significant. One of the pressing concerns early in a game of *Obsession* is to create a path for hosting new activities as the family's reputation rises. A player should beware of hosting a single activity more than twice; every opportunity should be taken to acquire and flip improvement tiles to achieve the largest score for renovations.

The two additional improvement tiles—an extra Tennis Court and Breakfast Room—have a modified START tile icon to show they are for exclusive use with the  Wessex family player board.

When a player chooses the Wessex player board, she chooses one of these two tiles, puts it in her country estate organiser, and returns the other tile to the box. If the Wessex player board is not chosen, these two tiles with the modified START icon are not used.



Morning Room

In the base game of *Obsession*, the ESSENTIALS category does not have an improvement tile with a prestige rating of 1 (aside from a START tile). The Morning Room provides for such a tile, which gives additional flexibility to players with a low family reputation.

The Morning Room is a sitting room in a great house situated to receive the morning sun; this room was a favourite location early in the day to review menus and plan the day's activities.

The Morning Room also introduces a variable invitation, which helps prevent unnecessary passing.



Retiring Room

The PRESTIGE category also lacks an improvement tile with a prestige rating of 1 (aside from a START tile), which is now represented by the Retiring Room.

The 'Retiring' Room is a temporary designation for an existing room set aside for visiting ladies to repair damage to dresses and appearances generally (a maid would be on hand to facilitate these repairs).



The Retiring Room's single female invite can extend a deck, supply critical reputation early, and provide powerful flexibility in the first two seasons. This tile is the first tile where a lady's maid is the essential activity servant.

Extended Solo Play: This expansion also adds six (6) unique opponents for extended play Solitaire. These opponents range from beginner to expert and enable solo play on the Extended Play side of the Round Track. Can you triumph against house Plantagenet?

Season 1	0	2	0	-2	2
Season 2	0	3	10	2	6
Season 3	0	4	13	7	6
Final Season	0	4	17	11	9

Wessex Estate