

A Kayenta Games publication
by Dan Hallagan

Upstairs Downstairs

An *Obsession* Expansion

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What's in the Box?

The *Upstairs, Downstairs* expansion (and all components in this box) requires the *Obsession* base game and features the following:

- **Pages 2–4**: Component list and base game integration instructions
- **Page 5**: Three rule changes to *Obsession* 1st edition
- **Page 6**: Explanation of the new Supplemental Service mechanic
- **Pages 7–8**: Rules for the individual *Upstairs, Downstairs* servants—the Cook, Hall Boy, Head Housemaid, and Useful Man
- **Page 9**: Explanation of the *Upstairs, Downstairs* new Pass/Hire rule
- **Page 10**: Setup for the *Upstairs, Downstairs* expansion, along with an explanation of the servant draft
- **Page 11**: Rules for 5 and 6 players
- **Page 12**: Rules for *Competitive Team Play*
- **Pages 13–14**: Rules for *Solo Estate Challenge*
- **Page 15**: Rules for *Tableau Obsession* and the Milestone public objectives
- **Page 16**: Rules for the new improvement tiles



Developer Note: If you have acquired *Obsession* at the same time as *Upstairs, Downstairs*, I can't stress how important it is to first learn and play *Obsession* before adding the new servants. Only when you are comfortable with *Obsession* should you add the complexity of this expansion.

Dan Hallagan

Learn Upstairs Downstairs from Video Tutorials

Follow the link to watch tutorials that explain and demonstrate the following:

- How the new servants work
- Setup, including the servant draft
- Examples of gameplay
- How everything fits in the big box
- How to play *Solo Estate Challenge, Competitive Team Play*, and *Tableau Obsession*
- Rules for 5 and 6 players

Game Components with Integration Instructions

Upstairs, Downstairs **is a toolkit containing a major expansion, components to enable 5 or 6 players, three new game modes, new tiles, and milestones. Detailed instructions for all components follow on the next three pages.**



Howard Family Player Board (1)

The Howard player board adds a 6th family whose advantage is to begin the game with a cook, which is one of the *Upstairs, Downstairs* servants.

INTEGRATION DETAIL
The Howard family can only be used with the *Upstairs, Downstairs* expansion.



Country Estate Organiser (1)

This is a generic 5th country estate organiser.

INTEGRATION DETAIL
This board is integrated into *Obsession* without any special rules or consideration.



START Tiles (10)

These 10 START tiles enable 5 or 6 players. These tiles are interchangeable with the START tiles in the base game.

INTEGRATION DETAIL
The tiles are integrated into *Obsession* without any special rules or consideration.



Small Cloth Storage Bag (1)

A bag that can hold all servants.

INTEGRATION DETAIL
Use this bag for storing all servants or for any other storage need.



Prestige Rating 5 Tiles (6)

Obsession contains one copy of each improvement tile with a prestige rating (PR) of 5. *Upstairs, Downstairs* adds another set of PR5 tiles, which enables 5 or 6 players. They are interchangeable with the PR5 tiles in *Obsession* and therefore not marked as coming from the *Upstairs, Downstairs* expansion.

INTEGRATION DETAIL
These tiles are fully integrated into *Obsession* without any special rules and are used ***for all player counts***. New builders' market rules eliminate the need for scaling (see pg 4).



New Universal Tiles (5)

The Stocked Lake (1), Parish Church (1), Babbling Brook (1), and Carriage House (2) improvement tiles can be used in any game of *Obsession*; each has a unique 'U' identifier below the tile sorting number.

INTEGRATION DETAIL
These tiles are integrated into *Obsession* without any special rules or consideration.



New Chits (14)

These are circular chits that serve as Milestone markers and contain two of each family's crest. On the reverse side of one set of these markers are market identifiers for *Solo Estate Challenge*.

INTEGRATION DETAIL
These chits are integrated into the base game for use with milestone cards. If playing *Solo Estate Challenge* (pg 13), these chits are used on the Supply Board.



Low VP Value Monuments (4)

There are 4 monument tiles with reduced Victory Point (VP) values, and they have a unique 'U' identifier below the tile sorting number. These tiles have two uses:

► They optionally replace the 6 monument tiles in the base game for players who wish to reduce the impact monuments have on courtship (for the same reason, the service monument is not included in this set), and
► They are the monument tiles used when playing *Tableau Obsession*.

INTEGRATION DETAIL
These monuments cannot be mixed; when setting up a game, choose whichever monument set fits the style of your group. If you are playing *Tableau Obsession*, these low-VP monuments must be used.



New *Upstairs, Downstairs* Tiles (3)

The Renovated Kitchen (1) and Housekeeper's Room (2) are new service tiles for use with the *Upstairs, Downstairs* servants, and they have a unique 'U' identifier.

INTEGRATION DETAIL
These tiles can only be used with the *Upstairs, Downstairs* expansion.



VP Cards (30) **& Theme Cards** (10)

These cards are identical to the courtship cards in the base game, except they are larger (for players who dislike handling the base game micro cards).

INTEGRATION DETAIL
Choose whichever size deck you prefer for routine use and store/dispose of the other deck.

Game Components with Integration Instructions, continued



Tableau Round Track (1)
Front Side

This front side of the tableau round track enables 2 new game modes. The flipside contains the base game extended play round track (the most popular track).

INTEGRATION DETAIL
The Tableau Round Track side is used when playing *Tableau Obsession* (pg 15) and *Solo Estate Challenge* (pg 13).



Reputation Counters (14) **& Markers** (2)

There are 12 generic reputation/reminder chits, 2 generic reputation markers, and 2 new 9/10 reputation wheel counters for use in *Tableau Obsession—Duel*.

INTEGRATION DETAIL
The 12 counters and 2 markers are integrated into *Obsession* without any special rules. The two 9/10 counters are used when playing *Tableau Obsession—Duel*.



Scorepad (1)

An extra scorepad for up to 6 players.

INTEGRATION DETAIL
The scorepad is integrated into *Obsession* without any special rules or consideration.



Player Aids (12)

Player aids for *Upstairs, Downstairs*.

INTEGRATION DETAIL
Two are stored in each family box.



Basic Servants (14)

Butlers (2)
Housekeepers (2)
Valets (3)
Lady's Maids (3)
Footmen (4)

INTEGRATION DETAIL
These servants enable 5 or 6 players and are integrated into *Obsession* without any special rules or consideration.



Upstairs, Downstairs Servants (21)

Cooks (6)
Hall Boys (5)
Head Housemaids (5)
Useful Men (5)

These servants are used when playing the *Upstairs, Downstairs* expansion.

INTEGRATION DETAIL
These servants are only used with the *Upstairs, Downstairs* expansion. The extra cook is to supply the Howard family box.



Upstairs, Downstairs Objective Cards (33)

The *Upstairs, Downstairs* objective card deck has 33 cards, three more than the *Obsession* deck. These cards have a unique 'U' identifier in the upper right-hand corner. Twenty-six of the 33 cards are identical to the cards in the base game; the 7 new cards include 5 related to *Upstairs, Downstairs* servants and 2 new tableau objective cards.

- ► The *Obsession* deck must be used when only the base game is played.
- ► The *Upstairs, Downstairs* deck must be used when the *Upstairs, Downstairs* servants are used.

INTEGRATION DETAIL
Both decks are retained, and the cards are not mixed. If the *Upstairs, Downstairs* servants are used, choose the *Upstairs, Downstairs* deck.



Upstairs, Downstairs Gentry Cards (37)

Howard Family (4)
Starter Guests (7)
Other Casual Guests (10)
Prestige Guests (16)

Each of these gentry cards has a unique 'U' identifier beneath the VP frame.

INTEGRATION DETAIL
All casual and prestige guests (33) are integrated into *Obsession* without any special rules or consideration. The Howard family cards (and board) are used only with the *Upstairs, Downstairs* expansion.



Promotional Gentry (19)

There are 16 promo cards developed by *Obsession* owners during a contest in 2019 and 3 promo cards added from the *Useful Box* published in 2021 (see details, page 4). Each has a unique 'P' identifier beneath the VP frame.

DEVELOPER RECOMMENDATION
These cards should be kept separate from the main gentry decks; it would be unwise to play with all promo cards in a given game. To begin, select 3–5 based upon preference to add fun and flavour.



Milestones (10)

There are 10 Milestones (competitive public objectives). One of the 10 (showing the four *Upstairs, Downstairs* servants) cannot be used in the base game.

INTEGRATION DETAIL
Except for the one card mentioned above, Milestones may be integrated into *Obsession* using the Milestone rules on page 15.

Useful Box Components with Integration Instructions

All the unique components listed on this page from the out-of-print *Useful Box* (2021 publication date) are now contained in this 2.2P printing of *Upstairs, Downstairs* (2023 publication date).

Improvement Tiles



Business Room Improvement Tiles (2)

The Business Room is 'a private room for a gentleman whose mornings are spent in practical affairs.' —*A Gentleman's House, 1865*

UNIQUE RULES

-£100

Business Room–Front
The front side of the tile shows a -£100 market modifier. The lord of the estate (senior male family member) is required. There is no activity service. When played on your player board during a standard turn, take £200 (lord's favour), flip the tile, return it to the organiser, and place the £200 on the tile. This represents an investment in the tea trade.

Business Room–Back
On Step 2 in the Order of Play, either take £200 from the bank and add it to the tile (investment growth), or remove all money from the tile (cashing out) and flip it back to the front side. The tile may be reused.

INTEGRATION DETAIL

These tiles are integrated into *Obsession* and do not require any expansion to be used. Note: The Business Room qualifies for Builders' Market initial population.



Alternative West Terrace Improvement Tiles (2)

UNIQUE RULES

Alternative West Terrace
Once played, the tile flips over to grant the power to dismiss one guest per turn (during Step 6 in the Order of Play), following normal guest dismissal rules. Note: The back side of this tile is not a monument.

INTEGRATION DETAIL

There are two different sets of West Terrace tiles in this game: two tiles have a "dismiss 4 guests" favour on their backs (one in the *Obsession* base game and one in the *Upstairs Downstairs* expansion), while two other tiles have the Family Discussion ongoing dismissal favour on their backs. Only one set of West Terrace tiles may be used in a game. Players must choose one set to use each game and return the other set to the box

Solo Cards



There are six solo opponents, a player aid, and a Dynamic AI card. The solo opponents are for use with the base game solo mode (see *Obsession* rulebook, page 14) and the *Upstairs, Downstairs* servants. There are three opponent cards for Standard Play and three for Extended Play.

Two changes must be included when playing against one of these opponents:

- **Player Board Selection**: The solo player drafts one servant at the same time they choose their family board. Eligible servants are: valet, lady's maid, footman, cook, hall boy, head housemaid, and useful man (see draft rules, page 10), and
- **New Pass/Hire Rule**: The solo player uses the new passing rule that gives the option of hiring servants on a pass turn (consult the *Upstairs, Downstairs* hiring rule, page 9, for details).

Note: The Dynamic AI more aggressively scavenges valuable tiles from the Builders' Market than the regular AI in the *Obsession* base game.

Gentry Cards



Mr. William Darby: Mr. Darby is a real historical figure. From the *Illustrated London News*, 20 March 1847—'Mr. William Darby, or, as he is professionally known, Mr. Pablo Fanque, is a native of Norwich, and is about 35 years of age. He was apprenticed to Mr. Batty, the present proprietor of "Astley's Amphitheatre," and remained in his company several years. He is proficient in rope-dancing, posturing, tumbling &c.; and is also considered a very good equestrian.

'After leaving Mr. Batty, he joined the establishment of the late Mr. Ducrow, and remained with him for some time. In 1841, he began business on his own account, with two horses, and has assembled a fine stud of horses and ponies at his establishment at Wigan, in Lancashire, in which county Mr. Pablo is well known, and a great favourite.'

INTEGRATION DETAIL: This card can be integrated into the *Obsession* casual guest deck without any special rules.



Miss Prudence Baker: Miss Baker is a fictional great granddaughter of a real historical figure, Nathaniel Wells. Mr. Wells was a wealthy Welsh landowner born in St. Kitts in 1779, who carved out a successful and varied career in Britain as a magistrate, a member of Her Majesty's Armed Forces, and a sheriff.

INTEGRATION DETAIL: This card can be integrated into the *Obsession* casual guest deck without any special rules.

Lady Ethel Fairchild: Margaret and Ethel Fairchild delight in the arrival of their new wards, Charles and Elizabeth. Ethel, much younger than the Dowager, soon forms an intimate connection with Elizabeth. Lady Ethel grants a new favour: courtship advice. Her close relationship with her niece gives her great insight into the heart and tastes of her young ward, and Lady Ethel does indeed love sharing confidences.



INTEGRATION DETAIL: This card can be integrated into the *Obsession* prestige guest deck.

UNIQUE RULES: During Step 6 in the Order of Play, you may secretly examine the top unrevealed Courtship Theme Card, which is then returned to the top of the Theme Card deck.

Rule Changes to *Obsession* 1st Edition

1st Player Marker

New Rule Summary: The 1st player pawn rotates *counterclockwise.*
Previous Rule: The 1st player pawn rotates clockwise.

Reason for Change: Eliminates downtime (as much as 8 turns in a 5-player game) and better compensates the last player in Season 1 (that player goes 1st in Season 2 and has consecutive turns, a tactical advantage).

Rule Detail (a doffing of the top hat to Mariya Meshcheryakova)
- **Setup**: Randomly assign the 1st player pawn.
- **Setup**: Starting with the person *to the left* of the 1st player and going clockwise, players choose a family board (i.e., 1st player gets last choice).
- **Note (not a rule change):** For any given round, the turn order remains clockwise, beginning with the 1st player.
- **During the Game**: At the end of each season (courtship), the 1st player pawn is passed counterclockwise (to the player's right—see graphic).

Objective Cards

New Rule Summary: Players evaluate Objective Cards during the game.
Previous Rule: Players choose their objectives before the start of play.

Reason for Change: Objective Card (OC) requirements are variable, some easily granting victory points, others requiring difficult tile groups. The previous rule is that players are dealt five OC at setup, keeping two. However, evaluating these objectives before the game begins involves guesswork and, for many tile objectives, a significant amount of luck in the marketplace.

Rule Detail (a doffing of the top hat to Martin Butcher)
- **Setup**: For a standard game, players are dealt five OC, keeping them all. For an extended game, players are dealt four OC, keeping them all.
- **During the Game**: At the end of each courtship, players discard one OC.
- **Round Track**: During rounds featuring an OC draw, players draw two OC, keeping both.

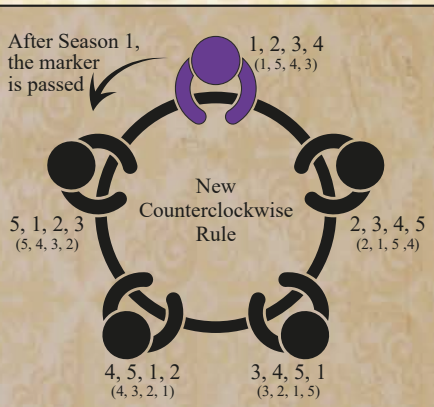
In standard play, players acquire a total of seven OC, discarding four, scoring three. In extended play, players acquire eight OC, discarding four, scoring four.

Servants' Hall

New Rule Summary: A player must expend a servant to 'steal' reputation.
Previous Rule: Players automatically 'steal' one reputation each turn.

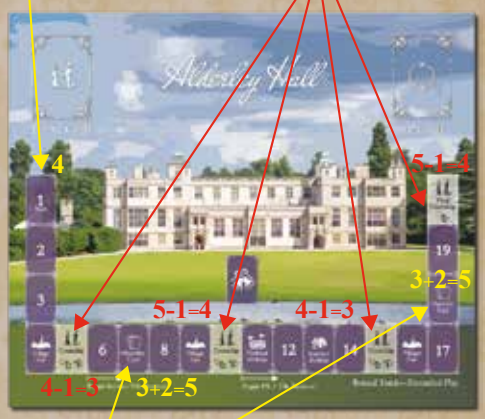
Reason for Change: The Servants' Hall was overpowered.

Rule Detail
- **During the Game**: At the beginning of a turn (during Step 2 in the Order of Play), the player may place any available servant—the source of rumours about an opponent—onto his Servants' Hall tile (which remains in the organiser) to gossip about another player. The targeted player reduces her reputation by one, while the gossiping player increases his reputation by one. At the end of the turn (Step 8 in the Order of Play), the gossiping player's servant is placed into Expended Service with any other servants used during the turn.



The purple player is 1st. In a five-player game, the large number series near each player represents their turn position for each of the four seasons, and the number series in parentheses represents their position under the old rule.

An extended play example. At setup, players get four Objective Cards (OC). During the game, players discard one after each courtship.



Players get two OC on round 7.

They get two more on round 18. Players finish with and score four OC.



Notes:
- Any servant can be used, including the butler, housekeeper, and underbutler.
- Physically place a servant onto the tile.
- The Servants' Hall MUST be used at the beginning of the turn after the player rotates service. ***Once Step 3 (Host Activity) begins, the player cannot use the Hall.***
- The Servant's Hall is not used on a courtship round.

New Service Concept: Supplemental Service

NOTE: This section explains a new game mechanic, which is critical to understanding the new servants. Rules follow this page.



Before beginning play with the *Upstairs, Downstairs* expansion, it will be useful to review new concepts created by the addition of the Cook, Hall Boy, Head Housemaid, and Useful Man. In the base game of *Obsession*, all servant placement is mandatory and prompted by an icon on an improvement tile or gentry card. **The *Upstairs, Downstairs* expansion introduces an optional use of servants that does not require a servant icon.** The addition of one or more of the four new servants to a tile or card is always optional (called *supplemental service*) and done for the purpose of enhancing a favour or changing a mechanic. A supplemental servant is physically placed onto a tile or card to activate its abilities—along with any required traditional servants.



Consider the example in the upper right showing a typical activity during an *Obsession* turn. Each servant used is mandatory and prompted by an icon. The family Howard receives visitors, which generates £200, four reputation, one 'See 2, Take 1' casual guest invite, and one blind draw invite from the prestige deck. An excellent turn!

Now let's add the new servants. With the same hand of cards (featuring some guests our player was unable to invite) and the same tiles in the organiser (featuring some activities that she could not yet use), our player could now host the activity shown below.





This new activity nets our player £700, 8 reputation, and two 'See 2, Take 1' invites, one casual and one prestige! How so?

The cook (orange, on the Music Room tile) enables the player to invite guests 1 or 2 levels above her reputation. Normally, our player (reputation level 3) would be unable to invite the Marquess of Tetbury (prestige rating 5); however, her extraordinary cook breaks down the social restraint of the marquess, who cannot resist Mrs. Puggins' larded oysters.

The hall boy (sky blue, on the marquess's card) is tasked by the butler to attend to our esteemed guest's every need, and the young footman-in-training spends the entire week running messages to post for the busy marquess. The result is that the £500 monetary favour increases to £600.

The head housemaid (pink, on Lady Marianne Turner's card) is the most well-connected domestic in the area, and she provides exquisite information to the lady of the house, giving her an informed choice of prestige acquaintances mentioned by Lady Marianne (our player draws 2 prestige guests, keeping one).

Finally, the useful man (brown, on the Music Room tile by the prestige rating) is tasked by the butler to help finish the renovation of the new Music Room so that it is ready for the marquess's visit. The useful man's ability (one of five abilities) temporarily lowers the prestige rating of the Music Room by one so that the new room is ready for the marquess (normally, a Music Room, with prestige rating 4, could not be used by our player because of her reputation of 3).

On the next two pages, let's learn about the new servant abilities in detail.

Supplemental Service
in Brief

MANDATORY SERVICE

Introduced in the base game, it is service prompted by these recognisable icons:



This service is always mandatory! Without the designated servant, the card or tile cannot be used.

SUPPLEMENTAL SERVICE

Introduced in *Upstairs, Downstairs*, this service is NOT prompted by an icon. Placement follows a ruleset. ***Grab the player aid and keep it close.***



Note: Unless otherwise stated, if *Upstairs, Downstairs* servants function as mandatory servants (i.e., the Hall Boy standing in for the Butler on a card), they do not grant their supplemental service special ability.

Upstairs, Downstairs Expansion (the new servants)

Cook



Description: The Cook is represented by a short, orange meeple and is used to attract elite guests and enhance the family's reputation.

Thematic Material: Like so many Victorian pursuits, dining in society was a showcase event. The elegant setting, the training of the domestic staff, the fine china and exquisite silver would all be for naught without an accomplished cook to impress guests and make dining at the family's estate an anticipated event. The aristocracy delighted in extravagant meals; twelve-course dinners were not uncommon, featuring dishes such as:

Pigeons Comport *Lambs Ears Forc'd* *Mock Turtle*
Sheep's Rump & Kidneys in Rice *Larded Oysters*
Ox Pallets *Pork Griskens* *Bottl'd Peas* *French Pye*

(Mrs. Isabella Beeton, The Book of Household Management, Volume 1, 1861).

While the lady of the house typically planned these elaborate meals, the cook did the lion's share of the work. An aristocratic family treasured an accomplished cook, who possessed the skill to bring off the most intricate meals. ***Thematic Note****: The cook's prowess is on display for all meals prepared during guest visits to the estate, not just for the activity on which she is deployed.*

Gameplay Detail: Placing the cook onto the current activity tile has two effects:

- Always increases the family's reputation by one (even when the cook is used as the mandatory servant in the Renovated Kitchen). This reputation is taken with all other favours during Step 6 in the Order of Play.
- Optionally permits guests with prestige ratings 1 or 2 levels above the family's reputation to attend that activity.

Hall Boy



Description: The Hall Boy is represented by a short, light blue meeple and is used to enhance a monetary favour. Alternatively, the Hall Boy may accompany a carriage or attend to elite guests.

Thematic Material: The Hall Boy is typically an older child or younger teenage male domestic worker in a superior house; he is responsible for menial tasks such as carrying coal, attending to the front door, cleaning up, and running messages. He is often an apprentice footman and expected to work in excess of twelve hours a day. The employment of a hall boy demonstrates a family's investment in a robust domestic staff.

Gameplay Detail: The Hall Boy can be used in three ways:

- Place the Hall Boy onto a gentry card showing a pounds (£) favour to increase the favour by £100.
- The Hall Boy may stand in when the butler is the mandatory servant on a gentry card regardless of whether the butler is available. Place the Hall Boy onto the card's butler icon; used in this way, the Hall Boy does not increase any £ favours.
- The Hall Boy may stand in for a footman on the Carriage House service tile regardless of whether the footman is available. Place the Hall Boy onto the Carriage House tile in the player's organiser.



The cook is placed onto the Parlour tile, which allows the player to invite the guest on the far right, who has a prestige rating (PR) of 3 (circled in red). Normally, a player cannot invite a guest with a higher PR than her own reputation.



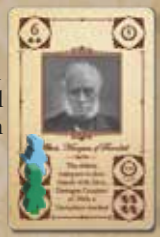
The cook also generates one reputation, which is taken during the Enjoy Favours phase of the player's turn.

The multiple uses of a Hall Boy:



To the right, the attentive Hall Boy runs messages for the Marquess of Tetbury. The player receives £600 during the Enjoy Favours phase instead of £500.





On the left, see the service requirements. On the right, the Hall Boy may stand in for the butler, even if the butler is available. *Note: When used in place of a butler, the Hall Boy does not increase any monetary favours.*



The Hall Boy may stand in for the footman on the Carriage House tile (located in the player's organiser), even if a footman is available.

Upstairs, Downstairs Expansion (the new servants)

Head Housemaid



Description: The Head Housemaid is represented by a short, pink meeple and is used to screen invitation favours. Alternatively, the Head Housemaid may also attend to elite guests.

Thematic Material: In a word, the housemaid was responsible for cleanliness: changing bed linen, emptying chamber pots, cleaning upstairs fireplaces, and much more. In a superior house, the head housemaid kept watch over the lower housemaids and took on less arduous bedroom duties (in the absence of a chambermaid), such as changing and repairing linen, dusting, and tending to flower arrangements.

Gameplay Detail: The Head Housemaid (HH) can perform two actions:

- Place the HH onto a gentry card or current activity tile with an invite favour to allow a player to screen guests (look at an extra guest card when inviting a guest). ***She can only perform one screening action per turn***.
- The HH may stand in when the housekeeper is the mandatory servant on a gentry card, regardless of whether the housekeeper is available. Place the HH onto the card's housekeeper icon; used in this way, the HH does not screen guests. **Note**: If the player has the Housekeeper's Room service tile—which permits the HH to additionally stand in for the housekeeper ***on tiles*** and for the lady's maid in any role—the HH does not screen guests.

Useful Man

Description: The Useful Man is represented by a short, brown meeple and is used to help with setup and break down of the local village fair and to assist with renovation projects.



Thematic Material: The Useful Man or handyman was a jack-of-all-trades domestic worker who performed whatever menial tasks needed doing in a great Victorian house. He rose well before the family, and his duties were varied and often backbreaking.

Gameplay Detail: The Useful Man (UM) has five abilities:

- Place the UM onto the Private Study tile during a Village Fair round, thereby increasing the revenue from that Village Fair by £200 (either from £0 to £200 if the Study Tile has not been flipped or from £300 to £500 if the Study Tile has been flipped).
- Place the UM onto any tile in the market when making a purchase, thereby decreasing the cost by £100 (***the cost cannot be reduced to £0***).
- Place the UM onto any improvement tile located in the player's organiser with a prestige rating visible (playable tiles), thereby temporarily decreasing that prestige rating by one.
- **One Time Use (at any time during a player's turn)**: Remove the UM from the game to refresh the builders' market.
- **One Time Use (at any time during a player's turn)**: Remove the UM from the game to allow the player to search the tile bag for a specific tile (***monuments excluded***) and place it in the £800 space of the builders' market (the tile in the £300 space is returned to the bag, the remaining five tiles slide to the left, and the new tile is placed in the £800 space, where it can then be purchased normally).

Lady Turner's favour is to draw a single card blindly from the top of the prestige guest deck. With the addition of the Head Housemaid to the card, the player examines the top two cards, keeping one.



The Head Housemaid can also be used on a tile, which converts a single draw to a 'See 2, Take 1.' If a tile or card already has a screening ability, the Head Housemaid increases the cards drawn, with the player keeping the same number; at left, the use of the Head Housemaid changes this invite to 'See 5, Take 2.'



The Head Housemaid may also stand in for the housekeeper, even if the housekeeper is available. *Note: When standing in for the housekeeper, the Head Housemaid does not screen guests.*



Place the Useful Man (UM) onto the Study Tile at the beginning of a Village Fair turn to increase the money favour by £200. *Thematic Note: The family sends the UM to the village to help get ready for the fair, perhaps as an alternative to actively engaging their role as patron. This aid results in a slightly better fair, yielding some income. If the family embraces the role of patron, the fair will be a smashing success.*



Note: The UM is placed on the Private Study in the country estate organiser during Step 2 of the Order of Play (on the player board).

Rule Clarifications

- **Timing of Supplemental Service.** The Order of Play directs that service be provided in step 5. This refers to mandatory service, reviewed on page 6. ***Supplemental service***—the service mechanic governing the *Upstairs, Downstairs* servants—may occur at various times throughout the Order of Play. The Useful Man is used primarily in steps 2, 3, and 7.
- **Special Actions and the Village Fair?** A player may use a special action to refresh the Useful Man to make him available for a village fair; special actions may be taken any time during a player's turn.
- **Touch-Move Rule?** If the Useful Man is placed onto a tile in the market for a discount or a tile in the organiser to lower the prestige rating, the player is not locked into that decision. If, after review, the player cannot or does not want to make the purchase or use the tile in the organiser, the Useful Man is returned to Available Service.

Upstairs, Downstairs Hiring Rule & Servant Limitations

Note: This hiring/passing rule is required when the *Upstairs, Downstairs* expansion is used. It is optional for any game of *Obsession* that does not use the *Upstairs, Downstairs* expansion.

Hiring Servants on a Pass Turn

New Rule Summary: Players are able to hire servants when passing.
Current Base Game Rule: The hiring action occurs on a standard turn and is the sole activity. Passing takes place on a separate turn.



Reason for Change: The introduction of four new servants does not make additional valets, lady's maids, and footmen any less critical to a successful strategy. Given the limited actions in a game, servants would be underutilized without mechanisms to increase access, which are this rule and the servant draft (see page 10).

Rule Detail

- **Preliminary Steps**: As seen in the flowchart, the player refreshes service (step 1), reclaims his gentry discard pile (step 2), checks the round track (step 3) to see if an event requiring action is happening (Village Fair, Objective Card draw), and takes reputation for Monuments/uses the Servants' Hall (step 4), if applicable.
- **New Hiring Option**: In the original rule, passing offered the player two beneficial options: a choice between £200 and refreshing the builders' market. The new rule adds a third option: hiring servants.
- **Hiring Action Explained**: The hiring action, if chosen, functions exactly like the hiring action described in the *Obsession* 1st Edition rulebook: the Butler's Room start tile is placed onto the player board with the butler (or underbutler) as the mandatory servant. Two servants are chosen from the servants for hire area on the supply board and placed with the butler into Expended Service (the underbutler cannot be hired in this fashion and is only acquired with the purchase of the Butler's Pantry service tile from the market).



- ***Critical Rule*—Servant Limitations**: Players may hire multiple valets, lady's maids, and footmen, but may only possess one each of the cook, hall boy, head housemaid, and useful man; if the useful man was used to refresh the market or locate a tile (see Useful Man, page 8), a player cannot hire another to replace this lost servant.
- **Recruiting (Stealing) Servants**: If using the hiring action for the second time (see modified action highlighted by the yellow box, right), players may only recruit valets, lady's maids, and footmen from another player. Players cannot recruit any of the new *Upstairs, Downstairs* servants (cook, hall boy, head housemaid, or useful man). **Note**: The original rule prohibiting recruitment of the butler, housekeeper, and underbutler also remains in effect.



- **Butler Availability**: When hiring servants during a pass, note that on the player aid above **REFRESH SERVICE** is before **HIRE SERVANTS**; this means the butler will always be available for the hire. After hiring, the butler and new servants go into the Expended Service on the player board.

Hiring without Passing?

The original hiring rule required that the Butler's Room tile be used on a standard turn as the sole activity. Can a player still use this original rule? Not really.

With this new rule, hiring during a standard turn without passing is possible, but it makes no sense. Even if a player chose to hire servants as the main activity in a regular turn, what would be the reason to refuse the free option of refreshing her servants and reclaiming her deck, two hugely valuable actions?

If a player wanted to hire servants on consecutive turns (exceedingly rare), they would still take advantage of refreshing the first group of servants hired.



Season 1 Hire?

This creates a strategic challenge for those players who prefer to hire in the 1st season to expand hosting options early in the game. Now hiring in Season 1 comes along with inefficient reclaim and refresh actions (which could lead to an additional pass later in the game).

Yet, there are compelling new reasons to hire the powerful *Upstairs, Downstairs* servants early to maximize their special abilities. Decisions, decisions!

Passing without Hiring?

Every hiring turn will include a pass, but not every pass turn will include a hiring action. Players not infrequently value £200 or a market refresh over hiring more servants.

Using the New Rule without *Upstairs, Downstairs* Servants?

Feel free to adopt the new rule even if playing *Obsession* without any *Upstairs, Downstairs* components. **Note**: It will lead to moderately elevated scores, but the new rule expands the role of servants and makes the pass turn more interesting.

Upstairs, Downstairs Expansion (setup with draft detail)

Player Area Setup with Draft

To enable the new servant draft and the rest of Player Area Setup using the *Upstairs, Downstairs* servants, it is necessary to go briefly out of sequence and complete ***only the first step*** of the Central Play Area Setup on page 4 of the *Obsession* rulebook (which is normally done after Player Area Setup on page 3).

Begin setting up a game by placing the supply board in the centre of the table. Then populate the Servants for Hire area as follows:

- **1 Player**: 1 U, 4 F, 2 V, 2 LM, 1 C, 1 HB, 1 HH, 1 UM
- **2 Players**: 2 U, 4 F, 2 V, 2 LM, 2 C, 2 HB, 2 HH, 2 UM
- **3 Players**: 2 U, 6 F, 3 V, 3 LM, 3 C, 3 HB, 3 HH, 3 UM
- **4 Players**: 2 U, 8 F, 4 V, 4 LM, 4 C, 4 HB, 4 HH, 4 UM
- **5 & 6 Players**: 2 U, 10 F, 5 V, 5 LM, 5 C, 5 HB, 5 HH, 5 UM

(Key: Underbutler–U, Footman–F, Valet–V, Lady's Maid–LM, Cook–C, Hall Boy–HB, Head Housemaid–HH, Useful Man–UM)

Player Area Setup now begins as detailed on page 3 of the *Obsession* rulebook, with the following modifications:

- **Preparation for the Draft**: Take ***one of each*** of the 'short' servants (cook, hall boy, head housemaid, useful man, valet, lady's maid, and footman) from the Servants for Hire and display them in the centre of the table for the draft.
- **Step 1**: Assign a 1st player.
- **Step 2**: Starting with the player *to the left* of the 1st player and going clockwise, each player chooses a family board and drafts one servant from the display. Note the following:
  - → If a player chooses the Howard family board with a starting bonus of a cook, that player cannot draft a second cook; he must choose from the remaining servants on display (see the *Visual Look* to the right). All other players, of course, are eligible to draft the single cook on display.
  - → All drafted servants are placed in Available Service on the player board.
  - → The display is not restocked; once a servant is drafted, the next player chooses from the remaining servants.
  - → The York family, with their family bonus of an extra footman, may draft another (there are no limits on the number of footmen that can be hired).
  - → ***After the draft, return undrafted servants to the Servants for Hire area on the supply board. The Servants for Hire setup step is now complete.***
- Finish setting up the player areas as detailed on Page 3 of the *Obsession* rulebook, starting with step 3. **In step 10, ensure the Objective Cards from the *Upstairs, Downstairs* expansion are used.**
- Player aids summarising the abilities of the new servants are recommended.

Central Play Area Setup

Set up the Central Play Area as described on Pages 4 and 5 of the *Obsession* rulebook, with the following modifications:

- Step 1: This step was completed above when the remaining servants were returned to the supply board after the draft.
- Steps 2–5: Follow the *Obsession* rulebook.
- Step 6: Note that monument selection for 5 and 6 players is identical to the 4-player setup.
- Steps 7–9: Follow the *Obsession* rulebook.

This completes the *Upstairs, Downstairs* expansion setup rules.

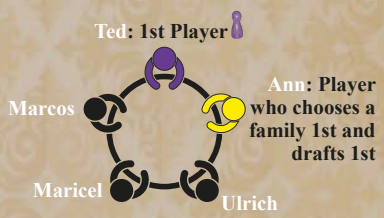
REMINDER: Players may only ever possess one each of the Cook, Hall Boy, Head Housemaid, and Useful Man; if the Useful Man is used to refresh the market or locate a tile, a player cannot hire another to replace this lost servant.

A Visual Look at the Servant Draft

Display the 'short' servants, one of each:



Ted is the first player and gets the purple pawn. The draft starts with Ann, the yellow player to the LEFT of Ted:



Ann chooses a family board (Cavendish) and takes the family advantage. Now she must draft one of the short servants on display and put it into Available Service with the rest of her starting servants. Ann drafts the Head Housemaid:



No other player can now draft a Head Housemaid. The player to the left of the yellow player, Ulrich, has a choice from the six remaining servants. He chose the family Howard, which makes the Cook unavailable to him (players can only have one each of the *Upstairs, Downstairs* servants on their staff):



Ulrich takes a valet.



Maricel, the player to Ulrich's left, takes the York family (who starts with a bonus footman). She could draft another footman (there is no limitation on footmen, valets, and lady's maids), but instead chooses the Useful Man:



The next player, Marcos, drafts the Cook and Ted (the 1st player) drafts a footman, leaving:



The hall boy and lady's maid left over after the draft are returned to the Servants for Hire section of the supply board.

Unique Rules for 5- and 6-Player Games

Player Boards and Organisers

There are a total of six player boards available:

- *Obsession* (4): Asquith, Cavendish, Ponsonby, York (+ 4 separate organisers)
- *Wessex* (1): Wessex (no separate organiser)
- *Upstairs Downstairs* (1): Howard (+ 1 separate organiser)

Follow the link for video help with 5 & 6 players!



Separate Country Estate Organiser

Either the Howard or Wessex board (*Wessex* expansion) may be added to *Obsession* so that there are five families. Both Howard and Wessex are required for six players. **Note**: the Howard board and all 2nd printing player boards have one side with an integrated country estate organiser (see example, top right); ***since there are only five separate country estate organisers available, one of the players in any 6-player game must use the integrated organiser side as shown to the right.***

Guests, Servants, and Other Components

- **Guests**: The 33 *Upstairs, Downstairs* guest gentry cards are added to ensure sufficient guests for 5- and 6-player games. ***Critical Rule:*** Always place screened or dismissed guests at the bottom of the appropriate deck. If guests run out, no further invites are possible.
- **Servants**: Additional starting servants for 5 and 6 players are contained in this expansion along with a modified quantity of the servants for hire.
- **Objective Cards**: Objective Cards (OC) discarded at the end of each season should be shuffled and then placed at the bottom of the OC supply deck. This will ensure sufficient OC are available for standard and extended play.

5 Player—Player Area Setup

- Steps 1 & 2 (page 3 of the *Obsession* rulebook): If playing without the *Upstairs, Downstairs* expansion, the last player (yellow player, top right) is compensated £200 (as she never goes first in a season). If playing with the *Upstairs, Downstairs* expansion, there is no £200 compensation; follow the servant draft rules on page 10 of this rulebook.
- Steps 3–10: Finish setting up the player areas as detailed in the *Obsession* rulebook. Use the OC in this expansion if playing with the new servants.

5 Player—Central Play Area Setup

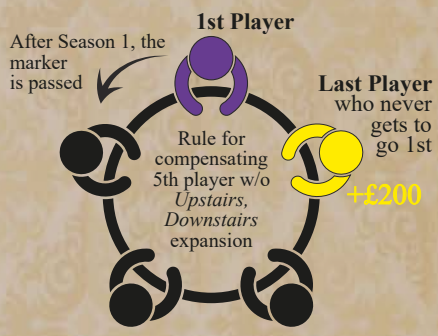
- Step 1 (page 4 of the *Obsession* rulebook): The Servants for Hire is populated with two underbutlers, ten footmen, five valets, and five lady's maids.
- Finish setting up the Central Play Area, steps 2-9.

6 Player—Unique Rules and Setup

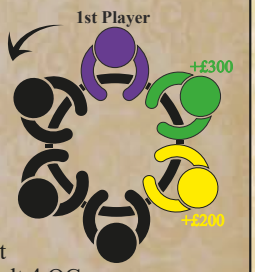
Six-player individual play was a Kickstarter stretch goal and requires experienced players to keep play time remotely reasonable. If competitive individual play is desired, unique setup and rule adjustments are required (see right).

The official version of 6-player *Obsession* is competitive ***team*** play (see next page instructions). ***Important Note: All 6-player games—individual or team play—use 4 OC during Step 10 of setup regardless of game length.***





Six-Player Individual Competitive Play Adjustments (components and rules)



Player Area Setup: If playing without the *Upstairs, Downstairs* servants, start the last player (green) with £300 and the second-from-last player (yellow) with £200. Otherwise, use the servant draft. Also, players are dealt 4 OC during setup for all 6-player games.

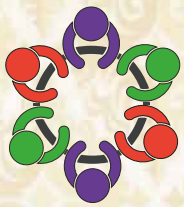
Central Play Area Components: Set up for a 5-player game to the left. This means that there will be a limitation on servants with no additional base game servants and only a total of 5 each of the *Upstairs, Downstairs* servants (if this expansion is used). Players will need to strategise for shortages and compete in the hiring market. **Reminder**: Be sure discarded objectives are returned to the supply deck.

Guest Limitation Rule: At such a high player count, it is recommended to institute a six prestige guest limit on all players, excluding either Fairchild. Once at the limit, players can continue to draw new prestige guests, but must always discard down to six. This will depend on an honor system, but all playing are Victorian ladies and gentlemen of character, so there should be no issues. Any prestige guests over this limit will have their VP subtracted from the guest VP end game total.

Competitive Team Play (4 or 6 players)

The official 6-player *Obsession* mode of play is 3 competitive teams of 2 players each (4-player competitive play uses the identical rules with one less team).

Setup



Seat Assignments: Players from the same team (matching colors in the graphic) must sit across from each other with one player from each team between them.
Player Area and Central Play Area Setup: Follow the *Upstairs, Downstairs* setup instructions on page 10. For the draft, choose a ***team*** to go first and assign the 1st player marker to a member of that team. The player to the left of that player will begin the servant draft (see page 10). The draft will proceed clockwise as normal, and teams are free to coordinate all aspects of player board and servant selection. **If playing with 6 players**, recall that—for either a standard or extended length game—players always start with 4 Objective Cards (OC) and must remember to return all OC discarded at the end of a season to the bottom of the OC deck on the supply board (see Page 11, centre).

Teams will work together to score the most victory points:

- ► Family members and close family friends may attend teammate activities.
- ► Teammates may loan servants to each other as needed.
- ► Teammates may gift small amounts of money to each other (£100 or £200).
- ► Teammates may discuss and coordinate objectives.
- ► Table talk is an expected part of the game; however, a private discussion after setup to review objectives, discuss courtship, and other strategies is advised.

Definitions: The rules below apply to the two players on the same team. **Active Player** refers to the team member hosting an activity, and **Teammate** refers to the team member who is being asked to provide money, servants, and/or guests.

Cooperative Actions

Money: On her turn, the active player may ask her teammate for £100 or £200.
- ► The teammate can accept or refuse (he may have plans of his own).
- ► This money is a gift and will not be repaid.
- ► The teammate may use special actions (SA) for the loan.

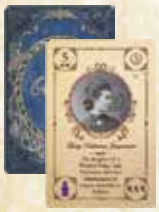


Servants: On her turn, the active player may borrow servants from her teammate.



- ► All servants are eligible if they are in Available Service.
- ► The teammate may use special actions (SA) to refresh a servant.
- ► The teammate can accept or refuse (he may have plans of his own).
- ► Once the activity is concluded, the loaned servant(s) are returned to the teammate and placed in Expended Service.
- ► **Note**: Two Cooks cannot be used during one activity. Two Hall Boys, Head Housemaids, or Useful Men cannot be combined to double their effect, but can be used during one activity on separate favours and/or actions.

Guests: On her turn, the active player may invite family members and close friends (i.e., starter guests) of her teammate to her activity.



- ► Family members may attend an activity if they are in the teammate's active hand (not the discard pile).
- ► Any starter guests in the circle of friends may attend an activity if they are in the teammate's active hand.
  - → This includes the two starter guests acquired at setup.
  - → This includes any additional starter guests (small crown beneath the prestige rating) acquired during the course of play.
  - → ***Note: All starter guest favours go to the active player.***
- ► The active player may invite any number of her teammate's qualifying family or guests, even if those guests represent all the guests at the activity.
- ► Once the activity is concluded, the visiting gentry are placed in the discard pile of the teammate.

Critical—Status of Guest Favours: Visiting family favours do not automatically go to the hosting player.
- ► Man of the house: His £200 favour can go to the active player or the teammate.
- ► The lady of the house has a choice in favours:
  - → Invite: The invite favour can go to the active player or the teammate.
  - → Dismissal: The Lady's dismissal action can only be used to dismiss a guest from the teammate's own gentry deck.
- ► The heir has a choice in favours:
  - → Money: The £100 favour can go to the active player or the teammate.
  - → Reputation: The reputation must stay with the teammate.
- ► The young lady has 2 favours:
  - → Invite: The invite favour can go to the active player or the teammate.
  - → Admirer Bonus: The reputation must stay with the teammate.

End Game Scoring

- ► For each category on the scorepad except Reputation and Objective Cards, teammate scores are averaged. All averaged values are rounded down.
- ► For Reputation, the lowest teammate reputation is recorded (this prevents trashing one player's reputation for the benefit of the team). *Note that the teammate with the higher reputation can use the excess near the end of the game without any negative impact!*
- ► For Objective Cards, the team scores any three objectives.

Improvement Tile VP: Averaged
Gentry VP: Averaged
Objective Cards VP: Team Scores 3
Reputation VP: Lowest
Service VP: Averaged
Wealth VP: Averaged
Courtship/VP Card: Averaged

Solo Estate Challenge – Setup

The traditional *Obsession* solitaire puzzle is finessing courtship against increasingly difficult solo opponents. *Solo Estate Challenge (SEC)* eliminates courtship and shifts the focus to country estate development as the path to victory.

Setup



Unique Player Area Setup: The player area sets up as detailed on page 3 of the *Obsession* rulebook, with three exceptions:

- ► The solo player (SP) is always the starting player.
- ► The SP does not start with any objective cards.
  → **Note**: Milestones are not used.
- ► The SP drafts one servant (see page 10 for draft details).
  → **Note**: If the SP chooses the Howard family, a Cook is not used in the draft or put into the supply.

Game Length Note (Standard and Extended): The standard and extended length games for *Solo Estate Challenge* use the same number of reputation wheel counters (RWC) as the standard and extended length games for traditional *Obsession* (see page 3 of the *Obsession* rulebook). The standard *SEC* game information is marked in yellow on the Tableau Round Track with a Target Score of 132 beneath round 12. The extended *SEC* game is marked in red with a Target Score of 188 to the left of round 15.



Unique Central Area Setup: Stock the supply board as detailed on pages 4 & 5 of the *Obsession* rulebook, with these changes:

- ► Step 2: Remove all the group bonus objectives from the objective card deck and place the remaining cards on the supply board (objective cards can be acquired during the game via the Main Library and VP Cards).
- ► Step 6: Instead of filling the purple bag, create a supply of ***one copy of every improvement tile***, with these modifications:
  → Include Suites tiles, but do not include Hybrid tiles.
  → Include these five monuments: Trophy Room, Wine Cellar, Marble Floor, Manor Gargoyles, and Sculpture Garden.
- ► Step 7: Set out the Tableau Round Track (found in the *Upstairs, Downstairs* expansion—see above) and place the white round track pawn on the START space. Shuffle and place the VP cards as shown above.
- ► Steps 8 and 9: The Builders' Market will function differently in *SEC* than in a conventional game of *Obsession*. The six market spaces will now hold all the tiles set aside in Step 6 as follows:

Prepare the Market: From the supply established in Step 6, stack tiles by type (written in yellow below) in Tile Sorting Number (TSN) order, lowest on top. Place each stack in its proper spot in the market.



For example, the SPORTING stack would be in the £400 market spot and have the Riding Stables on top, followed by the Croquet Lawn, Tennis Court, Hillside Kennels, Billiards Room, and Cricket Field, with the Stocked Lake on the bottom (TSN order). Repeat this for each category stack. The £800 MONUMENT space holds a single stack of monuments with the Trophy Room on top, followed by the Wine Cellar, Marble Floor, and Manor Gargoyles, with the Sculpture Garden on the bottom (TSN order). Other stacks are set up in the same way. Place the SEC market counters (numbered round counters seen in the graphic above) as indicated, and obtain the d20 dice.

Target Score: Depending on the game length chosen, the SP now aims to beat the Target Score. In a standard game, the SP needs to beat a Target Score of 132 (Round 12, highlighted yellow). In an extended game, the SP needs to beat a Target Score of 188 (round 15, highlighted red). ***Target Score Variant***: For expert difficulty, add the scavenged Monument VP to the Target Score (see **AI Scavenging**, next page).

Solo Estate Challenge – Gameplay and Scoring

Gameplay

Each solo player (SP) turn follows the Order of Play listed on each family board, which is then followed by the AI scavenging a tile from the Builders' Market (more on this below). The round track pawn is advanced counterclockwise to the next round. This continues until two end game conditions are met:

1) The SP is at Max reputation, and
2) The SP's tableau (tiles in the country estate organiser) is **complete**.

For a tableau to be **complete**, the player must:



- Have a tableau comprised of exactly 5 columns of 3 tiles for a standard game and 5 columns of 4 tiles for an extended game. For example, this graphic shows the number and type of tiles needed for a tableau to be considered complete in a standard game.
- Have flipped all tiles (that can be flipped) to their rose side. Monuments and all service tiles except for the Butler's Room are never flipped.

Once these two conditions are met, the game ends and the score is tabulated.

Step 7, Order of Play: *Buy from Market*



- The SP may shop in the market with the advantage of having all tiles initially available and of knowing the cost of each tile; just as in a standard game of *Obsession*, the cost of any tile will be the market cost (i.e., £500) +/- any modifier on the tile itself.
- The SP may buy as many tiles as she can afford each turn.
- The SP may buy any tile in any stack.
- The SP cannot exceed the tableau size for the game she is playing; for example, she cannot purchase a 4th service tile (in a standard game) ***unless*** she first discards (and removes from the game) one of the service tiles currently in her tableau. **Note**: If a discarded tile granted an advantage, the player loses the benefit (i.e., if the Brushing Room is discarded, her footmen lose the ability to stand in for a valet).
- During Builders' Holiday rounds, all tiles are discounted £100.

AI Scavenging: After Step 7, the AI will scavenge tiles from the market stacks. The SP rolls the d20, and, referencing the market counters, locates the tile to be removed from the game based on the range of the market counter. If there is no tile in a scavenge location, no scavenging action happens that turn.



Example 1: A 6 is rolled. The SP looks at the market counters (see previous page) and notes that the number 6 falls in the range of the £500 Essentials market stack. Since the first number of that range is a 6, the first (or top) tile in the Essentials stack is removed from the game.

Example 2: A 13 is rolled. The SP looks at the market counters and notes that the number 13 falls in the range of the £700 Prestige market stack. Since 13 is the second number of that range, the second tile in the Prestige stack is removed from the game. **Note**: If there happened to be only one tile in the Prestige stack, no tile would be scavenged (position 13 is empty).



Critical Rule: The AI can never scavenge from a stack when it would prevent a player from completing her tableau. For example, if during an extended game, a player had two Service tiles in their tableau (she must finish with four in each column), the AI could never scavenge the Service stack to fewer than two tiles (or fewer than however many she needed to finish any column in her tableau). When the AI rolls to do this, it does not scavenge a tile that round.



Grand Ball: At the beginning of round 5, there is a Grand Ball. During Step 2 in the Order of Play, the SP takes three prestige guests from the supply, keeps one (this card goes into the SP's active hand), and returns the remaining cards to the bottom of the deck. The SP then completes Steps 3-8 of a standard turn.

Rule Exceptions: Use the standard solo rule exceptions (see *Obsession* Solo Rules).

End Game Scoring

The SP totals her score using the *Obsession* scorepad and compares her total to the Target Score for the game length played. ***If she finishes the game on any other space besides the Target Score space, a VP modifier will be applied to her score.***



The round track has number modifiers to either side of the Target Score. Each number represents VP added or subtracted from the SP score for that particular round. For example, if the SP finishes on round 14 (marked with the X), she would subtract 15VP from her score (a 5VP penalty for the Village Fair round plus a 10VP penalty for round 14). Bonuses and penalties follow this same incremental 5VP pattern (i.e., if the player had finished three rounds later on round 17, the penalty would be 5+10+15+20+25 for a total of a 75VP penalty!).

Target Score Variants: Players may use *Obsession* & *Wessex* solitaire cards (base scores are used) in place of the AI Target Score for a graduated challenge. Add scavenged monument VPs to the solo opponent base score for ***elevated*** difficulty.

Tableau Obsession (including *Duel*)

Tableau Obsession is *Obsession* chess. It is designed to remove almost all randomness and variability that represents Victorian fate in traditional play. Unique characteristics of *Tableau Obsession* are: 1) The Tableau Round Track is used, 2) There is no courtship, and 3) The game ends immediately when any player is at Max reputation ***at the end of his turn*** (no further turns).

10
Duel

Setup

Unique Player Area Setup: Set up the player area using the player board selection and servant draft as detailed on page 10 of this rulebook, with five possible changes:

- In Step 2 of the servant draft on page 10, starting with the player *to the right* of the 1st player (not to the left) and going *counterclockwise*, each player chooses a family board and drafts one servant from the display.
- In Step 3 of player setup (*Obsession* rulebook, page 3), be aware there is a 2-player variant called *Tableau Obsession—Duel.* If playing *Duel,* use the two 9/10 reputation wheel counters (*Upstairs, Downstairs* expansion). End game scoring VP are awarded as follows: reputation level 9 scores 45 VP, level 10 scores 55 VP, and Max scores 66 VP.
- In Step 9 of player setup (*Obsession* rulebook, page 3), use the Starter Guest draft variant (*Obsession* glossary page 26).
- In Step 10 of player setup (*Obsession* rulebook, page 3), no initial objective cards are distributed to players (it remains possible for objective cards to be acquired via the Main Library and VP Cards).
- Milestones are used and chosen at the beginning of Player Area Setup.

Unique Central Area Setup: Follow the Central Area Setup instructions on pages 4–5 of the *Obsession* rulebook, with the following changes:

- Step 2: Remove all group bonus objectives from the objective card deck.
- Step 6: Use the low VP value Monuments (*Upstairs, Downstairs* expansion).
- Step 7: Use the Tableau Round Track and place the white round track pawn on the START space. Shuffle and place the VP cards in their space. Charles and Elizabeth Fairchild are not used.

Gameplay

The 1st player pawn is never rotated. The round track pawn moves counter-clockwise on the round track with players taking standard turns following the Order of Play. The game ends ***immediately*** when any player is at Max reputation after finishing his or her turn.

Unique Market Rules: Two unique market rules are used when playing:

- Use the Queen Victoria market variant as described on page 25 of the *Obsession* Glossary.
- At the conclusion of Round 3, activate ***both*** Builders' Market tile reserves, which remain in effect for the remainder of the game.



Grand Ball: On Round 5, there is a Grand Ball. At the start of the round before individual turns begin, in turn order each player takes three prestige guests from the supply, keeps one (this card goes into the player's active hand), and returns the remaining cards to the bottom of the deck. The round then proceeds normally with each player taking a turn.

Tableau Obsession
End Game Scoring

Scoring does not take into account positive gentry VP points, money, or servants. End Game Scoring takes into account ***only:***

- VP for improvement tiles,
- VP for player reputation,
- Negative VP for unsavoury guests,
- VP for any completed objectives acquired via the Main Library and VP Cards, and
- VP Cards.

If tied, the player with the highest tableau score wins. If still tied, the player who reached MAX reputation wins.

Milestones

Public objectives that can be added to any game or serve as an alternative to private objectives

Setup: Choose two milestones per game (randomly or by preference) and place them in a central location. Players choose when this is done based upon preference:

- Before Player Area Setup if players desire maximum information for planning, or
- During Step 2 of Central Play Area Setup.

Players then acquire their two family crest circular chits.



Gameplay: *At any time during a player's turn*, one and only one milestone can be claimed (1st or 2nd position). The player must meet the card requirements (the milestone player aid explains the symbols and requirements). The player places one of his two markers on an available space. **Note**: It does not matter when the player ***achieves*** the milestone, only when the player ***claims*** the milestone. Milestones, once claimed, can never be lost (if possible).



Upstairs, Downstairs New Improvement Tiles Rules

New Improvement Tiles

Carriage House: The Carriage House allows players to increase or decrease the number of guests dictated by an improvement tile. The Carriage House service tile rules are:



- ► An available footman (or hall boy/underbutler) must be placed onto the tile to activate it during Step 4 in the Order of Play.
- ► Any additional guests must qualify normally (prestige rating, gender, etc.). For example, a tile that requires only ladies cannot add a gentleman.
- ► It cannot reduce the guest count to zero.
- ► It cannot be used to increase the guest count for a Suites tile.
- ► It cannot be used when only family are the required gentry at an activity.

During Step 8 in the Order of Play, the servant used to activate the Carriage House is placed into Expended Service.

Stocked Lake: The Stocked Lake is the first Sporting tile with a prestige rating of 6. This tile functions like any other sporting tile in the base game.





Housekeeper's Room: The Housekeeper's Room gives the Head Housemaid a new permanent ability: she can stand in for either the housekeeper or lady's maid, even if one is available. When the Head Housemaid stands in as the essential servant (see page 8), she does not screen guests.

Renovated Kitchen: The Renovated Kitchen allows a player to attract guests to her estate who otherwise would not attend. The Renovated Kitchen rules are:



Front Side: The cook is the mandatory servant for the Gourmet Tasting activity; this tile, which is first placed into the player's organiser with the cook icon visible, is played onto the player board. Any two guests (regardless of prestige rating) may attend. **Note**: The cook still generates one reputation from her supplemental ability (see page 7).



Back Side: After this tile is flipped, it stays in the organiser and grants the cook a permanent ability for the rest of the game: **a player may increase the guest count by one during any activity where the cook is used** (i.e., when the cook is placed as a supplemental servant during an activity). Observe the following rules for this new ability:

- ► The additional guest must qualify normally (prestige rating, gender, etc.),
- ► It cannot be used to increase the guest count for a Suites tile, and
- ► If the Carriage House is also activated when the cook uses this permanent ability, the player may invite two additional guests (one for the cook's ability and one for the Carriage House activation).

Backer-Developed Promotional Tile Winners

The two winning improvement tiles in the crowdfunding contest during the 2019 Kickstarter campaign are the Parish Church, designed by Stephen Cleary, and the Babbling Brook, designed by MJ Petrie.



Parish Church: This tile converts from an activity tile into a monument and may count towards the monument objective card. No activity service is required on the front side.



On the monument side, ***during Step 2***, the player chooses either £100 or 1 reputation.

Babbling Brook: This is a hybrid tile (it may be flipped back and forth). The tile enters play on the side with a line underneath the stylised flower in the upper right hand corner.





The Estate-side favour (with the hand) allows the player in Step 6 in the Order of Play to choose any card in her discard pile and put it into her active hand. Guests from the current activity do not qualify as they do not go into the discard pile until Step 8.

By popular demand as part of a stretch goal in the 2019 crowdfunding campaign, the 18 non-winning backer tiles have been made available as the ***Promotional Tiles***, a separate game accessory.

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CONTENTS: One (1) Round Track, One (1) Player Mat, One (1) Organiser, One (1) Supply Board Extension, One (1) Rulebook, Thirty-Seven (37) Gentry Cards, Twelve (12) Player Aid Cards, Ten (10) Milestone Cards, Thirty-Two (32) Improvement Tiles, Thirty-Three (33) Objective Cards, Thirty (30) Large VP Cards, Ten (10) Large Theme Cards, Fourteen (14) Reputation Counters, Fourteen (14) Milestone/Solo Estate Challenge Chits, One (1) Scorepad, Thirty-Five (35) Custom Wooden Meeples, One (1) Cloth Bag, Two (2) Wooden Markers, Twenty (20) Promo Cards, Eight (8) Solo Cards, One (1) Promo Rules Reference

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