

WRITE OR DIE

THE ROMANTIC PERIOD



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WRITE OR DIE:

THE ROMANTIC PERIOD

3-6 Players | Age 13+ | 30-45 Minutes

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Overview

Write or Die: The Romantic Period is a card-drafting, storytelling game where you set out to make your mark as an author in the Romantic period (approx. years 1790-1850). Like many writers around you, your life could slip past you before widespread acclaim is realized.

Score points, invent your story, fulfill personal objectives and do take care of your health to earn your place as the top writer.

The player with the most points after 3 rounds—dead or alive—wins the game.



Components

1 rulebook



108 story cards



15 objective cards



1 first player token



6 life tokens



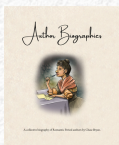
3 reference cards



1 score pad



1 collective biography



Set Up

- Write names of players on the score pad.
- Each player receives:
 - 1 life token - Alive/Rose side up
 - 2 random objective cards
 - 6 random story cards - face down
- Choose 1 objective card to keep, and discard the other.
- The player who most recently read a book receives the first player token.
- Place the remaining story deck face down at the center of the table.

How to Play

1. Players choose 1 story card to keep and place it face down.
2. Pass the 5 remaining story cards to the player on the right.
3. Repeat until each player has 5 cards in front of them, discard the last card.
4. The designated first player plays an attack card, if any. Take turns, going clockwise, playing one attack card at a time until no attack cards are left.
5. Take turns, starting with the first player, displaying all 5 story cards face up; creating a story based on the card titles of your hand. This includes attack cards just played on other players. (see Storytelling tips on page 5)
6. After each player shares their story, score points and health levels on the score pad. Discard hand into a personal discard pile.
7. Give the first player token to the player with the most points from the previous round.
8. Deal 6 new story cards to each player and repeat steps 1-7 for rounds 2 and 3. In Round 2 pass the cards to the left. In Round 3 pass the cards to the right.



Each player begins the game with 3 health.

Health carries over each round with no limit.

Health Example: *Raquel and Dominic start the game with 3 health each. In round 1, Raquel lost two health and Dominic gained 1 health. At the start of round 2 Raquel will have 1 health and Dominic will have 4 health.*

Telling a Story

The story you tell can be as simple as reading each unique card title in a certain order or coming up with a more elaborate storyline.

How to score a hand

1. Update health level on the score pad. If a player reaches 0 or negative health, they immediately flip the life tracker to the dead/skull side and score the rest of the game as a “dead” player.
2. Score points based on the card icons that match the current life status.
3. Set aside cards with the Draft and Fund icons as a reminder to total *draft x funding* points at game end.
4. Score round objectives, if any.



End of Game

After scoring the 3rd hand the game ends.

Add your final scoring bonuses:

- a. Gain 3 points if you are still alive.
- b. Multiply total drafts by total funding.
 - i. Example: 4 drafts x 3 funding = 12 points.
- c. Score end-of-game personal objective points, if any.

The player with the most points wins.

In the event of a tie, the player with the least publishing points [draft x funding] wins. If there is still a tie, the player with the most health wins. If there is still a tie, share the victory!

Storytelling Tips

- Branch out and connect to other players' stories. Maybe all players start out sharing a shack while each writes to stardom. Or because of the actions of one player, another loses their job.
- Did you get a card that doesn't work in your story? Perhaps you "enjoyed a social picnic" at a gravesite or perhaps the writer is asocial and would have dreaded the crowded gathering. Remember, bend the title prompts not the cards!
- If a player doesn't want to improvise a story, that is okay! Every card has a unique title so the player can simply read off the titles and score points.



Objective Cards

Objective cards include a personal objective to spice up your play. We recommend playing *Write or Die* first without the objective cards and adding them in a subsequent game. Objective cards are public information. The objective is scored at either the end of each round or at the end of the game as shown on the card.



Attack Cards

Cards with crossed daggers are considered attacks and are played before anyone displays their hand so as not to give extra information to the attacker. Starting with the player that has the first player token and taking turns clockwise, each player plays one attack card until there are none left.



Attack

Additional text
details attack steps

Reference Sheet

Life status



Dead



Alive



Dead/Alive

Pass order

Rounds 1, 3: Pass to right

Round 2: Pass to left

Icons



Attack: Use against another player. Follow text on card.



Heal: Gain X amount of health.



Damage: Lose X amount of health.



Positive Points: Gain X points.



Negative Points: Lose X points.



Draft: Unpublished writings. (Funding x Draft = points)



Negative Draft: Lose X amount of draft points.



Funding: These cards publish draft cards. (Funding x Draft = points)



Negative Funding: Lose X amount of funding points.

*Set drafts and funding aside
for end-of-game scoring.*

