# PRIDE AND PREJUDICE JON WILLIAMS

BAEN SOFTWARE

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**Pride and Prejudice** is a computer game of courtship and romance in Regency England. It simulates a number of the social conventions of the time, chief of which was that—though the women were vitally concerned with the result—most of the actual "moves" of the marriage game were left to the men. It was the *men* who made all the offers of marriage, etc. Women were compelled to maneuver indirectly toward their end, since direct engagement would have been considered unseemly—their function was to display themselves to advantage and wait for the men to act.

The game assumes that the players are all poor-but-honest spinsters whose object in life is to get married "so as not," as they would say at the time, "to be a burden on their relations." To this end, their families have raised a sufficient sum of money to send the spinsters to London for a single 15-week season. If they haven't attracted a bachelor by the end of that time, they will be forced to return to the country and a life of loneli-

ness, or perhaps a cheerless marriage with Johnny Hayseed.

## SCALE:

Each turn represents one week of the 15-week season. The spinsters will attend one major social function per week, in hopes of displaying their

talents and attracting eligible bachelors.

Victory will be determined chiefly by the wealth of the husband-to-be, as modified by various compatibility factors, among them age and the appreciation of the husband for the wife's abilities and/or limitations. (If the husband is able to appreciate the wife's qualities it will make for a happier marriage, but money helps in any case.)

### **GAME SETUP:**

**IBM** and compatibles: Insert your DOS disk. At the basic prompt (>A) insert the game disk and type PRIDE.

Apple: Insert the game disk in Drive 1 and turn your Apple on.

The game will first ask for a date, from 1790 to 1830. Type in the date and then strike [return]. The computer will then ask for a month, from May through September, signified by typing 4 to 9 and then striking [return].

Following the date, the computer will ask for the number of players

[1-6] and the level of play [1-3], 1 being easiest, 3 being hardest.

There will always be 6 spinsters and 6 bachelors in the game, regardless of the number of living players (hereafter referred to as player-spinsters). Any spinsters not being played by human participants will be played by the computer (referred to as non-player spinsters), and will be considered a rival to the other non-player spinsters as well as to those characters being played by humans.

At Level 1 play, the computer-generated spinsters will not be very intelligent. Player-spinsters will find it easier to make impressions on bache-

lors and to outmaneuver their rivals.

At Level 2 play, the computer-generated spinsters will play more intelligently. They will be able to make use of information gathered in their sessions with the Duchess. It will be easier for characters to make a Negative

Impression on bachelors, if they are attempting to Imprese were through

skills for which their abilities are low.

At Level 3 play, the computer-generated spinsters will never have to visit the Duchess, because they will already know everything they need to know about the various bachelors. They will play very intelligently and may cooperate. Any character will find it *very* easy to make a Negative Impression if using a skill at which she is not proficient.

### **BACHELORS:**

Once the level of play is generated, the computer will generate the 6 bachelors. Players will be given their names, ages, and an idea of their fortunes. The fortunes, in order, are rated as Poor, Respectable, Well-to-Do, Rich, and Very Rich. There are subdivisions within these categories, but these are not known to the players at the start.

Each bachelor is rated by the computer on his level of appreciation of various female abilities, as well as his inclination to marry. Bachelors disinclined to marry will need to be highly impressed by a spinster before he

will propose.

These last ratings are kept secret, though the spinsters may discover them during play, through gossiping with the Duchess of Elderberry.

### **CHARACTER GENERATION:**

The computer will then generate the Non-Player Spinsters. These (like the player-spinsters later) will be rated on various female accomplishments that were considered primary in Regency England: Beauty, Wit, Ballroom Dancing, Equestrian Ability, and Musicianship. These ratings (kept secret by the computer) will be from 3 to 18, and are generated by adding three random numbers from 1 to 6. Players will only be informed of various categories: if the secret rating is from 3-4, the ability will be rated Low; from 5-8, Low Average; from 9-12, Average; from 13-16, High Average; from 17-18, High.

At Level 3 play, these also will be kept hidden from the players. Players will be advised to keep a close watch on their rivals.

Once the non-player spinsters are generated, the computer will ask the various players for the names of their characters, and then ask to choose an age between 21 and 30. Fellow players should then turn their heads or leave the room as the players' characteristics are chosen by the computer. They will be rated, from 3-18, on the same categories, Beauty, Wit, Ballroom Dancing, Equestrian Ability, and Musicianship. The computer will then ask whether the character is acceptable. If it is, press Y [return]. If the abilities are unsatisfactory, the player may ask for a new generation by pressing N [return].

A character should feel free to accept a character with a few low scores,

as these may be improved during play by Tutoring.

Once the character has been accepted by the player, she will be presented to the other players in the same manner as the non-player spinsters, rated by High Average, Average, etc.

Each player follows the same procedure.

PLAY:

Each week, the players will be asked to a number of different social

events. They may accept only one.

The possibilities are: a ball, a hunt, a hunt ball, a concert, a house party, tutoring, or tea with the Duchess of Elderberry. Each event gives spinsters the opportunity to display appropriate talents before the pool of bachelors.

At a ball, spinsters may demonstrate Wit and Dancing ablity. At a hunt, spinsters may demonstrate Beauty and Equestrian Ability. At a hunt ball, spinsters may demonstrate Dancing and Equestrian Ability. At a concert, spinsters may demonstrate Beauty and Musicianship. At a house party, spinsters may demonstrate Musicianship and Wit.

At Tutoring, players may attempt to improve their characteristics.

Tea with the Duchess will be explained below.

If a player is at an event, she may ask any players not attending the event to turn their heads or leave the room so as not to learn what transpired at the event. The other players ought not to be allowed to refuse.

Once at an event, spinsters will be asked to demonstrate one of their abilities, both, or none. Simply press the number indicated, from 1-4. This

demonstration will have one of the following effects:

It will produce an Impression on one or more of the bachelors present. Repeated Impressions may lead to the bachelor's keeping company with the spinster and, perhaps, to an offer of marriage. In this case, the fact of an Impression will be announced on the screen.

It will fail to produce an Impression, in which case no announcement is

made.

It will produce a Negative Impression, in which case the skill is considered to have been disastrously misapplied, resulting in the bachelors present being repulsed. (I told you you shouldn't have told that joke about His Serene Highness falling off his horse at Waterloo!)

# TEA WITH THE DUCHESS:

The Duchess of Elderberry is an elderly noblewoman with a romantic spirit—she loves to see young people married, and she is willing to help by inviting them to her home, offering them advice on society, and indulging

in her other favorite occupation, which is gossip.

At tea with the Duchess, players will learn about other players and about recent events. They can learn about bachelors' incomes and their inclination to marry; they can learn about engagements and the failure of engagements; they can learn about other players and their prospects.

They can also spread gossip themselves, through the medium of the

Duchess, who may repeat anything she is told as if it is true.

The Duchess is getting old, poor thing, and she repeats herself on occasion, but everything she tells the players is true—unless, that is, she is repeating a bit of vicious, untrue gossip told her by one of the players.

Spreading gossip is one advantage player-spinsters have over nonplayer-spinsters. Spinsters generated by the computer will not spread untrue gossip.

When visiting the Duchess, each player is first asked if she has any news for the Duchess. Answer Y or N. If the answer is N, play will pass to the next player, or if there is no other player to gossip session will start

immediately.

There are two categories of untrue gossip, that designed to injure other players, and that designed to help them. Injurious gossip is intended to lower a spinster's esteem in the hearts of bachelors by removing Impressions they may have gained. There is also a significant chance that the Duchess will detect the injurious gossip and tell everyone who the gossip came from, which will lower the *gossiping* spinster's Impressions with every bachelor in the game!

Helpful gossip increases Impressions. It will not backfire as injurious gossip will, because the Duchess will assume that the gossiper had everyone's best interests at heart, and will not report if she detects a falsehood.

The procedure for spreading gossip is as follows:

If players answer Y to the first question, she will be asked which spinster the gossip is about. She may not spread gossip about herself. Press 1 through 5 to give an answer. The player will then be asked for which bachelor the gossip is intended. If she chooses a specific bachelor, the gossip will be more effective—more Impressions will be gained or lost. She may also choose to spread the gossip to all the bachelors, in which case the Impressions gained or lost will be lessened, but will effect every bachelor equally. Press 1 through 7 to signify choice.

The spinster will then be asked to type in the gossip she wishes to spread. She may type any message up to 80 characters in length. Backspacing will work in the event of typographical errors. When the gos-

sip has been written, press [return].

After the gossip has been entered, the player will be asked whether or

not the gossip is injurious. Press Y or N.

It should be up to the player's discretion whether or not to send any other players out of the room, or make them turn their heads, when un-

true gossip is being spread.

After all false gossip has been entered, tea with the Duchess will commence. The Duchess will begin with a report on the week's social events, so that players may keep up with their rivals. She will also report on various bachelors and their proclivities. If she reports that Lt. Keane has an income of 400 pounds per year, believe it. If she states that Mr. Darcy is indifferent to beauty and couldn't care less about horses, then don't look for Mr. Darcy at the next Hunt, and any characters with high scores in Beauty and Equestrian Ability may be out of luck. If she reports that Miss Corbett made an idiot of herself at the House Party, then you can assume Negative Impressions were flying thick and fast.

The Duchess will then deal with any false gossip. If she believes the gossip, she will report it as written. If she disbelieves it, she will either not report it at all (in which case players may assume the gossip has no effect),

or, if the gossip is vicious, she will report the gossip, inform players she doesn't believe it, and tell who it came from. Any other players taking tea will then find out they've been stabbed, and by whom.

### **TUTORING:**

Occasionally Tutoring will be available. Players may choose one characteristic per week for Tutoring, in hopes of improving their scores. The computer will generate a new score for that attribute, and if it is higher than the old one will replace the old score with the new one.

Players will find it much easier to improve low scores by this method

than high ones.

# ENGAGEMENTS:

If a spinster has produced a sufficient number of Impressions to overcome a bachelor's hypothetical reluctance to marry, she will receive a Proposal. She can give one of three replies.

Accept. The pair is off to wedded bliss, as modified by income, age, and

compatibility. Press A.

Reject. The bachelor may ask again later, but chances are he won't. He may, in fact, be so broken-hearted he will leave the game entirely. Press R.

Delay. The spinster can ask for more time. This may mortally offend a bachelor, or drive him to the arms of another woman, but chances are he'll return to ask again. Press D.

# END GAME: I to a sound a sound a sound a law a show data variette and T

The game will end when all the player-spinsters are married, or when the 15 weeks have passed. At the end, points will be awarded for husband's income as modified by compatibility, and the winner(s) will be announced.

# **KEYSTROKE VARIATIONS:**

Graphics On/Off: During each social event, information will be displayed at the bottom of the screen, then roll up under the graphic for that event. If players wish to read any information that has already rolled up under the screen, press ESC, which will turn off the graphic after the computer has finished generating its current piece of information. The graphic may be turned on again by pressing ESC.

Single graphic On/Off: Before each social event, the computer will stop to load a graphic of that event. This takes a certain amount of time. Players not wishing to wait for the graphic to load each time may press [control]G anytime the computer is between messages at functions, or

when it asks the players to press the space bar.

The computer will then display the last graphic in its memory for the remainder of the game. This function may be turned off by pressing [control]G again.

### STRATEGY NOTES:

Depending on the abilities and personalities of the players involved, players may use any of the strategies outlined below, or combinations of these strategies.

Multiplayer Cooperative (I'm OK, You're OK):

Players may share with each other the gossip they have learned, information about social events, etc. Players may agree to divide up the various bachelors between them, to spread helpful gossip about one another, or to simultaneously spread injurious gossip about a computer-generated spinster who looks as if she may be getting too successful. In any case, players agree not to knife each other.

This strategy works well, particularly on lower-level play when the nonplayer spinsters aren't very bright. On the other hand, it lacks the suspense and intrigue that a genuine daggers-down game will generate.

Cooperative but Cautious (You're OK so long as you keep your hands off Mr. Townsend):

Players not attending events may be asked to leave the room or turn away, but information may be shared so long as it does not encourage rivalry. Players may agree to gang up on a nonplayer spinster who looks too successful, and all spread vicious gossip about her, hoping at least some of it will get through. If players agree which bachelors they want, and there are no conflicts, they can agree to spread helpful gossip about each other and their particular intended. In any case, they agree not to spread vicious gossip about each other.

This strategy also works well. Some degree of cooperation may be necessary, particularly on Level 3, where the computer-generated rivals are tough. There's more suspense involved, here. How do you *know* your alleged ally is really spreading all that nice gossip she said she would? Didn't the Duchess say that Captain Callendar really admired her at the Concert? And are you sure that what she told you about Lord Graves is really true? Hmmm.

Playing for Keeps (Daggers in the Dark):

Players do not share information, or if they do, they lie. Players are not allowed to observe social events where they are not present. Anyone may be gossiped about at any time. Anyone standing between a player and her intended may be trampled on. This strategy works best, of course, if you tell your opponents you're going to follow one of the nicer strategies. But don't be surprised if there are grudges in the next game.