PRIDE & PREJUDICE THE PARLOR GAME

A laugh-out-loud mash-up party game for everyone, whether you loved the novel or barely skimmed it.

 $$24.99 \cdot Boxed game of cards$ 4¹/8" x 6²/5" x 2¹/2 4+ players 9781423656630



My favorite The fortune English professor teller was eerily in college specific. She was quite even knew about





- Each player begins with ten white response cards. Each response card is a word or phrase pulled directly from Jane Austen's Pride & Prejudée.
- The last person to have read a Jane Austen novel will go first as the Parlor Game Judge. The judge randomly selects one black prompt card from the box and reads the person along. the prompt aloud.
- use prompt aroua.

 3. The rest of the players then choose a response card from their dealt hand that best completes the prompt. Chosen cards are placed face down in front of the judge.
- The judge collects the cards, gives them a brief shuffle (to keep the cards anonymous), and proceeds to read the response cards aloud.
- 5. The judge selects which response card is the best fit for their prompt card.
- Whosever response card is chosen is the winner of that round and keeps the black prompt card.
- All players (except the judge) replenish their hand; everyone should always have ten response cards to choose from.
- Move counterclockwise to determine the order of the next Parlor Game Judge.
- 9. The game is won when a single player has collected ten

FIND MORE PARLOR GAMES AT LOVELITGIFTS.COM.



a ball a Netherf

a bottle of w every day

a fine figure of a man

a very strange creature by w of a friend!

ate up with pride

such perfect good breeding a woman of mean understanding, little information and uncertain temper

e efficacy of etry in driving ay love!

the work of ma generations

two of the silliest girls in the country

the promise of balls and young men barefaced questions, ingenious suppositions, and distant surmises

astonishment bordering on alarm

genuine frankness HE PARLOR PRIDE & PREJUDICE





DRACULA THE PARLOR GAME

A laugh-out-loud mash-up party game for everyone, inspired by Bram Stoker's Dracula.

\$24.99 • Boxed game of cards 4¹/8" x 6²/5" x 2¹/2 4+ players 9781423656654









Instructions for play:

- Each player begins with ten white response cards. Each response card is a word or phrase pulled directly from Bram Stoker's Dynavia.
- Beam NOMET'S LORGAM.

 2. The last person to have read Dracula (or seen a movie adaptation) will go first as the Parlor Game Judge. The Judge randomly selects one black prompt card from the box and reads the prompt aloud.
- one and reads me prompt aroud.

 3. The rest of the players then choose a response card from their dealt hand that best completes the prompt. Chosen cards are placed face down in front of the judge.
- The judge collects the cards, gives them a brief shuffle (to keep the eards anonymous), and proceeds to read the response cards aloud.
- The judge selects which response card is the best fit for their prompt card.
- Whosever response card is chosen is the winner of that round and keeps the black prompt card.
- All players (except the judge) replenish their hands everyone should always have ten response cards to choose from.
- Move counterclockwise to determine the order of the next Parlor Game Judge.
- 9. The game is won when a single player has collected ten

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a crucifix a series of terrible havoc a devouring a very stormy all sorts of a dog howling great fires on five separate monster in experience all night under queer dream occasions embryo my window

the selfthat awful den surrender of the wreaths the endless something the wanton hellish infamy of transparent perspective of Un-Dead either were-wolf devotion jagged rock and gloom or vampire pointed crags DRACULA

