

# The Lady and the Tiger: Favor

A bidding game for 2-4 players

*A tiger, escaped from the zoo,  
proposed to the Duchess of Kew.*

*To her great surprise  
she got lost in his eyes  
and found herself saying "I do".*

— Peter C. Hayward

**Gems used:** 5 per player  
in any colors

## Objective

Win the Duchess's heart by earning the most points over the course of 3 days. Earn points by winning auctions of cards that match your identity, and by having the most gems.

## Setup

For this game, you will need to record scores. Use a pen and paper, a smartphone, or coins. The game takes place over 3 **days**. Each day ends when the deck is empty.

At the start of each day:

Shuffle the 4 **Door cards** together, and deal 1 face-down to each player.

The card you are dealt is your **identity**. Look at it, but don't show your opponents.

Place any remaining Door cards to the side without looking at them. They will not be used this day.

Each player takes 5 gems of any color.

Shuffle the 14 **Clue cards**. Place them face-down in the center of the table. This is the **deck**.

Play the top card of the deck face-up in the center of the table. This starts the initial **lot**.

The player who last did someone a favor takes the first turn.

## Scoring

This game uses both **gems** and **points**. Gems are used as bidding chips; points track players' scores. During the game, players collect cards by winning auctions. Players score points at the end of each day based on the cards they have collected:

- Cards that **exactly** match your identity are worth **3 points**.
- Cards sharing **1** trait with your identity are worth **1 point**.
- Cards sharing 0 traits with your identity are worth **-2 points**.
- BONUS: The player with the most gems at the end of the day earns **3 points**.

**Wild Clue cards** are used during scoring to change the trait of collected cards.

- The **Blue/Red** card can be used to change the **color** of 1 card.
- The **Lady/Tiger** card can be used to change the **role** of 1 card.

Both Wild Clue cards can be used on the same card. Unused Wild Clue cards have no effect.

For example, if you had the **Red Tiger** Door card:

- Each **Red Tiger** in your collection would be worth 3 points.
- Each **Red Lady** or **Blue Tiger** in your collection would be worth 1 point.
- Each **Blue Lady** would **lose** you 2 points.
- The **Blue/Red** card could be used to turn 1 **Blue Tiger** into a **Red Tiger** or 1 **Blue Lady** into a **Red Lady**.
- The **Lady/Tiger** card could be used to turn 1 **Red Lady** into a **Red Tiger** or 1 **Blue Tiger** into a **Blue Lady**.
- The **Blue/Red** and **Lady/Tiger** cards could **both** be used to turn a **Blue Lady** into a **Red Tiger**.

Players may have negative scores.

## Gameplay

The face-up cards in the center of the table are the **lot**. Players will bid to win **all cards in the lot**. Each turn, players will either **add to the lot** or **call an auction**. Then, play passes to the left.

### **Add to the Lot:**

To **add to the lot**, reveal the top card of the deck and place it in the current lot. This ends your turn.

Players can only ever add 1 card this way each turn, no matter which day it is.

### **Call an Auction:**

If you choose to **call an auction**, players get a chance to pay you and take the lot.

Each player bids, starting with the player to your left. Players bid by placing gems in front of themselves. Once each of your opponents has had a chance to bid, you may bid.

### **Each player only has 1 chance to bid for each lot.**

Bids must beat the previous high bid, and can increase by any amount.

Players may choose not to bid on their turn. If nobody bids, discard the entire lot.

Once each player has had a chance to bid, the highest bidder takes the lot, paying their bid to the player who called the auction. All other players take their gems back.

If **the player who called the auction** wins the bid, they split the gems from their winning bid between each opponent equally, returning any remaining gems to the supply.

If their bid is less than the number of opponents, all gems from the winning bid are returned to the supply. Gems in the supply won't be used again until the next day.

This means in a 2-player game, the player who wins the bid will always pay their opponent **all** the gems they used to win a bid.



*The player on the left called the auction. The player on the right bid 3, the bottom player bid 4, and then the player who called the auction bid 5. They take all the cards from the lot and pay each of their opponents 2 gems, removing the other gem from the game. The other players take their gems back.*

*Had the player on the left not bid, the bottom player would have taken the lot and paid the player on the left 4 gems.*

Players' collections are kept face-up in front of them.

After each auction, automatically start a new lot:

- **On the first day**, flip the top card of the deck to start each new lot.
- **On the second day**, flip the top 2 cards of the deck to start each new lot.
- **On the third day**, flip the top 3 cards of the deck to start each new lot.

Play resumes with the player to the left of whoever called the auction.

## Final Auction

When the final card is revealed, hold an open auction.

Each player gets 1 chance to bid, starting with the player who would have taken the next turn.

The highest bidder takes all cards from the lot. Nobody receives the gems from their bid.

If no one bids, discard the lot.

## Day End

After the final auction, the day ends.

Players reveal their identities and calculate their scores.

**A bonus of 3 points is awarded to the player or players who has the most gems at the end of the day.**

## New Day

Once scores have been recorded, start the next day.

Gems and cards reset at the start of each day. Players start each day with 5 gems and a new Door card.

### **Scoring:**

Gain **3 points** for each exact match.

Gain **1 point** for each card with 1 trait in common with your identity.

Lose **2 points** for each card with no traits in common with your identity.

Gain **3 points** for having the most gems.

The player who won the previous day's final auction takes the first turn.

If no one won the final auction, the player who had the first chance to bid goes first.

At the start of the second day, flip the top 2 cards of the deck to start the initial lot.

At the start of the third day, flip the top 3 cards of the deck to start the initial lot.

## Game End

**At the end of the third day, the player with the highest cumulative score is the winner.**

Ties are broken by the player with the most remaining gems on the final day.

Further ties are broken by the player who went earliest on the final day.