



A game of passion in Moscow, 1892.

"She was walking alone, always wearing the same *béret*, and always with the same white dog; no one knew who she was, and every one called her simply "the lady with the dog."

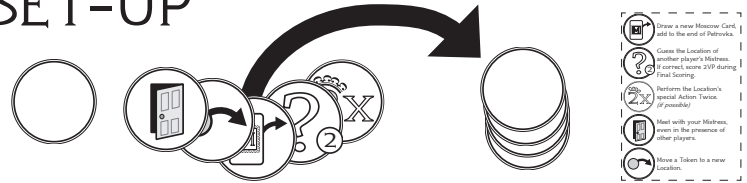
A small tourist town on the Crimean peninsula overlooks the Mediterranean sea. Along the Groyne, Russian men and women dressed in the drapery of pastel beach clothing laze about as the steamer ships drift into port and the small waves lap against the rocky shores. You are part of the Russian middle class, a mingling aristocrat on a vacation to rest your mind from the weariness of daily life in Moscow. There are rumors about the immorality in such places as Yalta, but you despise them. These were stories made up by persons who would themselves have been glad to sin if they had the chance. But, when you look across the hotel room at the beautiful, intriguing stranger the thought leaps to the forefront of your mind.

Eventually, you must say goodbye to this fleeting affair and return to Moscow. At home in Moscow everything is its winter routine, your marriage vows reaffirmed, the children having breakfast and getting ready for school. For a time, you are absorbed in Moscow life. But slowly, your thoughts begin to turn more and more to the brief love affair in that seaside town even as you entertain distinguished lawyers and artists or play cards at the doctor's club. You crave the confirmation of this burning emotion that must be repressed. Overcome and tormented with these visions of desire, you run to your new lover's home, to their family and marriage, and in a stolen moment where your cover is almost blown, they swear to meet you soon in a safe place in Moscow.

With your heart in your chest, you receive your first message from your secret love and begin to plan your next few weeks, trying to find the perfect time to meet at your secret location and send word of your meeting to your lover. All the while, your love grows stronger with anticipation. You think that maybe you could catch a glimpse of them at a party, maybe at the market. And you begin to wonder if every person has his real, most interesting life under the cover of secrecy.

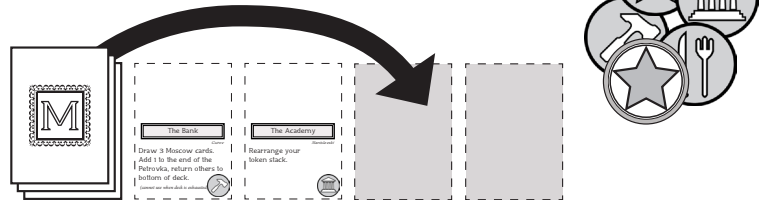
In the Lady With The Dog, you must tend to your daily routine by visiting the many locations along the Petrovka in Moscow, while arranging a secret meeting with your Mistress. The longer you wait, the stronger your desire, but the more easily your plans may be thwarted by the other players who also have the same goal.

SET-UP

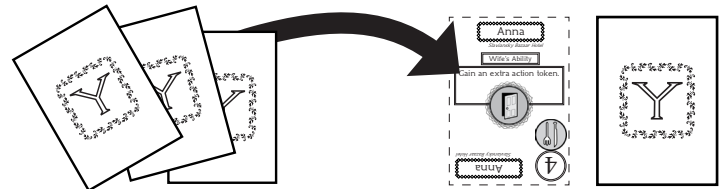


Give each player a set of 6 tokens in their chosen color and a player aid card which lists the Token abilities and Final Scoring. The solid color token is placed in front of the player to note their color. All other tokens are shuffled and placed into a face-down stack in front of each player. (see changes for 2-player & 4-player set-up below)

Place the Market Tokens and Special Neutral Tokens nearby, in reach of all players.



Remove the "Bank" & "The Academy" cards from the Moscow deck, placing them face up as shown. Then, shuffle the Moscow deck and place it to the left. Draw two cards from the top of the deck and place them to the right of the Bank and The Academy to form a line of 4 cards. This line is called the **Petrovka**.



Shuffle the Yalta deck and deal three cards to each player. Each player, simultaneously, chooses one card to be their Wife/Husband placing it face-up on the table, and one card to be their Mistress placing it face-down in front of them on the table. All remaining cards are discarded and shuffled to form the Yalta deck. Place the Yalta deck nearby, in reach of all players.

Randomly choose a player to go first.

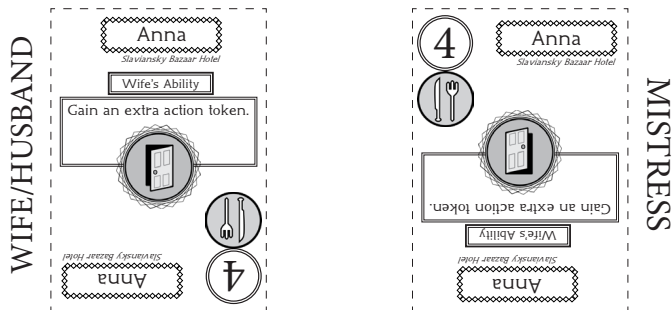
TOKEN SETUP for 2 & 4 Players

In a 2-player game, each player is also given two neutral tokens as pictured. These are shuffled into their token stack along with their other tokens (see "Neutral Tokens" for more details).

In a 4-player game, each player returns their "2X" token to the box. This token will not be used in a 4-player game.

"Believe me, believe me, I beseech you . . .' she said. 'I love a pure, honest life, and sin is loathsome to me. I don't know what I am doing. Simple people say: 'The Evil One has beguiled me.' And I may say of myself now that the Evil One has beguiled me.'"

CHOOSING A WIFE/HUSBAND & MISTRESS



A Yalta card has two orientations. Wife/Husband side-up, and Mistress side-up.

It is important to note that when choosing a Marriage partner, they will give you a special ability. Sometimes this special ability will interact with the Mistress you have chosen as well.

A Mistress has a number in the upper-left corner. This denotes the amount of VP that will be scored if they are met with at Game End at the Location listed below their name. To meet with a Mistress, a player must have a token of their color Alone on the Location listed at Game End. This means that this token must be the only Token at that location.

GOAL

Attempt to score the most points and have the strongest love without losing your social standing within the Moscow middle-class. Accomplish this task by visiting various locations along the Petrovka in 19th Century Moscow. There are multiple ways to score VP, but the two main goals are:

- 1. Meet alone with your Mistress at the secret location.
- 2. Manipulate locations to have your secret location furthest down the Petrovka.

At the end of the game, VP are tallied using the Final Scoring card, and the player with the most VP wins.

GAMEPLAY

A turn in The Lady With The Dog consists of one player revealing the top token of their token stack, using the ability pictured on the Token, placing the token onto a location on the Petrovka, and activating that Location's ability. Play then passes to the next player in clockwise order.

Draw a Token:

Draw the top token from your Token stack.

Activate the Token ability:

The 5 token abilities are listed on the Player Aid card. Token abilities must be activated when applicable, if possible. Token abilities are not always activated before or after placing a Token, as some will affect Final Scoring (for a more detailed clarification of abilities, see "Abilities").

Place a Token:

Each Location along the Petrovka has a name and a special ability. When you Place a token onto a location during your turn, that Location's ability **MUST** immediately be activated. Read the text on the Location and perform the action required (for a more detailed clarification of Locations, see "Locations").

Two Tokens of the same color may never exist at the same location. This means that no token of the same color can be placed at a location and no ability can cause this to happen.

GAME END


The game end is triggered when one player has no tokens left in their stack at the beginning of their turn. Instead of taking a normal turn, that player retrieves the Neutral Star Token and places it in front of him. Play then passes clockwise once more around the table, each player placing one final token from their stack (or passing his turn and taking no action if he has no tokens remaining).

The player with the Star Token then takes the final action of the game. This token is a Neutral Token and may be placed accordingly (may be placed anywhere in a 3 & 4 player game) to activate one Location ability (see Neutral Tokens below for more info). Once placed, Final Scoring occurs.

“He talked, thinking all the while that he was going to see her, and no living soul knew of it, and probably never would know. He had two lives: one, open, seen and known by all who cared to know, full of relative truth and of relative falsehood, exactly like the lives of his friends and acquaintances; and another life running its course in secret.”

FINAL SCORING

Players reveal their face-down Mistress and discard any remaining Tokens in their Token stack. Then, using a pen and paper, players score VP by following the Final Scoring Card.

- A player scores 1 VP for each of their Tokens that share a location with another Token. This includes Neutral tokens. Players only score 1 VP no matter how many Tokens share the Location.
- If a player has met with their Mistress alone (no other tokens present at the location), they score the VP total listed in the upper-left corner of their Mistress card.
- Players then determine which player's Mistress location is the furthest to the right on the Petrovka. To score these VPs, the player does NOT have to meet with his Mistress. The Location furthest right scores 5 VP. The second furthest scores 3 VP, and finally the third furthest scores 1 VP. (In a 2-player game, 3 VPs are scored for the location furthest right and zero are awarded for second place.)
- Players then note their Wife/Husband's ability and score VP.
- Players then score any Locations with Final Scoring abilities.
- Players then determine if any of their  tokens are correctly placed on another player's Mistress location and score 2 VP.

The player with the most VP wins. If there is a tie, the player that met with their Mistress wins. If there is still a tie, the player whose Mistress' Location is furthest down the Petrovka wins.

The Petrovka

The Petrovka will usually be complete by Final Scoring. Remember that if your Mistress' Location is the furthest card to the Right on the Petrovka you will guarantee yourself VP. In the line-up below, The Church is furthest to the right and Lyubov is the perfect Mistress for the situation.

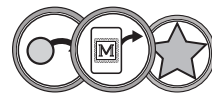
											
Return a token to a player.	Swap two tokens.	Return a location to bottom of deck. Draw and replace with a new location.	Move another player's token to a new location. That player must then take that location's action.	Swap two locations.	Rearrange your token stack.	Only one token allowed. Token here gains 1VP at Final Scoring.	Draw 3 Moscow cards. Add 1 to the end of the Petrovka, return others to bottom of deck.	If you place a  Token here, you may look at another player's Mistress.	Place a new Market Token. Gain 1VP at Final Scoring for visiting a matching location type.	Gain 1 extra VP at Final Scoring for meeting with others here.	Draw 2 Yalta cards. May swap one of these cards with your current Mistress.
											

STACKS AND DECKS

Whenever a token or card is returned to a token stack or deck, it is always placed underneath the stack. If there are multiple cards or tokens, they are returned in the order of the player's choosing. Do not reshuffle the Yalta or Moscow decks once the game has begun. Do not reshuffle token stacks.

Some abilities may return a location in play to the bottom of the deck. All tokens on these locations are returned to the correct players.

NEUTRAL TOKENS



Neutral tokens represent other Russian aristocrats meeting at various locations around Moscow. Neutral “gray” Tokens are not controlled by players. However, Neutral Tokens count as player tokens for scoring and a player is not considered “alone” if a Neutral token is also at their Mistress location.

In a 2-player game, each player is given 2 Neutral tokens as part of their initial Token stack. When a Neutral Token is drawn and placed it is used as a normal player Token, with the exception that is not owned by either player for Final Scoring. If any abilities would cause a Neutral Token to be removed from play, it is placed back into the box. Two Neutral tokens can not share the same location.

SPECIAL TOKENS

These are received as part of a Wife/Mistress ability. They are shuffled into the player's Token Stack as normal at the beginning of the game and are considered to be a Token in that player's color and will aid in Final Scoring. This means that these Special tokens are returned to the owning player when removed from a location.

Locations

The Bolshoi Theatre:

Any token on another location may be returned to the correct player. This token is placed at the bottom of the player's token stack.

Train Station:

Take one token from any location on the Petrovka and swap its location with another. Two tokens of the same color may never be at the same location.

Muir and Mirrieles:

All tokens on the chosen location are returned to the correct players. The newly drawn location is placed in the space where the previous location was. Yes, Muir and Mirrieles may be used on itself.

Praga:

If the player cannot take the resulting Location's action, then the action is ignored.

Hell Tavern:

All tokens remain on the Locations when swapping the location of two Locations on the Petrovka.

The Academy:

Look at your Token stack and rearrange in the order of your choosing.

Trubnoy Market:

When a player activates the Trubnoy Market, they place a Market Token of their choice onto the card. These tokens represent the different location types listed on each Location. Any player on the Market during Final Scoring, scores 1VP for each location that they have a Token on that matches the token type on the market. When another player activates the Trubnoy Market on a future turn, they must replace the current Market Token with a new token of their choice and return the current token to the supply.

Doctor's Club:

Instead of scoring 1VP for meeting with others at this location, score 2VP.

The Church:

Draw 2 cards and take your Mistress card into your hand. Choose one of the three cards, and return the other two to the bottom of the Yalta deck.


Slaviansky Bazaar Hotel:

Once a token has been placed here, no other Tokens may be placed. However, abilities may be used to swap or move this Token's location.

The Bank:

The End of the Petrovka is always the space furthest to the right of the line of cards.

Perlov Tea House:

You must place a  token. Choose a player and secretly look at that player's Mistress without revealing it to others.

ABILITIES

Tokens



This ability is used on your turn before placing a token. The End of the Petrovka is always furthest to the right. If no cards are left in the Moscow deck, ignore this ability.



Do NOT place the token and ask another player if you have guessed correctly. This ability is only used during Final Scoring. Wherever your token ends up at game end is where you have guessed.



This ability is used when placing and may also affect Final Scoring. If an ability would provide a single VP during Final Scoring, for example, it will score 2 VP.



This ability is used during Final Scoring and allows a player to gain VP for meeting with his Mistress even if other tokens are on the same location.



This ability is versatile and may be used before or after placement. It may also be used on the token itself after placement. Remember that two tokens of the same color may never be in the same Location. When a Token moves it does NOT activate the Location ability.

Designer's Note and Variant:

After players become familiar with the game, it is highly recommended that they draw the next token from their token stack at the end of their turn. This way, players can consider their options, and most importantly, have something in their hand to fiddle with while other players take their turns. However, players should never show their drawn token to another player.

Player Aid*

	Draw a new Moscow Card, add to the end of Petrovka.
	Guess the Location of another player's Mistress. If correct, score 2VP during Final Scoring.
	Perform the Location's special Action Twice. <i>(if possible)</i>
	Meet with your Mistress, even in the presence of other players.
	Move a Token to a new Location.

**Added for reference, for those that are only reading the rules.*

For this version of the PnP, I am particularly interested in feedback in a few aspects of gameplay. The Trubnoy Market is interesting; I like the concept, but I still believe it is too complicated for it's interesting effect. Three players seems to be the sweet spot for the game (an unusual number, I think), so I'm curious about ideas to spice up the 2 & 4 player version. As a counterpoint, if you feel it works well enough, let me know. I am also still tweaking the Wife abilities and the numbers on the Mistresses, but I'm curious if a certain Wife or Mistress seems particularly powerful to players after a few plays. Some will be better depending on player counts. And most importantly, blind rules testing is extremely important, so I'm curious if there are any major rules that players consistently mistake.

I also did not include a Strategy section. So while the rules explain how to play, they don't explain "why" you would take a certain action and leave this discovery to the players. If this approach is too daunting, I will add a Sample Turn to the rules just to be safe.

Thanks for printing and playing! Feel free to contact me at @puppyshogun on Twitter and tcpettyiii@gmail.com.

"Then they spent a long while taking counsel together, talked of how to avoid the necessity for secrecy, for deception, for living in different towns and not seeing each other for long at a time. How could they be free from this intolerable bondage?

And it seemed as though in a little while the solution would be found, and then a new and splendid life would begin; and it was clear to both of them that they had still a long, long road before them, and that the most complicated and difficult part of it was only just beginning."