GOING MEDIEVAL

# ASK THE EMPRESS!

LEARN TO PLAY v1.3 | 2–4 PLAYERS | ONE 54-CARD GOING MEDIEVAL DECK

## KNOW YOUR CARDS

Every card belongs to one of three Estates: Nobility (RED), Clergy (BLUE), and Peasantry (GREEN).

- Rank cards: numbered 9 through 1.
- Destiny cards: Page, Sinner, Beggar. All are rank 0.
- Faceless cards: Knight, Flock, Serf.

## SET UP THE GAME

1. Choose a Steward. The Steward shuffles the deck.

2. Deal 7 cards to each player. Keep your hand private.

3. Place the remaining cards face down as the Village Deck.

4. The Steward goes first. Play moves to the left.

After each game, the Steward role passes to the player on the left.

## HOW TO PLAY — R.A.P.P.

R — REFRESH  A — ASK  P — PLAY  P — PASS

### R — REFRESH

Have fewer than 7 cards? Draw from the Village Deck until you have 7. Already have 7 or more? Keep them all. Never discard to Refresh. If the Village has too few cards, draw whatever remains.

### A — ASK

Choose any opponent. Ask for a NUMBER (rank 9–0), a FACELESS type (Knight, Flock, Serf), or an ESTATE by name or color (Nobility/red, Clergy/blue, Peasantry/green). You may ask for any rank even if you do not hold that rank.

If the opponent has an eligible card, they choose one, show it to everyone, and give it to you. Destiny cards (the 0s) are protected: you never have to give one away, but you may. This applies when someone asks for a 0 or for its Estate. A matching Destiny may be given instead of another eligible card or answering no. Even a mistaken handover stands. If no other card must be given, refusing a Destiny makes the Ask unsuccessful.

### CHAIN ASK — SPECIFIC ASKS

Ask for a number or Faceless type. If you receive the card, you may Ask again. If the opponent has none, say “Ask the Empress!” and draw one card from the Village. Draw exactly what you asked for? Show it and you may Ask again. Otherwise, your Ask step ends.

Each new Ask may target any opponent and may be any legal Ask, including an Estate Ask.

### ONE AND DONE — ESTATE ASKS

Ask for an Estate by name or color. If the opponent gives you an eligible card, your Ask step ends. If they do not, draw one from the Village; your Ask step ends either way. An Estate Ask never chains.

Village empty? Continue Asking other players normally. A failed Ask ends without drawing. Saying “Ask the Empress!” is encouraged, not required.



## P — PLAY

During Play, put down as many completed Sets as you want—or none. A Set is exactly FOUR cards. You may make a Set in either of two ways:

### PAIR + PAIR

A Pair is two cards of the same rank (including two Destiny/0 cards), OR two matching Faceless cards (two Knights, two Flocks, or two Serfs). Two Pairs make one Set.

### FOUR FROM ONE ESTATE

Any four cards from the same Estate make one Set. Rank, Destiny, and Faceless cards all count by their printed Estate.

Played Sets stay face-up in front of you. They are finished: they cannot be requested, moved, reused, or broken apart. Four cards count as one Set even if they satisfy both patterns.

## DESTINY — SPECIAL FAVOR

During Play, you may use a Destiny card (Page, Sinner, or Beggar) to search the Village Deck for any one card you want. Add that card to your hand, shuffle the Village Deck, and place the used Destiny face-up to the side in Lost to Time (out of the game).

You may use multiple Destiny cards during one Play, including a Destiny you just found. Or keep a Destiny in your hand or use it in a Set without activating its ability. If the Village Deck is empty, Special Favor cannot be used.

## P — PASS

Finished Playing? Your turn ends. The player on your left goes next.

## FIRST TO 3 SETS WINS!

The moment you place your third Set face-up, the game ends immediately. You win!

QUICK REMINDER: REFRESH → ASK → PLAY → PASS