GOING MEDIEVAL

ASK THE EMPRESS!

Master Rules v1.3

2-4 Players | One Going Medieval 54-Card Deck

Overview

The Empress holds court, and everyone wants what they need. Ask the other players for cards, turn to the Empress when they cannot help, and build Sets before your rivals do.

The first player to play 3 Sets wins immediately.

The Cards

The Going Medieval deck contains three Estates: Nobility (red), Clergy (blue), and Peasantry (green).

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

Setup

- Choose one player to be the Steward.
- The Steward shuffles the deck and deals 7 cards to each player.
- Place the remaining cards face down within everyone's reach. This is the Village Deck.
- Keep your hand private.
- The Steward takes the first turn. Play then proceeds to the left.

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

How to Play: R.A.P.P.

Every turn follows the same four steps:

R - Refresh	Bring your hand up to at least 7 cards.
A - Ask	Ask another player for a card.
P - Play	Play any completed Sets and use Destiny Special Favors.
P - Pass	End your turn; play passes to the left.

1. Refresh

Start your turn with at least 7 cards. If you have fewer than 7, draw from the Village Deck until you have 7.

If you already have 7 or more cards, keep them all. Never discard cards to Refresh.

If the Village Deck does not contain enough cards to reach 7, draw whatever remains and continue.

2. Ask

Choose any opponent and make one legal Ask. The other player's hand stays private.

Legal Asks

- Rank Ask: Ask for a rank from 9 through 0. Example: "Do you have a 7?"
- Estate Ask: Ask for an Estate by name or color. Example: "Do you have a Nobility card?" or "Do you have a red card?"
- Faceless Ask: Ask for Knight, Flock, or Serf by name. Example: "Do you have a Knight?"

You may Ask for any rank from 9 through 0, even if you do not hold a card of that rank.

Destiny cards are protected. The rank-0 cards (Page, Sinner, and Beggar) never have to be given away, whether someone asks for a 0 or for their Estate. The answering player may still choose to give a matching Destiny card instead of answering no or giving another eligible card. A Destiny card given away, even by mistake, stays given. If the opponent refuses a protected Destiny and has no other card they must give, the Ask fails and follows the normal unsuccessful-Ask procedure.

When an Opponent Has a Matching Card

The opponent chooses which eligible matching card to give you. The chosen card is shown to all players before it is added to your hand.

Chain Ask

Specific Asks can chain. Estate Asks are one and done. After a successful Specific Ask—whether the opponent gives you the requested card or you draw exactly that card from the Village—you may make another Ask against any opponent. Each new Ask may be any legal Ask. An Estate Ask always ends the Ask step.

Specific Ask - Rank 9-0 or Faceless by name:

- If you receive the card you asked for, you may Ask again.
- If the opponent does not have it, "Ask the Empress!" and draw one card from the Village Deck.
- If that drawn card is exactly what you asked for, show it and you may Ask again.
- Otherwise, your Ask step ends.

Estate Ask - Estate by name or color:

- If the opponent has an eligible card, they choose one, show it, and give it to you.
- If they do not have one, "Ask the Empress!" and draw one card from the Village Deck.
- Either way, an Estate Ask ends your Ask step. It never chains.

Saying "Ask the Empress!" is encouraged, not required. Any clear answer that the player does not have the requested card is acceptable.

If the Village Deck Is Empty

The Empress isn't taking visitors! You may still Ask other players normally. If an Ask would send you to the Empress, you do not draw a card and that Ask ends.

An empty Village Deck does not end the game.

3. Play

During Play, you may put down as many completed Sets as you want - or none. You do not play a Set during the Ask step; wait until Play.

When you play a Set, place its four cards face-up in front of you. Those cards are finished and cannot be requested, moved, reused, broken apart, or returned to your hand.

Four cards played together count as one Set, even if those cards could satisfy both Set patterns.

Making Sets

A Set is exactly 4 cards. There are two ways to make one:

Two Pairs

A Pair is either:

- Two cards with the same rank number. This includes two Destiny/0 cards.
- Two matching Faceless cards: two Knights, two Flocks, or two Serfs.

Two legal Pairs together make one 4-card Set.

One Estate

Four cards from the same Estate make one Set.

Rank cards, Faceless cards, and Destiny cards may all count toward an Estate Set according to their printed Estate.

Destiny - Special Favor

Page, Sinner, and Beggar are Destiny cards. They are mechanically identical for Special Favor.

During your Play step, you may use a Destiny card for Special Favor:

- Play the Destiny card.
- Search the Village Deck for any one card you want and put it in your hand.
- Shuffle the Village Deck.
- Place the used Destiny card face-up to the side in Lost to Time.

A Destiny card in Lost to Time is out of the game and cannot be used again.

There is no limit to the number of Destiny Special Favors you may use during the same Play step. A Destiny found with another Destiny may be used immediately.

If the Village Deck is empty, Special Favor cannot be used.

Instead of using Special Favor, you may keep a Destiny card in your hand or use it as part of a Set. A Destiny used in a Set does not activate Special Favor.

4. Pass

When you are finished Playing, your turn ends. Play passes to the player on your left.

Winning

The first player to play their third Set wins immediately.

The moment the third Set is placed face-up, the game is over. The winning player does not need to finish any remaining actions.

Rules Clarifications

- There is no maximum hand size.
- Players are trusted to answer Asks correctly; hands are not inspected to verify an answer. Voluntarily giving a matching Destiny card during a rank-0 or Estate Ask is permitted, and the transfer stands.
- Played Sets are safe and finished.
- A card can belong to only one played Set.
- The Village Deck is never reshuffled simply because it becomes empty.
- There are no rounds, Prestige Tokens, Learning Levels, or Faceless powers.
- No stalemate rule is used. Players continue trying to complete Sets until someone plays a third Set.

Quick Rules Reference

R.A.P.P. = Refresh -> Ask -> Play -> Pass

- Refresh: Draw to at least 7.
- Specific Ask (rank 9-0 or Faceless by name): success lets you Ask again against any opponent with any legal Ask. Receiving the requested card or drawing the exact match counts as success.
- Destiny cards are protected. The rank-0 cards (Page, Sinner, and Beggar) never have to be given away, whether someone asks for a 0 or for their Estate. You may still choose to give one. Estate Asks are one and done.
- Pair: two of the same rank, including Destiny/0, or two matching Faceless.
- Set: two Pairs OR four cards from one Estate.
- Destiny: during Play, trade it for any one card from the Village; Destiny goes Lost to Time.
- First to 3 Sets wins.