

GOING MEDIEVAL · OFFICIAL RULEBOOK

Below

Every tunnel reveals new possibilities.

Rules v1.2 · A family game of branching tunnels

Overview

Players dig shared underground tunnels by playing cards one rank lower. Close a tunnel and two new ones open, so the network keeps branching.

The first player to empty their hand wins the **Chapter**. Advanced players can link Chapters into a scored **Chronicle**.

PLAYERS	DECK	ALSO NEEDED
2–4	One 54-card Going Medieval deck	Tokens or paper (Chronicle only)

1 Setup

Components

One 54-card Going Medieval deck:

- **27 face cards**, ranks 1–9, one per Estate.
- **3 Destiny cards**, rank 0: Page, Sinner, Beggar.
- **24 faceless cards**: 8 Knights, 8 Flock, 8 Serfs.

The table holds the **Fate Deck**, the open tunnels and the **closed-tunnel pile**.

Setup

1. Choose the first Steward by any method your group prefers (dice, high card, a volunteer, agreement). The Steward shuffles the deck.
2. Deal **10 cards** to each player.
3. Place the remaining cards face down as the Fate Deck.
4. Reveal cards from the Fate Deck until a rank 2–9 appears; it starts the first open tunnel. Put the other revealed cards on the bottom of the Fate Deck.
5. The player to the Steward's left takes the first turn; play passes clockwise.

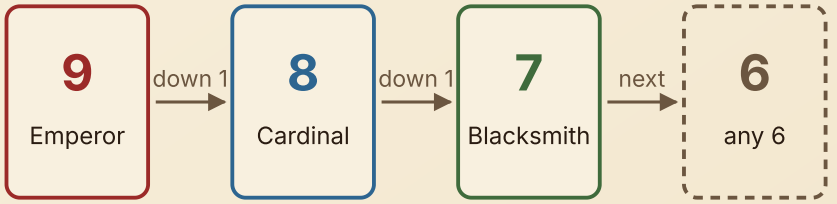
Terms

TERM	MEANING
Hand	The cards a player holds; never a unit of play
Turn	One player's action: a card, a Bridge, a New Passage, a draw or a pass
Round	Every player takes one turn
Chapter	One deal, played until a player empties their hand (or the Tunnels Run Dry)
Chronicle	A series of Chapters with scores added up (Advanced)
Steward	The dealer of the Chapter; the role passes left each Chapter

2 Tunnels

Every open tunnel is active at once; you may play on any of them. A tunnel descends: the next card must be exactly one rank lower than its top card.

RANK	NOBILITY	CLERGY	PEASANTRY
9	Emperor	Pope	Bailiff
8	Empress	Cardinal	Reeve
7	King	Archbishop	Blacksmith
6	Queen	Bishop	Miller
5	Duke	Abbess	Carpenter
4	Marquis	Priest	Baker
3	Countess	Monk	Mason
2	Viscount	Nun	Weaver
1	Baron	Deacon	Plowman
0 Destiny	Page	Sinner	Beggar
Faceless	Knight	Flock	Serf



Example: a tunnel reads 9, 8, 7. The next legal card is any rank 6, or a Destiny card played as a 6.

Estates don't matter when you play a card, except for faceless cards (see Faceless Cards).

Destiny cards are wild. A Destiny card may be played as the next lower rank of a tunnel and keeps that rank for the rest of the tunnel. A Destiny card can never start a tunnel.

Starting a tunnel: a tunnel always starts with a face card of rank 2–9.

3 Your Turn

On your turn, do exactly one of these. Playing is never required.

1. Play one card
Play one card onto an open tunnel: a rank one lower than its top, or a Destiny card as a wild.

2. Bridge
Play a faceless card with a landing card of its Estate (see Faceless Cards).

3. New Passage
Discard two faceless cards of the same type to open a tunnel.

4. Dig blind
Draw one card from the Fate Deck. It goes into your hand and *can't be played this turn.*

Then play passes clockwise. **You win at once** the moment your hand is empty, even in the middle of resolving a close. If your last card closes a tunnel, you win at once; no new tunnels open. A Hand Tunnel always resolves completely (place one card, then draw one) before you check for a win, so placing your last card as a Hand Tunnel does not win.

Why dig blind?

Hands are secret, so nobody can be forced to play. Drawing is always allowed, but it always costs a card and a turn. Holding cards back for one big finish has a price.

Fate Deck refresh

When the Fate Deck is empty, shuffle the closed-tunnel pile to form a new Fate Deck. Open tunnels stay on the table. If a draw or reveal needs a card and none is left even after a refresh, skip it and carry on.

The Tunnels Run Dry

If the Fate Deck is empty and there are no closed tunnels to refill it, a player may pass instead of taking a turn. If every player passes in a row, the Chapter ends. The player with the fewest cards wins; tied players share the win. Any action other than a pass resets the count.

4 Closing a Tunnel

A tunnel closes when it reaches rank 1 (a rank-1 card, or a Destiny card played as a 1), or when a Bridge lands on a Destiny card (rank 0).

Its cards go to the closed-tunnel pile, and the player who closed it immediately opens **two new tunnels**, so the network grows by one.

1. **Hand Tunnel:** place a rank 2–9 card from your hand face up as a new tunnel, then draw 1 card from the Fate Deck. If you have a rank 2–9 card, you must open a Hand Tunnel; if you have none, open a Draw Tunnel instead.
2. **Draw Tunnel:** reveal cards from the Fate Deck until a rank 2–9 appears; it starts the tunnel. Put the other revealed cards on the bottom of the Fate Deck. A reveal never refreshes the Fate Deck. It stops once every card in the Fate Deck has been revealed; if no rank 2–9 turns up, no tunnel opens.

> **Example:** you play the Deacon (1) and close Tunnel A. You place your Duke (5) as a Hand Tunnel and draw 1, then reveal until a Miller (6) appears for the Draw Tunnel.

Five tunnels at most

Old Passage Collapses. There can be at most 5 open tunnels, one per finger. Always open new tunnels to the right of the existing ones, so the leftmost open tunnel is the oldest. When a new tunnel would make a sixth, the oldest open tunnel collapses first: shuffle its cards into the Fate Deck, then open the new tunnel. A collapse scores no points.

Why draw after the Hand Tunnel?

You choose what starts the new tunnel, but closing gives you no free card out of your hand. That keeps big finishing turns in check.

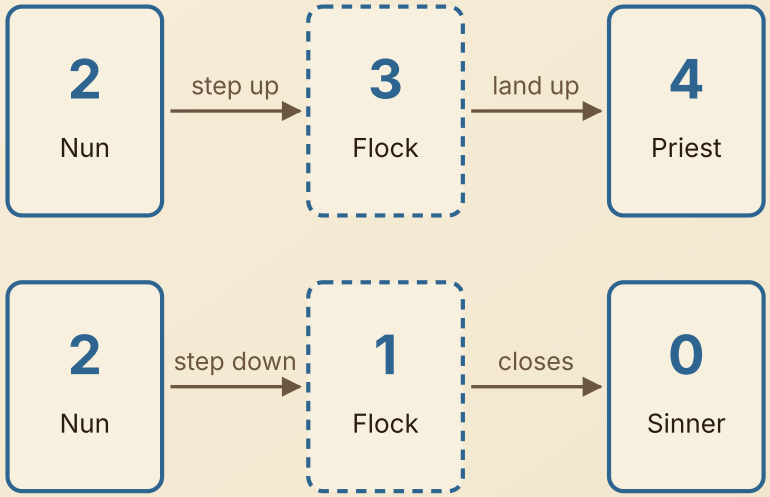
5 Faceless Cards

Faceless cards have no rank. They leave your hand through a Bridge or a New Passage. Each type belongs to an Estate: Knight to Nobility, Flock to Clergy, Serf to Peasantry.

Bridge

Play one faceless card onto an open tunnel as one step, one rank up or down from the top card (staying within ranks 1–9). Then immediately play a **landing card** of that faceless card's Estate, exactly one more step up or down from the step.

- The landing card is required; a faceless card is never played alone.
- A step never closes a tunnel; only the landing card does. After a Bridge, the tunnel's rank is the landing card's rank, and the tunnel goes back to descending from there.
- A landing card can be any rank 0–9. Landing on that Estate's Destiny card (rank 0) closes the tunnel. In a Bridge, a Destiny card counts only as 0; it is not wild.



> **Example:** the Nun (Clergy 2) is on top. Play a Flock as 3, then the Priest (Clergy 4). Or play a Flock as 1, then the Sinner (Clergy 0), which closes the tunnel.

New Passage

Instead of playing, discard **two faceless cards of the same type** to the closed-tunnel pile and open one Draw Tunnel.

6 Advanced: Stacked Bridge and Cave-In

Advanced rules are optional and may be used in any combination. When selected, Stacked Bridge and Advanced New Passage replace their corresponding Core actions.

Stacked Bridge

Play one or more faceless cards **of the same type** onto an open tunnel. Each one is a step of one rank, up or down, your choice for each step (steps stay within ranks 1–9). Then play a landing card of their Estate, one more step up or down. There is no limit on stack size.

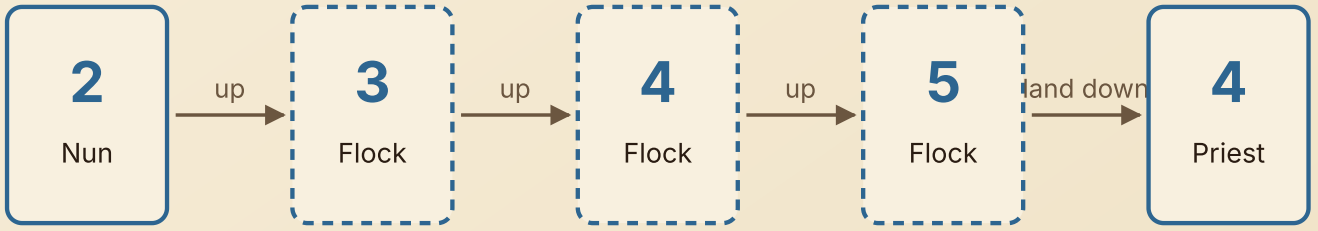
> From the Nun with three Flocks, the possible landings are the Sinner (0), the Priest (4) or the Bishop (6).

Cave-In

When a player plays a Bridge with **two or more** faceless cards, any other player may discard one faceless card of the same type to collapse it. Declare it after the Bridge is placed and before it takes effect: before any close, score or win. The discarded faceless card goes to the closed-tunnel pile; the Bridge's faceless cards and landing card return to the player who played it, and their turn ends.

If discarding for a Cave-In empties your hand, you win at once. Each player may cause one Cave-In per Chapter. If several players want to react, the first player clockwise from the Bridge player gets it.

Dig too greedily and the ceiling remembers. A single shovel in the wrong place can bury a whole crew's work.



> **Example:** the Nun (Clergy 2) is on top. Flock up (3), Flock up (4), Flock up (5), then the Priest one step down (4).

7 Advanced: New Passage, Lucky Strike and the Chronicle

New Passage (Advanced)

Discard two faceless cards of the same type and open **both** a Hand Tunnel (then draw 1) and a Draw Tunnel.

Lucky Strike

When a Draw Tunnel reveals a 0 or a 1, that card closes at once: the player who triggered the reveal scores 1 point (Chronicle), and the reveal continues for a new tunnel in its place. Only one Lucky Strike can score per reveal; any further 0 or 1 in the same reveal goes to the bottom of the Fate Deck. The scoring card goes to the closed-tunnel pile. A reveal never refreshes the Fate Deck.

> This applies to revealed cards only; a Hand Tunnel must still be a rank 2–9. At setup, a revealed 0 or 1 scores nothing; reveal again.

The Chronicle

Play one Chapter per player; the Steward role passes left each Chapter. Keep score with tokens or a tally.

SCORE	POINTS
Each tunnel you close (Lucky Strikes included)	**1**
Going out (emptying your hand)	**3**
The Tunnels Run Dry	Points already scored are kept; nobody gets the going-out bonus

Highest total wins.

The Youngest Delver

"Youth before wisdom."

If the Chronicle ends in a tie, the youngest tied player wins. Tied players of the same age share the win.

8 Quick Reference

Your turn: do one

1. **Play a card** one rank lower
2. **Bridge** (faceless + landing card)
3. **New Passage** (two of a faceless type)
4. **Dig blind** (draw; can't play it this turn)
5. Run Dry: you may pass

Tunnels

- Any open tunnel, one rank lower
- Destiny cards are wild
- Tunnels start on 2–9 only
- New tunnels go on the right; at most 5 open, the leftmost collapses

Closing

- Reach rank 1, or land a Bridge on a 0
- **Hand Tunnel:** place a 2–9, draw 1
- **Draw Tunnel:** reveal until a 2–9
- Two tunnels open; the network grows by one

Winning

- Empty your hand: win at once; no new tunnels open (a Hand Tunnel finishes its draw first)
- Tunnels Run Dry: fewest cards wins

Advanced

- **Stacked Bridge:** any number of steps, up or down
- **Cave-In:** answer a 2+ stack with one matching faceless, before it takes effect; can stop a winning Bridge; once per Chapter
- **New Passage:** opens two tunnels
- **Lucky Strike:** a revealed 0 or 1 scores 1

Chronicle

- 1 per close · 3 for going out
- Tie: the Youngest Delver wins

> **Rules v1.2 · Official · Open Playtest.** These rules are complete and ready to play. Tell us what you find, and share your house rules in the LOG Tavern at ludicoathgames.com. House rules are welcome at every table.