GOING MEDIEVAL

IMPOSTOR

LEARN TO PLAY • 2-6 PLAYERS • ONE 54-CARD DECK

REVEAL	BATTLE	TIE?	BRING A FRIEND
Flip your top card.	Highest face rank wins.	"You're an Impostor!"	Settle the accusation.

KNOW THE CARDS

Every card belongs to an Estate: **Nobility - red sword**, **Clergy - blue ankh**, or **Peasantry - green pitchfork**.

FACE CARD
7
Printed rank **0-9**

FACE CARDS have a printed rank from **0-9**. The three rank **0** Face Cards - **Page, Sinner and Beggar** - are **Destiny cards**.

FACELESS cards - **Knight, Flock and Serf** - have no printed rank.

FACELESS
KNIGHT
No printed rank Any face card beats it

1. SET UP

Shuffle and deal all cards as evenly as possible. Keep your cards face down as your draw pile. **Do not look through them.**

2. BATTLE

Everyone reveals the top card of their draw pile at the same time. **The card you reveal is your Impostor.**

Highest face rank wins all cards in the Battle, including cards carried over from an earlier Battle.

All non-matching Faceless? Nobody wins yet. Leave them in the middle for the next Battle.

TIE FOR THE TOP? ACCUSE!

"YOU'RE AN IMPOSTOR!"

Point at the other tied player(s), make the accusation, then settle it by **Bringing a Friend.**

WHEN?	Two or more players share the **highest face rank** (except Destiny), **or matching Faceless** are revealed and no face card wins. Matching Faceless means two of the same type, such as **Knight + Knight**. Only those tied players continue.
GATHER	**Face card tie:** reveal Friends equal to the tied rank. **Faceless tie:** reveal **5 Friends**.
SCORE	Count only Friends matching **your Impostor's Estate**. **Face cards** score their rank; **Faceless** score **5 points each**.
WIN	Highest total takes every card in the Battle. **Still tied? Accuse each other again and Bring a Friend again!** A Faceless tie gathers 5 Friends again.

The accusation is part of the fun, not a requirement. Forgetting it never changes the Battle.

EXAMPLE: Ana and Ben both reveal a 3. **"You're an Impostor!"** Each reveals 3 Friends. Ana's Impostor is Nobility. Her Nobility Friends are a 7, a 2 and a Knight: **7 + 2 + 5 = 14**. Ben's Impostor is Clergy. His Friends are a Clergy 5, a Nobility 9 and a Serf. Only the Clergy 5 counts: **5**. **Ana takes everything.**

DESTINY SWAP: When two or more Destiny cards (rank 0) appear, swap those players' face-down draw piles before resolving the Battle. Two Destiny players swap. With all three, each passes to the next Destiny player on the left. Destiny never triggers Bring a Friend. If Destiny ties for highest, leave the Battle cards in the middle; if another player has a higher card, that player wins after the swap.

WIN THE GAME: When every draw pile is exhausted, compare your captured cards. **Most cards wins.** Count them - or stack each player's captured cards neatly side by side. **The tallest stack wins!**

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RULES REFERENCE • v1.1

KEEP THIS SIDE NEARBY

The front teaches the game. This side answers the few situations most likely to need a quick ruling during play.

SHORT ON FRIENDS?

If you cannot reveal the required number of Friends, reveal **every card remaining in your draw pile**. Those cards become your complete Friend group. Resolve Bring a Friend normally.

3-6 PLAYERS

When Bring a Friend triggers, **only the tied players gather Friends**. Players who were not tied do not reveal Friends. Their original Battle cards stay in the middle and are captured by the eventual winner.

HOUSE RULE IDEA - FACELESS FRIENDS

Optional. An all-Faceless Battle can trigger Bring a Friend. This is not part of the core Impostor rules.

OFFICIAL • OPEN PLAYTEST

Tried a house rule? Found a strange Battle? Share what happened in the **LOG Tavern**. Player feedback helps shape future Going Medieval releases.

REVEAL. BATTLE. ACCUSE. BRING A FRIEND.