What am I trying to do?

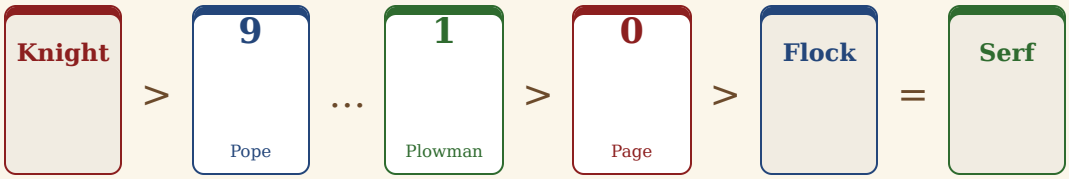
Keep your card. Trade your fate. And hope the Knight says no. · 3–8 players · One Going Medieval deck

> **Don't be holding the lowest card when the round ends.** The lowest card loses 1 Favor. Lose Favor at 0 and you're out. **The last player standing wins.**

THE ONE BIG IDEA

Everyone holds **one secret card**. On your turn you either keep it or swap it with the player to your left — and they must swap, unless they reveal a **Knight**.

WHICH CARD IS LOWEST?



WATCH OUT FOR THE KNIGHT

The Knight is a faceless card, but in this game it is the **highest** card — and it lets you refuse a swap. Flock and Serf are the lowest cards. The Destiny cards (Page, Sinner, Beggar) are rank 0.

WHAT YOU NEED

- One 54-card Going Medieval deck.
- Favor tokens — coins, beads or anything similar.

SET UP

1. Choose the first **Steward** (the dealer) any way you like.
2. Give everyone **3 Favor**. Three is a start, not a limit — you can gain more.
3. The Steward shuffles the deck. **This is the only shuffle** — the deck carries over from round to round.

What happens each round?

Five steps, always in this order.

1. **Deal** — the Steward deals one face-down card to each player. Look at yours; keep it secret.
2. **Royal Decree** — flip the top card of the deck face up. Its Estate is **Favored** this round.
3. **Destiny** — anyone dealt a Page, Sinner or Beggar uses it (see below).
4. **Keep or Exchange** — everyone takes a turn, starting left of the Steward. The Steward goes last (page 3).
5. **Reveal** — everyone shows their card at once. The Steward may call **"Judgment!"** The lowest card loses Favor (page 4).

THE ROYAL DECREE — ONLY FOR TIES

The Decree never changes a card's rank. It matters only when players **tie for the lowest card**: tied cards from the Favored Estate escape. A Destiny card flipped as the Decree does not use its power.

DESTINY CARDS

Starting left of the Steward and going clockwise (the Steward last), anyone who was **dealt** a Destiny card reveals it, uses it, discards it and draws a replacement. A replacement — or a Destiny card you get later — does nothing special.

Page	Choose another player; they reveal their card. **A Knight:** they gain 1 Favor. **Anything else:** you gain 1 Favor, and their card goes face down again. "*Oops, I didn't know that was a secret.*"
Sinner	Choose another player with at least 1 Favor. They give you 1 Favor unless they reveal a Knight. "*You really shouldn't have told everyone my secret.*"
Beggar	Gain 1 Favor. Choose two other players as Apprentice Beggars (or the only one, if two remain). Hear their pleas, then give 1 Favor to one of them — or neither. "*Please, Master Beggar...*"

What can I do on my turn?

Choose exactly one.

KEEP
Keep your card. Your turn ends.

EXCHANGE
Swap cards, face down, with the nearest player to your left. They must swap — unless they refuse with a Knight.

THE KNIGHT SAYS NO
If someone tries to swap with you and you hold a Knight, you may **reveal it to refuse**. The swap is cancelled and their turn is over — no second try. A Knight can refuse every time; you may leave it face up as a reminder. You may also let the swap happen and hand the Knight away. "*The Knight denies you!*"

Mistakes stand. Forgot your Knight? It's theirs now — and they can use it.

THE STEWARD'S TURN — LAST
The Steward never exchanges. Instead: **Keep**, or take the **Steward's Draw** — draw the top card, keeping your original until you see it. **Not a Knight:** discard your original and keep the new card. **A Knight:** the Knight denies you — discard it and keep your original.

A WORKED ROUND (3 players)

Cleo is Steward, so Ana goes first, then Ben, then Cleo.

Ana 

Ben 

Cleo 

1. **Ana** exchanges with Ben. Ben has no Knight, so they swap — Ana now holds the Nun, Ben the Serf. **Your card can change before your turn!**
2. **Ben** exchanges with Cleo. Cleo reveals her Knight: refused. Ben's turn ends.
3. **Cleo** keeps her Knight. Reveal: Nun, Serf, Knight — **Ben loses 1 Favor.**

Who loses — and who wins?

Everyone reveals together. "Judgment!"

1. Find the lowest card.
2. If one player holds it, they lose 1 Favor.
3. If several players tie for lowest, apply the Royal Decree: tied cards of the Favored Estate escape; everyone else still tied loses 1 Favor. If the Decree doesn't separate them, they all lose 1.

DECREE EXAMPLE

Baron, Deacon and Plowman tie for lowest. **Clergy** is Favored, so the **Deacon escapes**; the Baron and Plowman each lose 1 Favor.

DISGRACED — NOT OUT YET

At **0 Favor** you are Disgraced, but you keep playing. The next time you must lose Favor, you're eliminated — you have **faced the Knight's Justice**. Skip eliminated players for everything; "to your left" means the nearest player still in.

SUDDEN DEATH

If every remaining player would be eliminated at the same time, nobody is. They stay at 0 Favor and play another round, until one survives.

AFTER EACH ROUND

Discard the Royal Decree and everyone's cards. Pass the Steward to the next player on the left and deal the next round. **Never reshuffle between rounds** — only when the deck runs out, shuffle the discard pile into a new deck.

> **Winning:** when only one player remains, that player wins.

TABLE SPIRIT

Keep it moving. Bad trades, remembered secrets, shameless begging, accidental gifts and dramatic Knight refusals are the point. No performance is required — the table supplies that part.