

GOING MEDIEVAL · OFFICIAL RULEBOOK

The Knight's Justice

Keep your card. Trade your fate. And hope the Knight says no.

Rules v1.1

A fast social card game of bad cards, risky exchanges, sudden reversals, and the occasional Knight who simply refuses to cooperate. At the end of each round, the lowest card loses Favor. Survive — **the last player remaining wins.**

PLAYERS	DECK	ALSO NEEDED
3–8	One 54-card Going Medieval deck	Favor tokens (coins, beads or similar)

1 Cards & Setup

Card Hierarchy

KNIGHT > 9 > 8 > 7 > 6 > 5 > 4 > 3 > 2 > 1 > DESTINY (0) > FLOCK = SERF

- The Knight is always the highest card, even though it is a Faceless card.
- The Destiny cards — Page, Sinner, Beggar — are rank 0.
- Flock and Serf are equal and the lowest cards in the game.
- Every card belongs to an Estate: Nobility, Clergy or Peasantry. Estate matters for the Royal Decree.

Setup

1. Choose the first **Steward** (the dealer) by any method your group prefers.
2. Give each player **3 Favor**. Three is the starting amount, not a maximum.
3. For the first round only, the Steward shuffles the deck. **Do not reshuffle between rounds** — the deck carries over. All dealing happens in the Deal step of each round.
4. Play starts with the player to the Steward's left and goes clockwise. The Steward acts last.
5. After each round, the Steward role passes to the next active player on the left.

1. Deal
One hidden card to each active player.

2. Decree
Flip the top card face up: its Estate is Favored.

3. Destiny
Page, Sinner and Beggar act, then are replaced.

4. Keep or Exchange
Each player in turn; the Steward last.

5. Reveal
"Judgment!" Lowest loses Favor.

2 Royal Decree & Destiny

Royal Decree every round

After the deal, reveal the top card of the draw deck and leave it face up for the round. Its Estate is the **Favored Estate**.

The Decree never changes a card's rank. It matters only when players **tie for the lowest rank**: tied cards from the Favored Estate escape the loss. If the Decree does not separate the tie — including when all tied cards share an Estate — all tied players lose 1 Favor.

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

> A Destiny card revealed as the Decree does not use its ability.

Destiny Phase

Before Keep or Exchange, starting left of the Steward and going clockwise, each player **dealt** a Destiny card reveals it and resolves it (the Steward last). Then discard it and draw a replacement. A replacement Destiny — or one gained later in the round — does not trigger.

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A SECRET REVEALED

Choose another active player; they reveal their card to the table. **Knight:** they gain 1 Favor. **Anything else:** you gain 1 Favor, and their card is turned face down again once everyone has seen it. (An unresolved Destiny shown this way still resolves on its turn.)

"Oops, I didn't know that was a secret."

Sinner

TEMPTATION HAS A PRICE

Choose another active player with at least 1 Favor. They give you 1 Favor unless they reveal a Knight. You may take a player's last Favor; reaching 0 does not eliminate them.

"You really shouldn't have told everyone my secret."

Beggar

THE MASTER BEGGAR

Gain 1 Favor. Choose two other active players as Apprentice Beggars (or the only one, if just two remain). Hear their pleas, then award 1 Favor to one apprentice — or to neither.

"Please, Master Beggar..."

3 Keep, Exchange & the Knight

Your Turn

Choose exactly one:

- **Keep** your card. Your turn ends.
- **Exchange** it with the nearest active player to your left: swap cards face down. They must exchange unless they refuse with a Knight.

The Knight's Refusal

A Knight gives you the right to refuse an exchange; it never forces you to. Reveal it to cancel the exchange — the active player's turn is over, with no retry. A Knight can refuse every time it is challenged; you may leave it face up as a reminder.

You may instead allow the exchange and hand the Knight away.

"The Knight denies you!" — optional table flavor

Mistakes stand. Forgot your Knight — even one already revealed? It's theirs now, and they may use it. No backtracking.

The Steward's Turn

The Steward acts last and does not exchange. Instead, choose:

- **Keep** the current card, or
- **Steward's Draw:** draw the top card, keeping your original until it resolves. **Not a Knight:** discard your original and keep the new card. **A Knight:** the Knight denies you — discard the drawn Knight and keep your original.

A Worked Round 3 players

Cleo is Steward, so Ana goes first, then Ben, then Cleo. Dealt: Ana a Serf, Ben a Nun (2), Cleo a Knight.

Ana exchanges with Ben. Ben has no Knight, so they swap face down — Ana now holds the Nun, Ben the Serf. *Ben's card changed before his turn.*

Ben exchanges with Cleo. Cleo reveals her Knight and refuses; Ben's turn ends.

Cleo keeps her Knight. **Reveal:** Nun, Serf, Knight — Ben holds the lowest card and loses 1 Favor.

4 End of the Round & Winning

End of the Round

After the Steward finishes, everyone reveals their card at the same time. **The Steward may call "Judgment!" as the signal.**

1. Find the lowest rank.
2. If one player holds it, that player loses 1 Favor.
3. If players tie for lowest, apply the Royal Decree; everyone still tied loses 1 Favor.

Discard the Royal Decree and all final cards, pass the Steward role left, and begin the next round.

Disgraced & Eliminated

At **0 Favor** you are **Disgraced** but still play. If you must lose Favor while Disgraced, you are eliminated — you have **faced the Knight's Justice**. Eliminated players are skipped for turns, exchanges, Destiny effects, neighbors and the Steward role.

Winning

When only one player remains, that player wins.

Sudden Death

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

Deck & Discard Pile

Never reshuffle between rounds. Whenever a card must be drawn and the deck is empty, shuffle the discard pile into a new draw deck and continue. Resolved Destiny cards and a Knight that denies the Steward's Draw go to the discard pile.

Favor

Favor gained from the supply can take you above your starting 3.

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.

> **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.