GOING MEDIEVAL — REVOLUTION

LEARN TO PLAY v1.1 | 4 PLAYERS | 2 PARTNERSHIPS | 54-CARD DECK

Three Estates. One Realm. One chance to overthrow it.

Each hand, a Royal Decree names the Estate that rules. You and your partner agree on a contract, then fight to capture enough Fiefs to fulfill it. Win too many and you create Waste. Fall far behind and you may Go Blind. See a chance to seize the Realm? Declare Revolution.

1. SET UP THE REALM

Sit in two partnerships with partners opposite each other. Choose the first Steward by any method. The Steward passes one seat left after every hand.

Before the deal, check whether the trailing partnership may Go Blind (see page 3). **Then** the Steward shuffles and deals 13 cards to each player. Put the two undealt cards together in the center as Crown's Favor.

2. REVEAL THE ROYAL DECREE

Turn one Crown's Favor card face-up. Its Estate becomes the Ruling Estate (trump) for the entire hand. Leave that card face-up beside the other face-down Crown's Favor card.

Important: The Royal Decree only chooses trump. If it is Page, Sinner, or Beggar, its Destiny power does not trigger yet. Destiny triggers only when the card is captured.

3. MAKE YOUR CONTRACTS

Partners may openly discuss how strong they feel and how many Fiefs they believe the partnership can win, but may not reveal exact cards, ranks, Estates, or other specific hand contents.

Agree on one partnership contract. A normal contract is 4 to 14 Fiefs. The non-Steward partnership declares first; the Steward's partnership declares second.

4. PLAY THE FIEFS

The player to the Steward·s left leads the first Fief. Each player plays one card clockwise.
You must follow the led Estate if able. If you cannot, you may play any card. Trump may be led at any time.

Any trump beats every non-trump. If trump is played, highest trump wins. Otherwise, highest card of the led Estate wins. Card hierarchy: **9 > 8 > 7 > 6 > 5 > 4 > 3 > 2 > 1 > 0 > Faceless**.

Off-Estate non-trump cards cannot win. Faceless cards are equal in rank; if tied as the highest eligible cards, the earliest eligible Faceless played wins. The winner of a Fief leads the next one.

Renege: Must follow the led Estate if able. Caught before the Fief is gathered: take it back. Caught after: your partnership gives up 3 scoring Fiefs. See Master Rules for edge cases.

5. DESTINY HAPPENS WHEN CAPTURED

Destiny is part of the core game. Resolve a Destiny power immediately whenever your partnership captures that card — during normal play or through Crown's Favor.

DESTINY	POWER	FLAVOR
Page — Mercy	Remove 1 Waste from your partnership. At 0 Waste, nothing happens.	Every legend begins in service.
Sinner — Scandal	Opponents immediately gain 1 Waste. If this brings them to 10 or more, they immediately lose 100 points and reset Waste to 0; excess is discarded.	Grace has a price.
Beggar — Beg for Crown's Favor	Immediately capture both Crown's Favor cards and gain their one scoring Fief.	Even the lowest matter.

If Beggar claims Crown's Favor early, resolve any Destiny card found there immediately. Trump does not change. Crown's Favor is now gone, so the final Fief does not award it again. **A Beggar captured as part of Crown's Favor has no further effect.**

6. CROWN'S FAVOR

If Beggar has not already claimed it, the partnership winning the 13th and final Fief captures both Crown's Favor cards. Together they count as one additional scoring Fief — not two. That means a hand contains 13 played Fiefs but up to 14 scoring Fiefs.

7. SCORE THE HAND

RESULT	SCORING
Contract made	Score +10 points × your contract.
Contract failed	Score –10 points × your contract. No Waste.
Extra scoring Fiefs	Each Fief beyond a successful contract adds 1 Waste.
10 or more Waste	Immediately lose 100 points; reset all Waste to 0, discarding excess.

Example: Contract 6, win 7 scoring Fiefs = +60 points and 1 Waste. Contract 8, win 7 = –80 points and 0 Waste. At 8 Waste, gaining 3 more triggers –100 points and resets Waste to 0. Scores may fall below zero.

The Realm has little patience for wasted potential.

8. GOING BLIND — THE DESPERATE COMEBACK

If your partnership begins a hand at least 100 points behind, you may Go Blind. Declare it before the deal, with no cards and no Royal Decree to guide you. Blind is declared first even if the eligible partnership contains the Steward.

Choose a Blind contract from 7 to 14 Fiefs. If successful, score +20 points × the Blind contract. If it fails, score –10 points × the Blind contract. Extra Fiefs beyond a successful Blind contract create normal Waste.

A partnership that declared Blind cannot also declare Revolution in the same hand. The other partnership may still declare Revolution during its normal bidding opportunity. Going Blind never uses up your Revolution opportunity for a later hand.

9. REVOLUTION — THE PLANNED COUP

Each partnership may attempt one Revolution per game. Unlike Blind, Revolution is declared with knowledge: you have seen your hand, the Royal Decree is known, and you have discussed the contract with your partner.

During your normal bidding opportunity, openly declare Revolution with a contract from 11 to 14 Fiefs. The attempt is spent whether it succeeds or fails.

REVOLUTION RESULT	SCORING
Success	+20 points × Revolution contract; extra scoring Fiefs create normal Waste.
Failure	–20 points × Revolution contract; no Waste.

Example: Revolution 11, win 14 = +220 points and 3 Waste. Revolution 11, win 10 or fewer = –220 points and 0 Waste.

10. WIN THE REALM

Finish the entire hand before checking victory. Resolve every Fief, Destiny effect, Crown’s Favor, contract, Blind or Revolution result, and Waste penalty first.

If one partnership has 500+, it wins. If both have 500+, the higher score wins. If both are tied at 500+, play another full hand and continue until one partnership finishes a hand ahead.

YOUR FIRST HAND — QUICK FLOW

1. Check Blind eligibility before the deal.
2. Deal 13 cards each; place 2 cards as Crown’s Favor.
3. Reveal 1 Crown’s Favor card as the Royal Decree; its Estate is trump.
4. Make partnership contracts. Revolution, if used, is declared during that team’s normal bid.
5. Player left of the Steward leads. Follow Estate if able; trump wins off-Estate.
6. Resolve Destiny immediately when captured.
7. Winner of the final Fief takes Crown’s Favor unless Beggar already claimed it.
8. Score contracts and Waste. Check 500+ only after the hand is complete.
9. If the game continues, pass Steward one seat left.