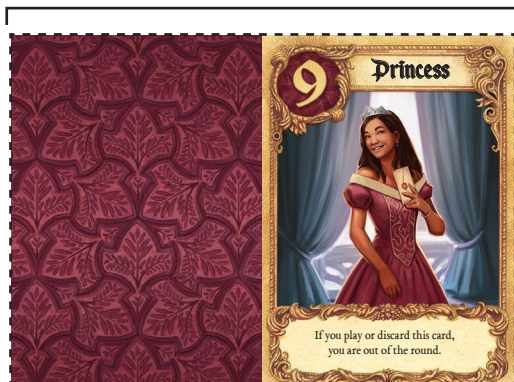


To assemble the game, cut out the cards and fold them in half to create a front and back.



Quick Reference

Setup & Start of Round

Shuffle the 16 cards. Set one aside facedown (and three more faceup if playing with two players).

Deal one card to each player. The player who last hand-wrote a letter (or won the previous round) takes the first turn.

Taking A Turn

Draw one card. Play one of your two cards, resolving its effect.

End of Round

The round ends in one of two ways, and the winner gains one favor token:

- ❖ If the deck is empty, the highest card wins.
- ❖ If all players but one are out of the round, the player still in the round wins.



1 **Guard**



Choose another player and name a non-Guard card. If that player has that card, they are out of the round.



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2

Priest



Choose and look at another player's hand.

2

Priest



Choose and look at another player's hand.

3

Baron



Choose and secretly compare hands with another player. Whoever has the lower value is out of the round.

3

Baron



Choose and secretly compare hands with another player. Whoever has the lower value is out of the round.

4

Handmaid



Until your next turn, other players cannot choose you for their card effects.

4

Handmaid



Until your next turn, other players cannot choose you for their card effects.

5

Prince



Choose any player (including yourself). That player discards their hand and redraws.

5

Prince



Choose any player (including yourself). That player discards their hand and redraws.

8

Countess



If the King or Prince is in your hand, you must play this card.

7

King



Choose and trade hands with another player.

9

Princess



If you play or discard this card, you are out of the round.



9-Princess (x1): Out of the round if you play/discard.

8-Countess (x1): Must play if you have King or Prince.

7-King (x1): Trade hands.

6-Chancellor (Included in full game.)

5-Prince (x2): Discard a hand & redraw.

4-Handmaid (x2): Immune to other cards until your next turn.

3-Baron (x2): Compare hands.

2-Priest (x2): Look at a hand.

1-Guard (x5): Guess a hand.

0-Spy (Included in full game.)



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