

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

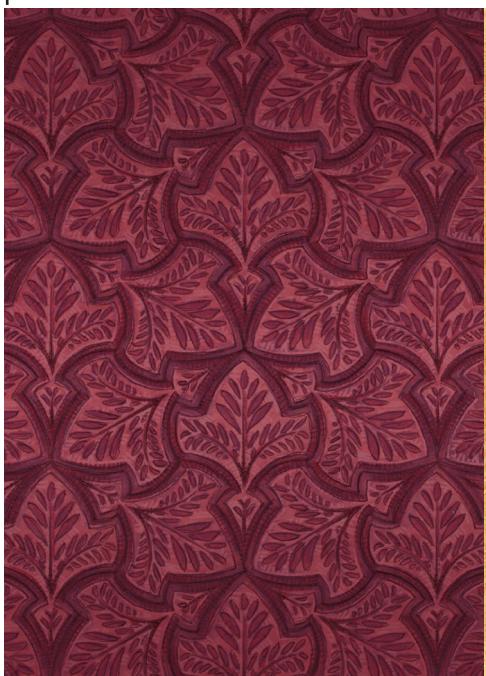
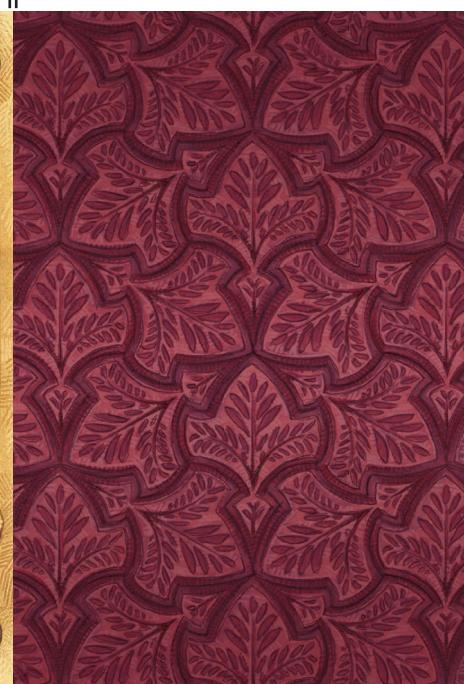
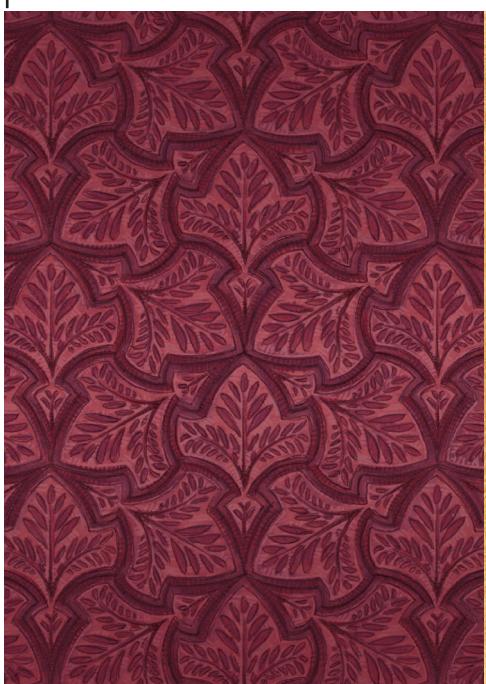
Draw one card. Play one of your two cards, resolving its effect.

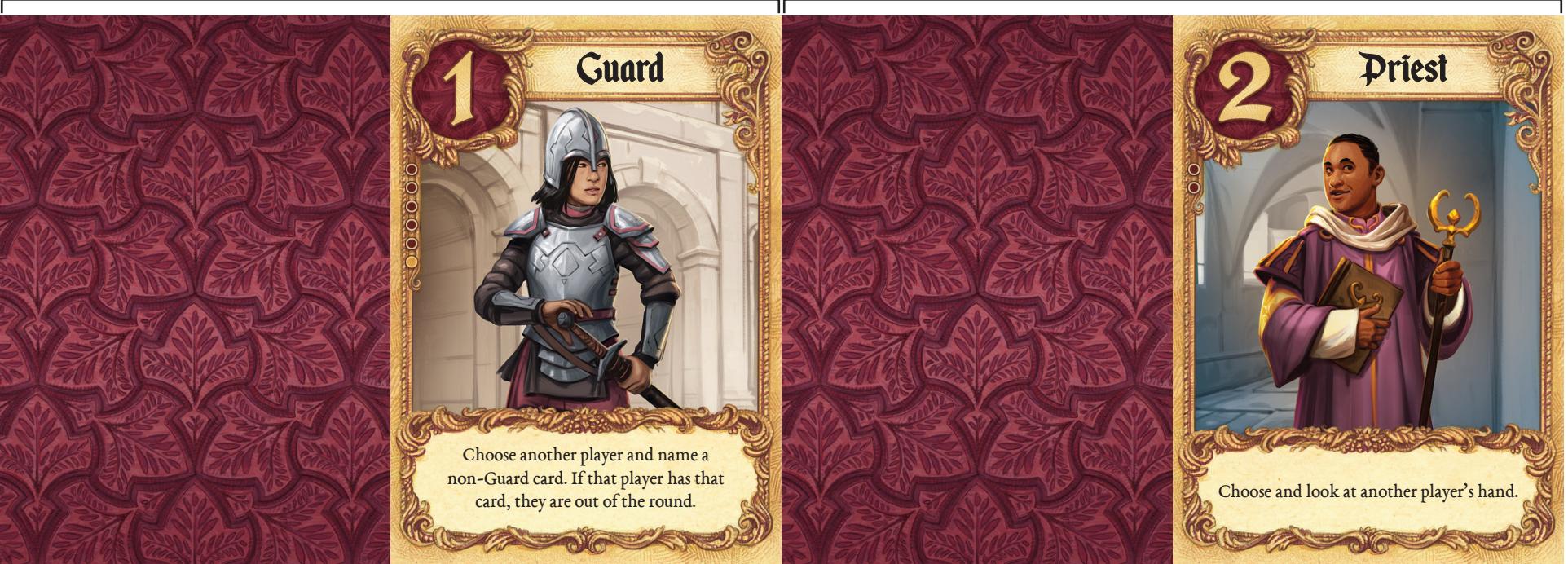
End of Round

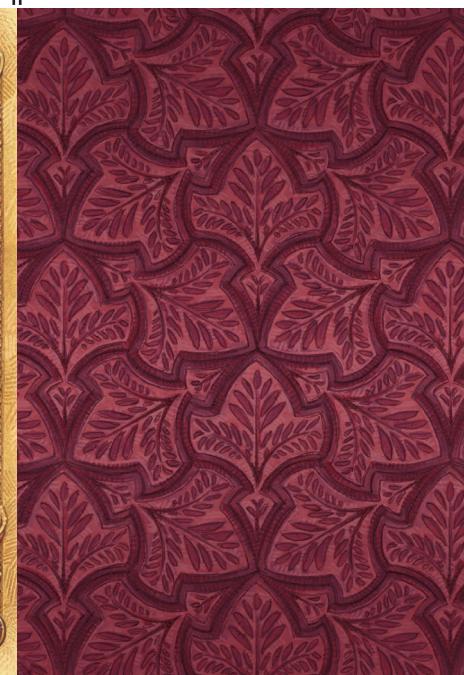
The round ends in one of two ways, and the winner gains one favor token:

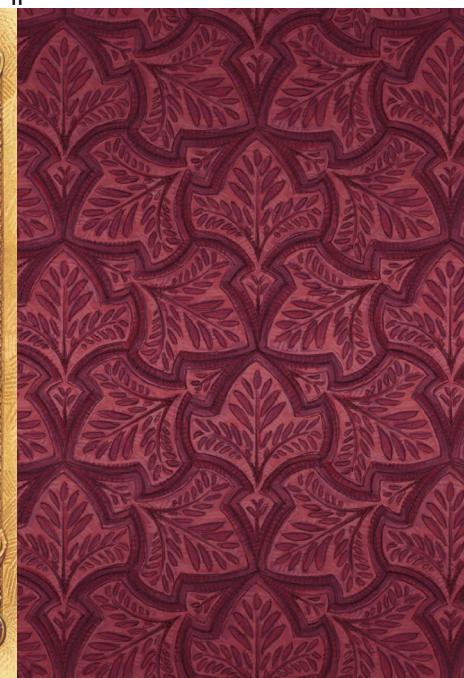
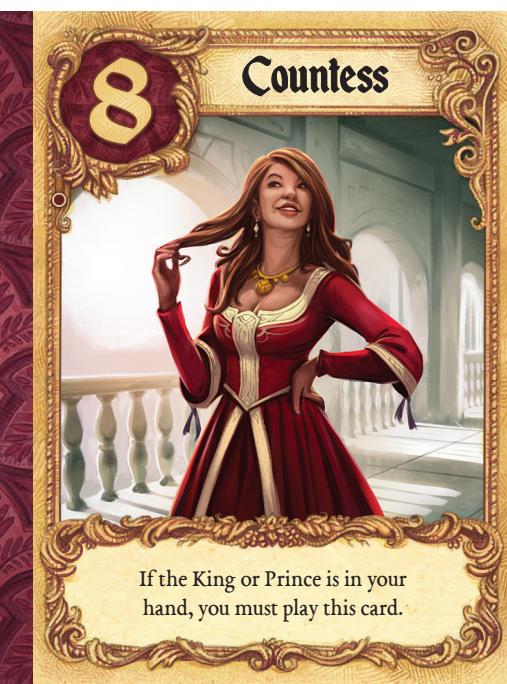
• If the deck is empty, the highest card wins.

• If all players but one are out of the round, the player still in the round wins.











- 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.)**



- 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.)**



- 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.)**



- 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.)**