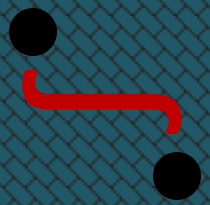
Cabalia

Cabalia

Cabalia



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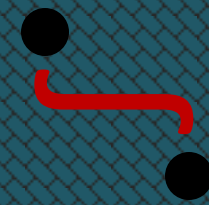

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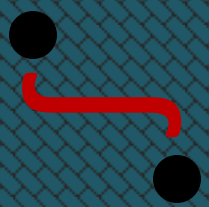

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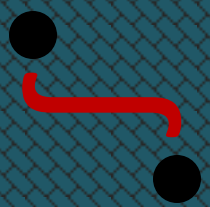

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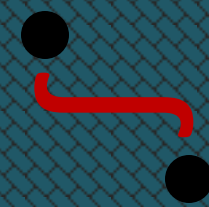

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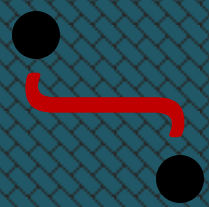

Cabalia

2 Serf

0

2 Serf

4 Chieftain

0

4 Chieftain

6 Baroness

0

6 Baroness

8 Duchess

0

8 Duchess

3 Noble

0

3 Noble

5 Lord

0

5 Lord

7 Baron

0

7 Baron

9 Duke

0

9 Duke

2 Serf

0

2 Serf

? Paladin

0

? Paladin

12 Queen

0

12 Queen

10 Princess

0

10 Princess

2 Serf

0

2 Serf

? Spy

0

Spy ?

13 King

0

13 King

11 Prince

0

11 Prince

2 Serf

2 Serf

3 Noble

3 Noble

4 Chieftain

4 Chieftain

5 Lord

5 Lord

6 Baroness

6 Baroness

7 Baron

7 Baron

8 Duchess

8 Duchess

9 Duke

9 Duke

2
Serf
2
Serf

?
Paladin
?
Paladin

12
Queen
12
Queen

10
Princess
10
Princess

2
Serf
2
Serf

Spy
Spy

13
King
13
King

11
Prince
11
Prince

2 Serf

2 Serf

4 Chieftain

4 Chieftain

6 Baroness

6 Baroness

8 Duchess

8 Duchess

3 Noble

3 Noble

5 Lord

5 Lord

7 Baron

7 Baron

9 Duke

9 Duke

2 Serf

2 Serf

2 Serf

2 Serf

? Paladin

? Paladin

12 Queen

12 Queen

10 Princess

10 Princess

2 Serf

2 Serf

? Paladin

? Paladin

13 King

13 King

11 Prince

11 Prince

2 Serf

2 Serf

? Spy

? Spy

11 Prince

11 Prince

2 Serf
2 Serf

3 Noble
3 Noble

4 Chieftain
4 Chieftain

5 Lord
5 Lord

6 Baroness
6 Baroness

7 Baron
7 Baron

8 Duchess
8 Duchess

9 Duke
9 Duke

10 Princess
10 Princess

12 Queen
12 Queen

11 Prince
11 Prince

13 King
13 King

? Paladin
? Paladin

Spy
Spy

2 Serf
2 Serf

2 Serf
2 Serf

2 Serf

2 Serf

3 Noble

3 Noble

4 Chieftain

4 Chieftain

5 Lord

5 Lord

6 Baroness

6 Baroness

7 Baron

7 Baron

8 Duchess

8 Duchess

9 Duke

9 Duke

2 Serf

2 Serf

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13 King

13 King

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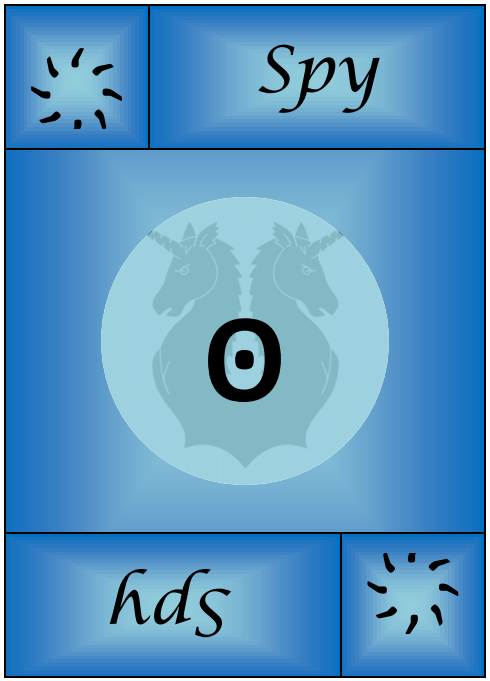
Spy

11 Prince

11 Prince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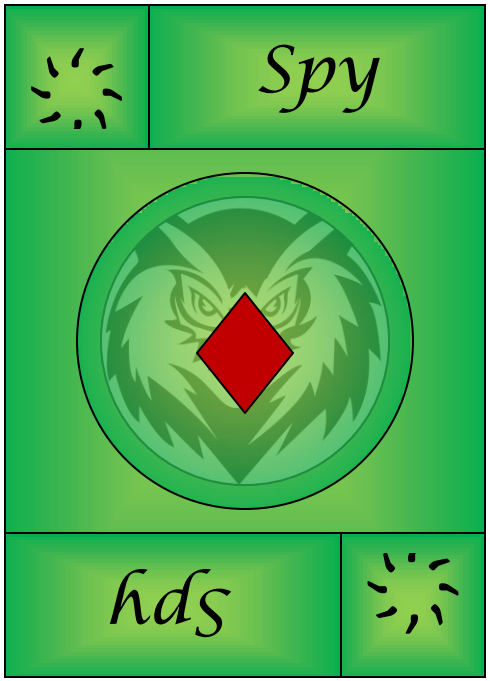
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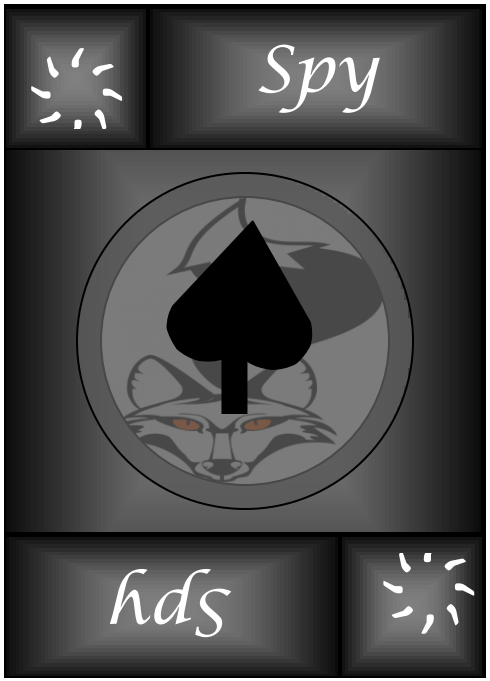
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Spy
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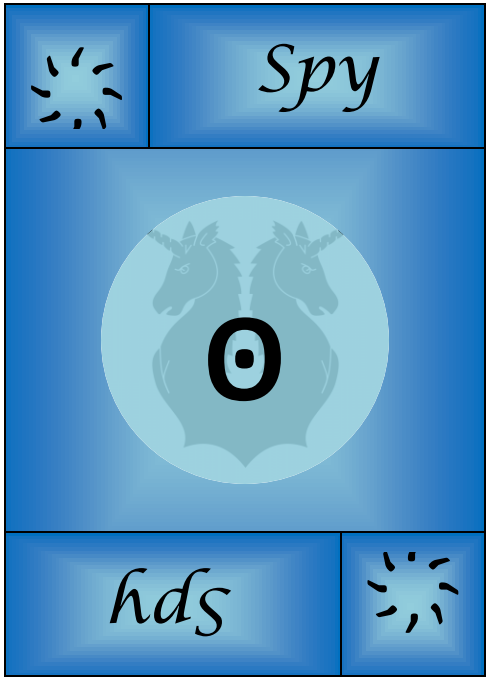
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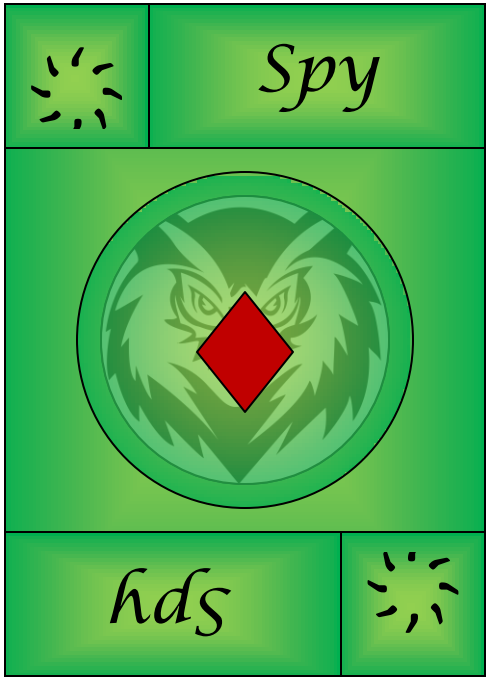
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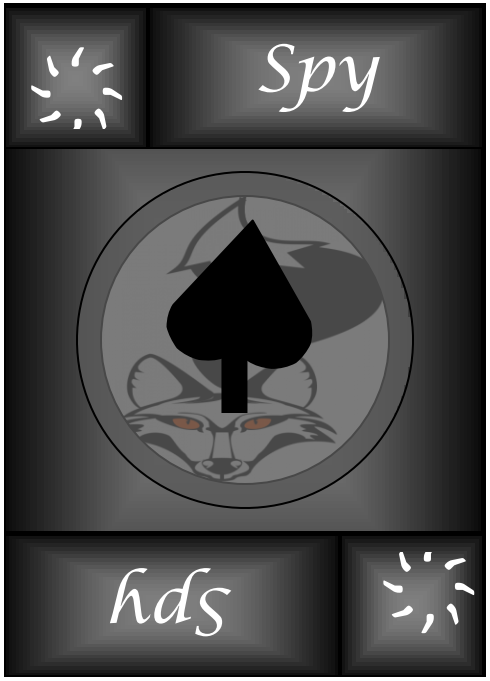
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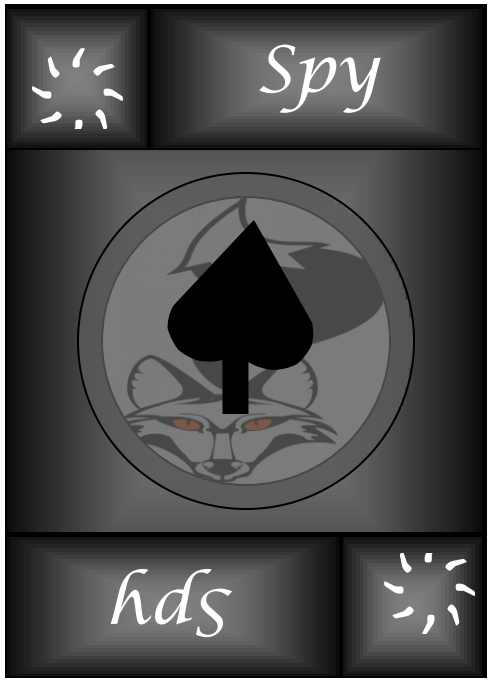
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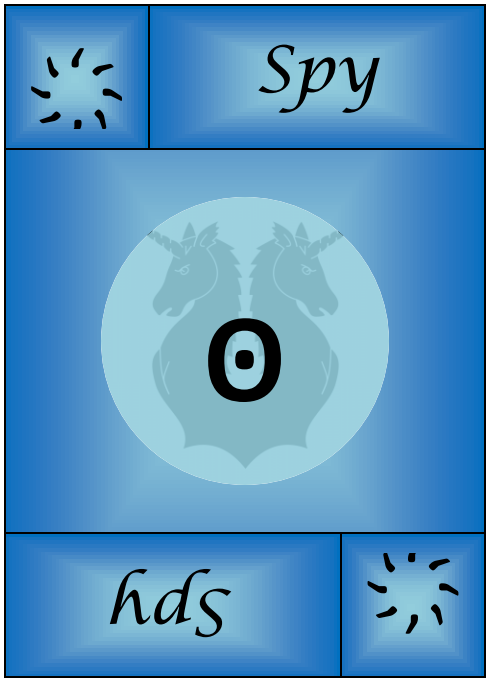
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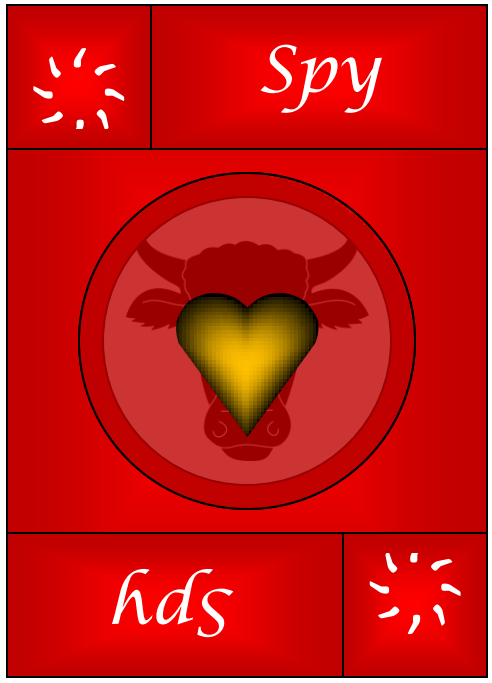
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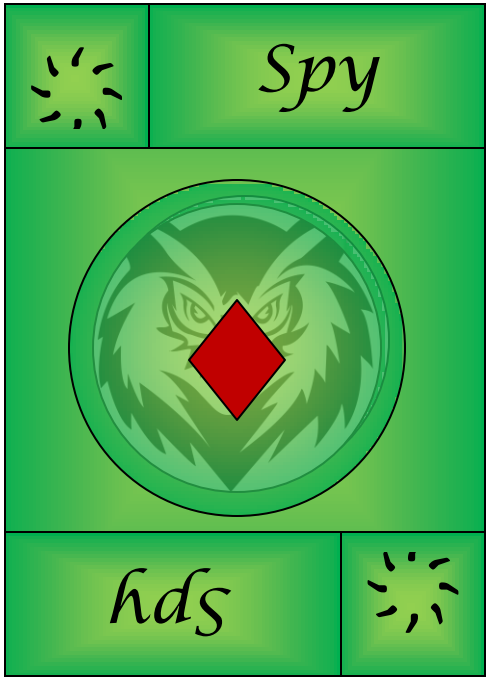
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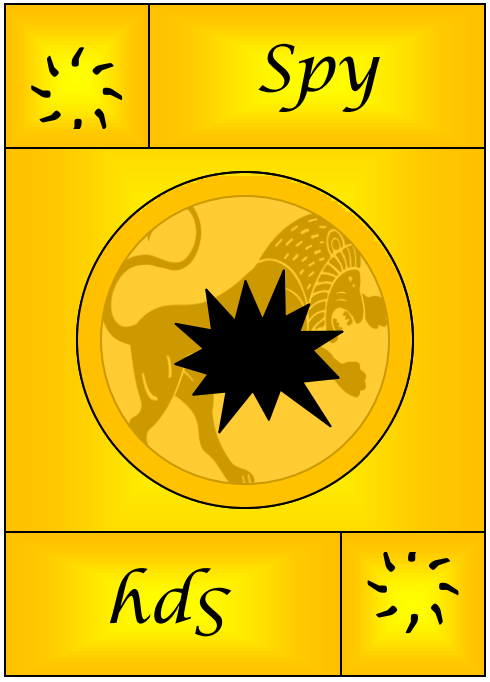
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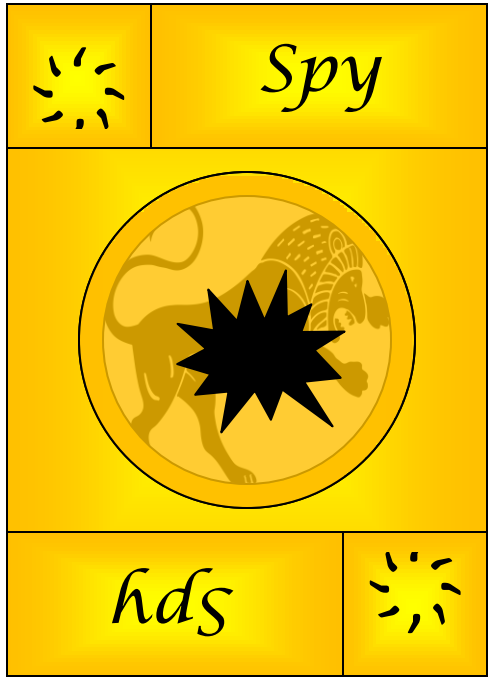
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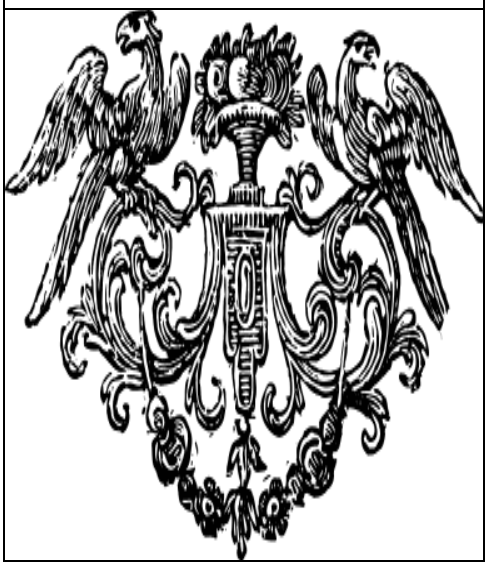
Agenda



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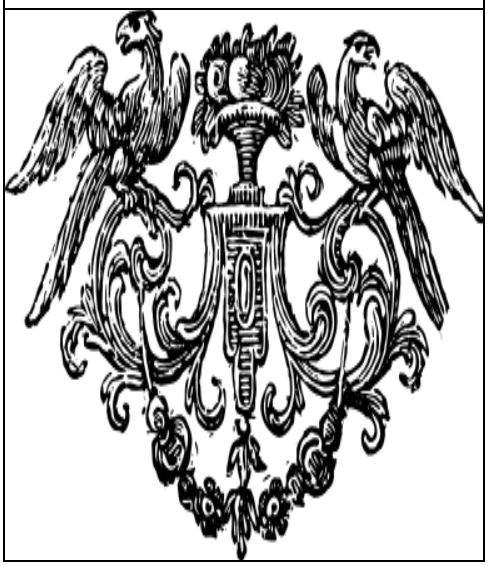

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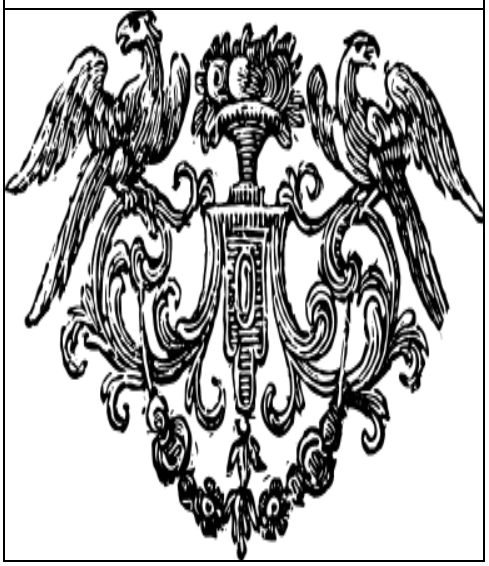

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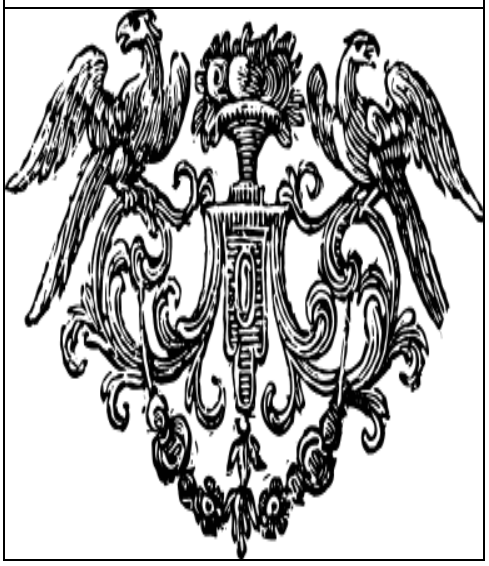

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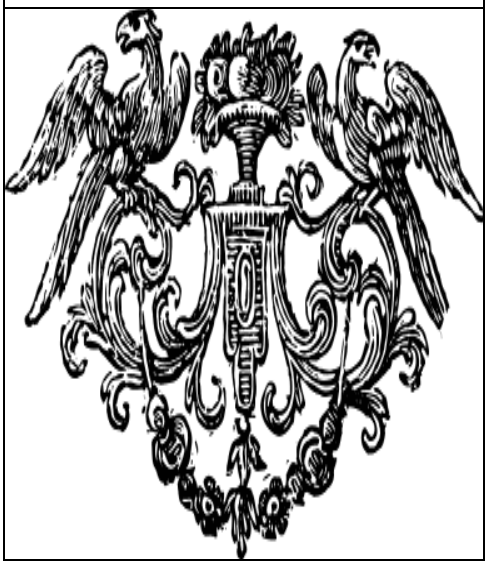

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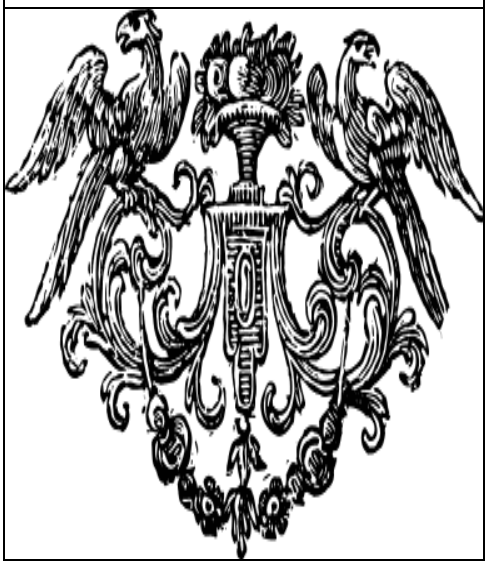

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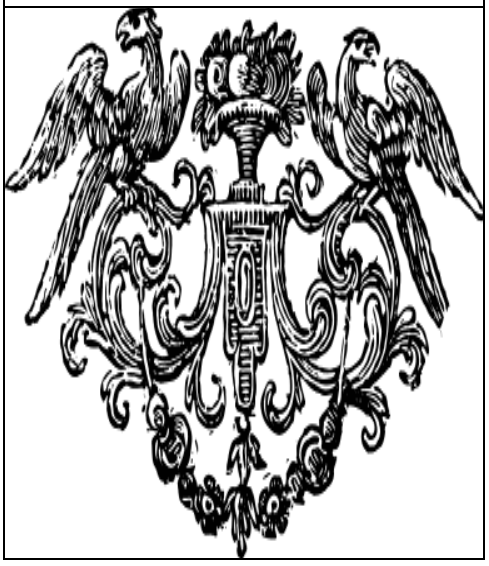

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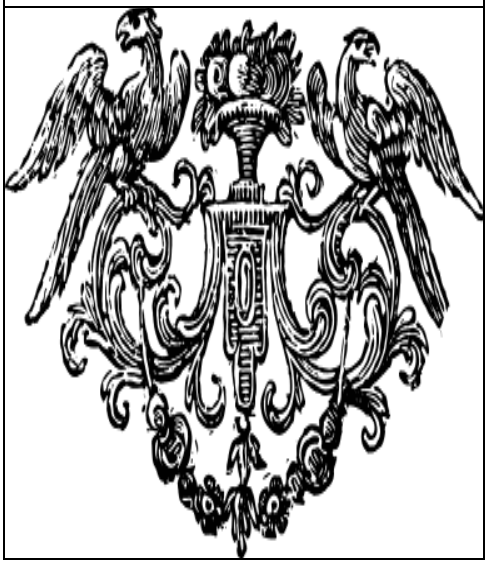

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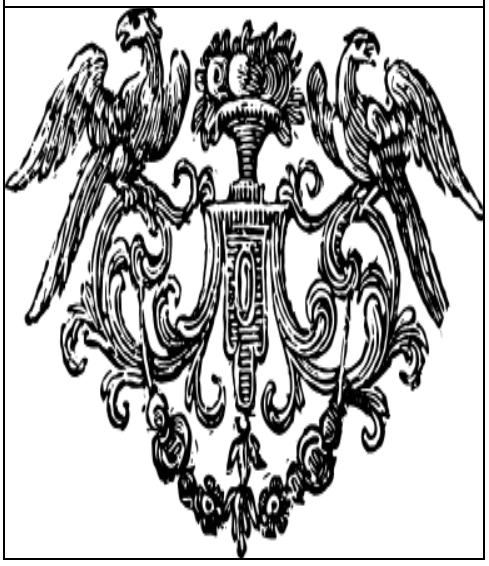

The Golden Rule

At the start of your turn hold 50 gold pieces.

Don Juan

At the start of your turn hold all the women of any <u>one</u> family (queen, princess, duchess, baroness).

Matriarchy

At the start of your turn hold all (5) queens.

Long Live the King

At the start of your turn hold all (5) kings.

The Next Generation

At the start of your turn hold all (5) princes or princesses.

Family Unification

At the start of your turn hold at least 7 members of <u>your family</u>.

Rabble Rousing

At the start of your turn hold at least 7 serfs .

Infiltration

At the start of your turn hold at least 7 members of one family <u>other than</u> your own.

The "Middle" Class

At the start of your turn hold at least 2 nobles, 2 chieftains, 2 lords, and one baron.

The Wisdom of this Age

At the start of your turn hold at least 50 points worth of (blue) Bluehelm cards.

The Best Defense

At the start of your turn hold at least 50 points worth of (red) Hammond cards.

Market Manipulation

At the start of your turn hold at least 50 points worth of (green) de Trope cards.

Might Makes Right

At the start of your turn hold at least 45 points worth of (yellow) Barcbane cards.

Silence is the Best Policy

At the start of your turn hold at least 40 points worth of (black) Shadowcrest cards.

Patriarchy

At the start of your turn hold at least 5 males (chieftain, lord, duke, baron, prince, and/or king) of any <u>one</u> family.

The Least of These

At the start of your turn hold at least 7 cards <u>below</u> the rank of chieftain.

Lord Chieftain

At the start of your turn hold at least 25 points worth of chieftains and/or lords.

Rabble Rousing

At the start of your turn hold at least 7 serfs.

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Possibility

The Golden Rule

At the start of your turn hold 50 gold pieces.

Don Juan

At the start of your turn hold all the women of any <u>one</u> family (queen, princess, duchess, baroness).

Matriarchy

At the start of your turn hold all (5) queens.

Long Live the King

At the start of your turn hold all (5) kings.

The Next Generation

At the start of your turn hold all (5) princes or princesses.

Family Unification

At the start of your turn hold at least 7 members of <u>your family</u>.

Rabble Rousing

At the start of your turn hold at least 7 serfs .

Infiltration

At the start of your turn hold at least 7 members of one family <u>other than</u> your own.

The "Middle" Class

At the start of your turn hold at least 2 nobles, 2 chieftains, 2 lords, and one baron.

The Wisdom of this Age

At the start of your turn hold at least 50 points worth of (blue) Bluehelm cards.

The Best Defense

At the start of your turn hold at least 50 points worth of (red) Hammond cards.

Market Manipulation

At the start of your turn hold at least 50 points worth of (green) de Trope cards.

Might Makes Right

At the start of your turn hold at least 50 points worth of (yellow) Barcbane cards.

Silence is the Best Policy

At the start of your turn hold at least 40 points worth of (black) Shadowcrest cards.

Patriarchy

At the start of your turn hold at least 5 males (chieftain, lord, duke, baron, prince, and/or king) of any <u>one</u> family.

The Least of These

At the start of your turn hold at least 7 cards <u>below</u> the rank of chieftain.

Lord Chieftain

At the start of your turn hold at least 25 points worth of chieftains and lords.

Rabble Rousing

At the start of your turn hold at least 7 serfs.

On your Turn

Discard down to 10 cards.

Then take <u>three</u> of the following actions (may be repeated):

** Gain 3 gold from the bank*

** Draw a card from the deck*

** Purchase a spy for 5 gold.*

** Spend 5 gold to look at the bottom two cards of the deck and choose (1)*

** Play a card. (See reverse)*

On your Turn

Discard down to 10 cards.

Then take <u>three</u> of the following actions (may be repeated):

** Gain 3 gold from the bank*

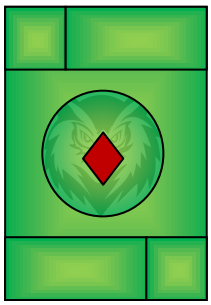
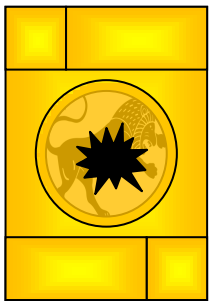
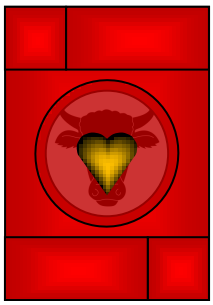
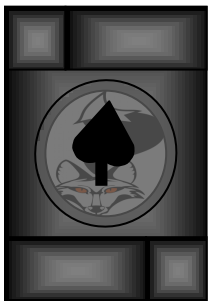
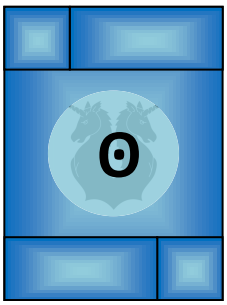
** Draw a card from the deck*

** Purchase a spy for 5 gold.*

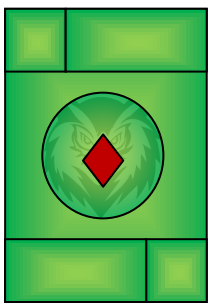
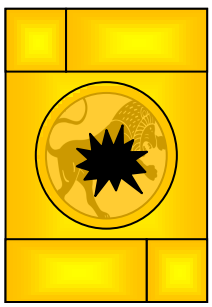
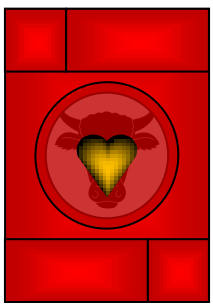
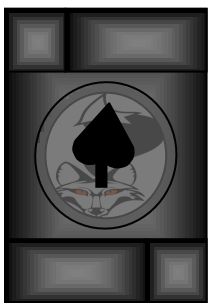
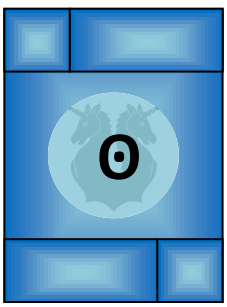
** Spend 5 gold to look at the bottom two cards of the deck and choose (1)*

** Play a card. (See reverse)*

Playing Cards

de Trope	Barcbane	Hammond	Shadowcrest	Bluehelm
				
Gain money from the bank.	Steal money from another player.	Block stealing attempts.	Draw a card from the discard pile.	Draw a card from the deck.

Playing Cards

de Trope	Barcbane	Hammond	Shadowcrest	Bluehelm
				
Gain money from the bank.	Steal money from another player.	Block stealing attempts.	Draw a card from the discard pile.	Draw a card from the deck.

13-King (x5)
12-Queen (x5)
11-Prince (x5)
10-Princess (x5)
9-Duke (x5)
8-Duchess (x5)
7-Baron (x5)
6-Baroness (x5)
5-Lord (x5)
4-Chieftain (x5)
3-Noble (x5)
2-Serf (x15)

13-King (x5)
12-Queen (x5)
11-Prince (x5)
10-Princess (x5)
9-Duke (x5)
8-Duchess (x5)
7-Baron (x5)
6-Baroness (x5)
5-Lord (x5)
4-Chieftain (x5)
3-Noble (x5)
2-Serf (x15)

13-King (x5)
12-Queen (x5)
11-Prince (x5)
10-Princess (x5)
9-Duke (x5)
8-Duchess (x5)
7-Baron (x5)
6-Baroness (x5)
5-Lord (x5)
4-Chieftain (x5)
3-Noble (x5)
2-Serf (x15)

13-King (x5)
12-Queen (x5)
11-Prince (x5)
10-Princess (x5)
9-Duke (x5)
8-Duchess (x5)
7-Baron (x5)
6-Baroness (x5)
5-Lord (x5)
4-Chieftain (x5)
3-Noble (x5)
2-Serf (x15)

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12-Queen (x5)
11-Prince (x5)
10-Princess (x5)
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8-Duchess (x5)
7-Baron (x5)
6-Baroness (x5)
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4-Chieftain (x5)
3-Noble (x5)
2-Serf (x15)

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Paladin (?)

Counts as any numerical value or rank.

Spy ( )

Use on any player that is the same color as the spy. Look at that player's hand, and steal a card of your choice.

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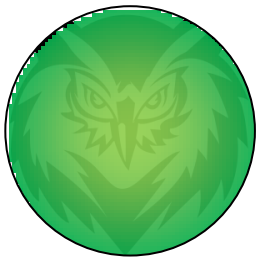
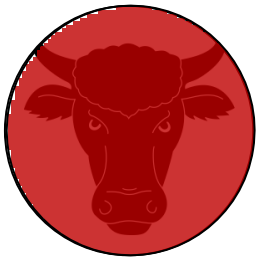
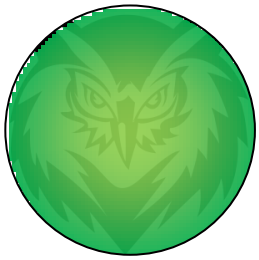
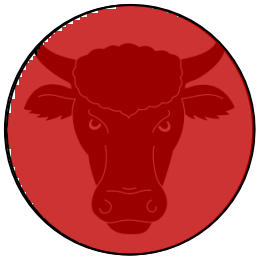
Advanced Play

de Trope	Barcbane	Hammond	Shadowcrest	Bluehelm
				
As an action, may discard a card for 5 gold.	May randomly steal a player's card instead of gold if successful in a steal action.	Randomly steal a card from an attacker's hand if you over-defend.	As an action, may pay 3 gold to draw the top card from the discard deck.	As an action, may pay 5 gold to look at the bottom **3** cards of the deck and choose 1 (Discard the rest).

Advanced Play

de Trope	Barcbane	Hammond	Shadowcrest	Bluehelm
				
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Advanced Play

Spy Variant:

In addition to normal spy functions, spies can also be played to:

- ask a player how many cards of one color he/she has

- ask a player how many cards of one rank he/she has

Questions must be answered truthfully; answers are given privately.

These actions can only be blocked by paying 5 gold to the spying player.

Starting Agendas Variant:

At the beginning of the game, after players have been dealt a starting hand, give two agendas to each player. Players choose one agenda to keep, and discard the other facedown.

(For setup, just include all the agendas that are listed in the possibilities section.)

Advanced Play

Spy Variant:

In addition to normal spy functions, spies can also be played to:

- ask a player how many cards of one color he/she has

- ask a player how many cards of one rank he/she has

Questions must be answered truthfully; answers are given privately.

These actions can only be blocked by paying 5 gold to the spying player.

Starting Agendas Variant:

At the beginning of the game, after players have been dealt a starting hand, give two agendas to each player. Players choose one agenda to keep, and discard the other facedown.

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