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A. What is Medieval Mayhem?

Medieval Mayhem is a competitive set collection card game with 'take-that' elements. The game is meant for 2 to 5 players and lasts about 30 minutes once you are familiar with the game.

B. Object of the Game:

To gain as many points as possible, by forming sets, playing cards and keeping cards in your hand. Unlike most other set collection card games, you score points for every card that you control, whether in play, in a set or in your hand. The points on the card are scored at the end of the game and are at the bottom right of the poker-sized card.

C. Components:

70 Poker-sized cards

- This is called the Draw deck where all players draw cards from and where the recruit zone (**Barracks**) is replenished from. These cards have colors, icons, numbers, and scoring all on the cards.

18 Tarot-sized cards

- These are the **Character** cards in which the players are provided roles to play during a game. The Character cards are double-sided, with one side being concealed faced down from your opponents and the other side revealing a special Character action that can be used.

1 Scoring Sheet/Pad

- This is to help players keep track of their score at the end of the game.

D. Setup:

1. Each player is provided a **Character** card. Character cards are assigned randomly or chosen by the players. Keep the Point side face down and hidden from opponents.
2. Place your **Character** card next to the Set zone (**Castle**), which is behind the Play zone (**Territory**). The character card should have the bonus points and version side face down, concealed from your opponents.
3. Shuffle the **Draw** deck and deal out a starting hand of 3 cards to all players. (Cards in a player's hand should not be revealed to your opponents during the normal course of the game.)
4. Place 5 cards face up in the **Barracks** (recruit zone), and then place the **Draw** deck next to it. The Discard pile and all discarded cards will be placed on the opposite side of the **Barracks** (recruit zone).
5. Choose the starting player randomly or the player whom read a fantasy novel most recently is the starting player for the game. The starting player should be indicated/remembered because the game ends with an even amount of turns for all players.

E. Card Zones and Card Placement: (see Playmat and Card Explanations attachments)

- There are a variety of zones, areas or piles in the game. The Play Zone (**Territory**), the Set Zone (**Castle**), the Hand Zone (**Resources**), the Deck Zone (**Kingdom**), Recruit Zone (**Barracks**) and the **Character** Zone. Players control all cards in their own zones. Each player has their own play, set and hand zone. The **Kingdom** is not controlled by any of the players. Each player has their own character zone, but cannot be interacted with by cards at this time (may be included with future card releases).

- **The Deck Zone (Kingdom)** consists of the deck pile, discard pile and the **Barracks** (recruit zone). The Deck Zone (**Kingdom**) is centered where all players can reach the cards easily, usually in the middle of the gaming area.
 - The deck pile is where players draw cards from, when instructed to 'draw' one or more cards. If the deck pile is ever empty, this will trigger the end phase round. (read more details in the Ending the Game rules section)
 - The discard pile is where all players discard all cards, face-up, and in any order they choose if they must discard more than one card at a time. Cards can be discarded from play, from sets or from the hand.
 - The **Barracks** (recruit zone) is where 5 cards are face up for all players to view. Cards removed from the **Barracks**, by any means, are immediately replaced by the top card of the deck pile, face up (this is considered an **Automatic Action**). The **Barracks** should always have 5 cards face up (or attempt to). If the deck pile is empty when attempting to replace the card to the **Barracks**, this will trigger the end phase round. (read more details in the **Ending the Game** rules section)
- The **Play Zone (Territory)** ('in play') is where cards are played in front of a player. The card text effects are triggered when put into the play zone from a player's hand. Each player has their own **Play Zone (Territory)** and is next to the Deck Zone (Kingdom) in front of the player.
- The **Set Zone (Castle)** ('Set') is where a player stores their completed sets, face-up. Each player has their own **Set Zone (Castle)** and is behind the **Play zone (Territory)**, closest to the player. Sets consist of 3 matching cards, which can be completed from cards in play or in hand. **Forming sets also triggers a free action depending on the type of set created. Refer to the Set Triggers Section of the rules for more information.**
- **The Character Zone** is where the character card that a player has is placed next to the **Set Zone (Castle)** and normally cannot be affected by any of the other cards in the game. This is because the character card is not in any zone that can be interacted with (at this time).
- **The Hand Zone (Resources)** ('in hand') is where cards are held by the player in their hand, until they are ready to play them (to the **Play Zone (Territory)** (aka Territory)) or revealing cards to collect sets (to the **Set Zone (Castle)**). Each player has their own **Hand Zone (Resources)** and cards should be kept hidden from other players.

F. Turn Order:

1. Start of turn effects
 - At the start of a players turn, if a player has less than 3 cards in hand, that player **MUST** draw cards until they have 3 cards in hand. This is considered an automatic action.
2. Players **MUST** take **2 Non-free Actions** on their turn. Resolve each action one at a time.
3. Players **MAY** use any number of **Free actions** on any player's turn
4. End of turn effects
 - Players **MUST** discard cards down to the maximum allowed in each zone. 6 cards in the play zone (**Territory**), 6 cards in hand (**Resources**) and 3 sets in the set (**Castle**) zone.
5. Initiative passes to the next player in clockwise order

G. General Rules:

1. The object of the game is to score the most points. Players count their points after the **End Game Round** has completed. Points are on the bottom right of the poker-sized card.
2. Players **MUST** take **2 Non-free actions** on their turn. Normal or Character Actions can be completed in any order, but only on a players turn. Unless a card allows you to act out of turn, you cannot take any non-free actions when it is not your turn. See the section **Player Actions** to find out all the options a player has on their turn.
3. **Character Actions** are on the character cards and can only be used once per turn. All other non-free actions a player can take can be repeated as many times as allowed (2 non-free

actions per turn in the standard rules). Defense cards cannot be used against Character Actions.

4. **Free Actions** can be completed on anyone's turn and a player may take as many free actions as they wish. One example of a free action is playing a Defense card when an opponent plays a card against you.
5. **Resolving card text** – when a player takes the **Play** action, they attempt to resolve the text as much as possible. An opponent **MUST** give the player a card if the card text instructs them to do so.
6. **Choose** – when a card has a player choose an option, they make that choice when they play the card and resolve it after the choice has been made.
7. **Automatic Actions** happen immediately in response to a card text effect or a set no longer qualifying as a valid set of 3 cards. An example of an automatic action would be responding to a player triggering a card text effect. If that card instructed another player to discard a card, that is considered an automatic action and not part of any free or non-free actions a player can take in a turn. **Automatic actions** can and will happen during a player's turn and especially when it is not their turn as well.
8. **Forming sets** is done by matching 3 of the same card type from 3 different cards and announcing you are forming a set and what aspect you are matching. All 3 cards must be from the same zone, either in play or in hand. **Forming sets triggers an automatic action depending on the type of set created. See Set Triggers section.**
9. **Sets** can be formed by matching Numbers (1,2 or 3), Colors (Crimson, Gilded or Sapphire) or Types (Dragon, Princess, Knight, Treasure, Attack or Defense). Sets are kept in the **Castle**.
10. **Invalid Sets** are sets that no longer have 3 matching cards. If at any time a player does not have 3 matching cards in a set, it is considered an invalid set and must be returned to the Play Zone (**Territory**) immediately. This is considered an **Automatic Action**.

11. End Game Triggers

- When the draw deck is empty, this can be done by a player drawing a card, replacing a card into the recruit area, performing actions or triggering a card text effect. As soon as the draw deck has no more cards, this will trigger the **end game round**. Even if the draw deck manages to gain more cards, this will not stop the end of the game from happening.
 - When a player forms their 3rd set, this automatically triggers the **end game round**. Even if the player no longer has 3 sets, this will not stop the end of the game from happening.
12. The **End Game Round** signifies that scoring and the end of the game is near. The player whose turn it is when the end game round is triggered finishes their turn normally. This game has an equal number of turns, so all OTHER players get a turn until play would pass to the starting player of the game.
 13. After the game ends, players tally up their scores and compare. The player with the highest total **WINS** the game!
 14. Go to the **Scoring** section to get details on how to count up a player's points. You can even use the scoring sheet/pad to keep track easier.
 15. See the **Optional Rules** section for more ideas on how to play the game differently.

H. Player Actions: (players must take 2 non-free actions on their turn)

Each of the following counts as a non-free action, unless otherwise specified. Players **MUST** use 2 non-free actions on their turn. You may repeat the same action more than once in a turn, unless otherwise specified.

1. **Play** – Take a card from your Hand zone (**Resources**) to the Play zone (**Territory**). This triggers card text effects and is resolved as much as possible (which count as an automatic action).
2. **Draw** – Take the top card from the draw deck and put it into your hand. If the deck is ever empty during a players turn, this triggers the **end game round**.

3. **Recruit** - Take a card from the face-up recruit area (**Barracks**) and put that card into your hand zone (**Resources**). You immediately replace that card, face-up; with the top card of the draw deck (the replace effect is considered an automatic action). If the draw deck is ever empty during a players turn, this triggers the **end game round**.
4. **Character Action** – Resolve the text on your character card. This may only be used once per turn. Defense cards cannot be used to defend against this action.
5. **Form a Set (from cards in the play zone (Territory)** - take 3 matching cards in the play zone (**Territory**) and move them together as part of a set into your set zone (**Castle**). This does NOT trigger card text effects. **Forming sets also triggers a free action depending on the type of set created. Refer to the Set Triggers Section of the rules for more information.**
6. **Form a Set (from cards in your hand zone (Resources)** - take 3 matching cards in your hand zone (**Resources**) and move them together and directly to the set zone (**Castle**). This does NOT trigger card text effects. **Forming sets also triggers a free action depending on the type of set created. Refer to the Set Triggers Section of the rules for more information.**
7. **Discard then Draw** – Discard any number of cards in your hand, then draw that many cards. If the draw deck is ever empty during a players turn, this triggers the **end game round**.
8. **Defense** – Discard from hand the Defense card to prevent any card text to affect you or cards you control in any of your zones. Defense cards can only be used to protect yourself. Each player must play their own Defense cards even if a card affects all players. The is a Free Action and can be used anytime when targeted.

I. Set Triggers (and the free action triggers):

(Note – forming a set may trigger multiple free actions below. Resolve all the triggers in the order that the player chooses.)

1. **Crimson** – player may **Lure** any 1 card from the Discard pile.
2. **Gilded** – player may **Capture** any 1 card in their Play zone (**Territory**).
3. **Sapphire** – all OTHER players MUST **Draw** a card, starting from the player to the left of the active player.
4. **Numbers** – player may discard up to 1, 2 or 3 cards, depending on the Number in the top left corner of the card. The player draws the same number of cards that they discarded.
5. **Dragon** – player may **Capture** any Princess card from the Recruit zone (**Barracks**) OR **Capture** a Defense-Scales card from the Recruit zone (**Barracks**) or Discard pile.
6. **Princess** – player may **Lure** any Knight card from the recruit zone OR **Capture** a Defense-Guardians card from the Recruit zone (**Barracks**) or Discard pile.
7. **Knight** – player may **Destroy** any Dragon card from the recruit zone (**Barracks**) OR **Capture** a Defense-Shield card from the Recruit zone (**Barracks**) or Discard pile.
8. **Attack** –player may **Destroy** all cards in the Recruit zone (**Barracks**) or Draw up to 3 cards from the draw deck.
9. **Defense** – player may **Capture** any Defense card from either the **Barracks** or Discard pile.

J. **Ending the Game:**

The end game is triggered by 2 main methods.

1. When the draw deck is empty
2. When a player forms their third set

When the end game is triggered, this starts the **End Game Round**. Even if these triggers were someone undone the game will still end. Example: when a player gets their Sets invalidated and no longer has 3 Sets. You still proceed to the **End Game Round** and **Scoring** section.

K. **End Game Round:**

- The player, whom is the current player when the end game is triggered, ends their current turn as normal. Then if the next player is NOT the starting player, then the next player takes their last turn as well.

- The game works on an even amount of turns. If the starting player triggered the end game, then all OTHER players get one last turn. If the last player triggered the end game, then that ends the game after the turn ends and goes to the **Scoring** phase.
- The end of the game cannot be prevented at this point. Even if the initial triggers which started the end game round are no longer valid. Example: The draw deck is empty and the player after the 'ending' player adds some cards to the draw deck. This does not matter and will still end the game. Once the end game has been triggered, the game will end once all other players have had a turn.
- Do NOT mix your cards together from different zones. Cards are scored in zones differently.

L. Scoring:

Counting Points and Determining the Winner:

- All players count the points in each zone separately. The reason for this is simple: certain cards are worth more in some zones than others. To avoid confusion or inadvertent cheating, do NOT mix your cards from the different zones together!
- You can count points in any order, but we recommend you are consistent and keep track of every player's points after each zone is counted. Even after scoring a zone, keep the cards separate.
- Cards are only counted or scored once, unless counting Bonus Points. Bonus points are scored last and are based on your character card.
- Using the **Scoring sheet/pad**, start recording points in each zone one at a time.
- Cards are labeled with points. These points are earned based on the zone the card is in. **Sapphire** cards are worth the most in the Set zone, **Gilded** in hand and **Crimson** cards in the play zone.
- First, take your cards in play and look for the Arrow icon and the corresponding points next to it. Add up your total and this forms your Play Zone (**Territory**) total.
- Next, take all of your cards in the Set zone (**Castle**) and look for the Cards icon and the corresponding points next to it. Add up your total and this forms your Set Zone (**Castle**) total.
- Next, take your cards in hand (**Resources**) and look for the Gauntlet icon and the corresponding points next to it. Add up your total and this forms your Hand Zone (**Resources**) total.
- Lastly, count your bonus points from your **Character** card. Flip over your character card to reveal your bonus points section for scoring. Add up your entire bonus points. This forms your Bonus Points Total.
- Add all of the player's totals together to get a Final Score. Compare final scores and the player with the highest points WINS THE GAME!

Tie Breakers:

- In case of a tie, the winner is determined by the following priority:
 - The player with the most sets in the set zone (**Castle**)
 - The player with the most cards in the play zone (**Territory**)
 - The player with the most cards in the hand zone (**Resources**)
 - And if there is still a tie after all of the above have been taken into account, the game does end in a TIE!

M. Terminology/Glossary:

1. **Capture** - take a card from whatever zone it may be in and put that card into your hand zone (**Resources**).
2. **Destroy** - take a card from whatever zone it may be in and put it into the discard pile.
3. **Lure** - take a card from whatever zone it may be in and put that card into your play zone (**Territory**).
4. **Draw** - take the top card from the draw deck and put that card into your hand.

5. **Defense** – discard this card to protect yourself and your cards from a card text effect. This does NOT negate the effect; it simply protects the player who ‘Defended’ themselves. You cannot use Defense cards on other players. You cannot use Defense against Character Actions.
6. **‘Up to’** – is a choice that the player makes when playing the card. Zero is a valid choice as well. Example: Destroy up to 2 Dragon cards in play. This means the player could choose 0, 1 or 2 Dragon cards in play. Sometimes a player may not want to use the full power of the card or there are no valid cards in play that fits the card text.
7. **Choose** – when a card requires a choice, the player makes the choice and then resolves the card afterwards. If an opponent has 3 dragons, but must Destroy 1 of them, they get to choose 1 of those 3 instead.
8. **Recruit** - take one of the face-up cards in the **Barracks** (recruit zone) and put that card into your hand. As an automatic action, replace the empty space with a card from the draw deck face-up. The **Barracks** must always have 5 face-up cards unless the draw deck runs out of cards.
9. **Set** - is a group of 3 cards that share a card type, color or number. These are formed and stored in the [Set Zone \(Castle\)](#).
10. **Set Zone (Castle)** - is where sets are stored. When a set is no longer valid, the remaining cards are automatically placed into the [Play Zone \(Territory\)](#). The Set zone has a limit of 3 valid sets. You must discard down to 3 sets at the end of your turn.
11. **Invalid Sets** – anytime a valid Set no longer has 3 cards in it, it is considered an invalid set. Once a set becomes invalid, all OTHER cards in that Set are immediately placed into the Play zone ([Territory](#)). This does not trigger card text from those cards.
12. **Play Zone (Territory)** - is where cards are played to from hand or where invalid sets get moved to. The number of cards in your play zone is limited to 6 cards total. You must discard down to 6 cards at the end of your turn.
13. **Hand Zone (Resources)** - is where cards are held and kept secret from your opponents. The number of cards in your hand zone is limited to 6 cards total. You must discard down to 6 cards at the end of your turn. (*‘in hand’ or ‘hand’ all refer to the hand zone*)
14. **Deck Zone (Kingdom)** - holds the draw deck, discard pile and the **Barracks** (recruit zone). There should always be 5 face up cards in the recruit area, unless the deck runs out of cards.
15. **Barracks (recruit zone)** – This is the zone where 5 cards are face up in which players **Recruit** cards as an action during their turn.
16. **Character Zone** - is where the character card is stored. Cards cannot normally interact or affect cards in this zone as it is outside of the Set, Play or Hand zone.
17. **Character Action** – this is a special action unique to each character card and can only be used once per turn. Defense cards cannot be used to defend against Character Actions.
18. **Card Types** – Princess, Dragon, Knight, Treasure, Attack or Defense (represented by icons or text on the cards). This is a category for forming a valid set.
19. **Color** – refers to the color or color name of the card (for color blind players). [Gilded](#) cards count as Yellow, [Sapphire](#) count as Blue and [Crimson](#) count as Red. This is a category for forming a valid set.
20. **Number** – refers to the power level of the card and is also used for checking for valid sets. To form a valid set of numbers, all 3 numbers must be the same. Example: all cards have the number 1.
21. **Icons** - Dragon icon = dragon cards, Princess icon = princess cards, Knight icon = knight cards, Treasure Chest icon = treasure cards, Sword icon = attack cards, Shield icon = defense cards, Arrow icon = play zone, Cards icon = set zone, Gauntlet icon = hand zone. See the [Icon Explanations](#) Sheet.
22. **Automatic Actions (triggered action)** – these actions happen immediately and are often triggered based on an action being used or a card being played from hand. Examples of

automatic actions are replacing a **Barracks** card when someone uses the Recruit action or a player completing the text of a card played from hand.

23. **Free Actions** – these actions do not count against the player's 2 actions per turn and can be done at any time during anyone else's turn. The typical Free Action is playing a Defense card.
24. **Non-Free Action** – these are the actions that a player **MUST** take during their turn and each player gets 2 actions per turn. The action can be a Normal Action or a Character Action.
25. **Normal Action** – The list of normal actions is listed in the Player Actions sections below. These actions include Draw, Recruit, Play, form a Set and Discard Then Draw.
26. **Zones** – there are different zones which have also been given keyword names. The zones are Play zone, Hand zone, Set zone, Character zone, Recruit zone and Deck zone. They are used for scoring and card text interaction purposes.

N. Clarifications of Rules:

1. This is not a bluffing or lying game. If a player has a specific card in their hand when they are targeted, they must follow the card text to its fullest. *Example: Dan plays a Gilded Dragon and targets Megan. Megan has a Princess in her hand and MUST give that card to Dan.*
2. If card text references more cards than a player has, that player **MUST** do as much as possible, then indicate that is all they have. *Example: George plays a Gilded Princess against Chris and the card Lures 3 Knights. Chris only has 1 Knight in hand though. Chris then states that is his only Knight card in hand.*
3. If a card targets a player, but that player has no cards that match the card type in the card text, the targeted player must indicate this fact. *Example: Megan plays a Crimson Knight against George, but George has no Dragon cards in play. The card still resolves and stays in play, but nothing else happens.*
4. If a card targets a players **Resources** (cards in hand), but has more choices than the card text indicates, the player being targeted chooses which card to provide and **DOES NOT** have to indicate how many cards of that choice they had. *Example: Chris plays a Gilded Knight against Dan and the cards indicates to Destroy 1 Dragon. Dan has 3 Dragons in hand and chooses which one to put into the discard pile. Dan does not indicate how many Dragons he has.*
5. Defense cards can only be used on the player who played the card. You cannot defend other players, only yourself and your cards. *Example: If a card affects multiple players and you play a Defense card on yourself, only your cards are protected. Other players must play their own Defense cards to defend themselves.*
6. Cards that target multiple players can have variable results and effects. Some players may choose to play a Defense card and some players may not have the card in their hand. The card stays in play no matter how many Defense cards are used.
7. If any card text requires multiple players to act at the same time and the order matters, then start with the current player and move around the table clockwise (to the left). *Example: George plays a card that makes all players destroy a Dragon in their hand. Some players want to play a Defense card and others may or cannot. Starting with George, players go around the table and decide whether or not to play a Defense card, then priority passes to the next player.*

O. Optional Rules:

- A. **Character Card Draft** - At the start of the game, instead of assigning character cards at random, you can draft the character cards. Take all of the character cards, shuffle them and deal all of them out evenly to all players. Then each player

chooses a character card and the rest go to the box. This selection is kept secret as normal until scoring at the end of the game.

B. **Round Time Limit** – Instead of the 2 normal end game triggers, you can play with a number of rounds that end the game. The game only ends when the Round timer occurs. You need to keep track of the rounds, which consist of each player getting a turn. For short games – 10 rounds, medium games – 15 rounds and long games – 20 rounds.

C. **Three's a Charm** – Normally when a player forms a third set, this triggers the end game. The rest of the players normally get a last turn. Instead, the player who forms the third set, immediately wins the game. There is no scoring phase that determines the winner.

D. **Right Hand Man (for 3 players or more)** – the normal rules allow you to play a card and target any player. Instead, you can only target the player directly to the right. The turn order still goes clockwise (to the left), but you can only target the player directly to your right. Card text that reference all players still work as normal.

E. **The Best Defense** – there are a limited number of Defense cards in the game. Once a Defense card is in the discard pile, it is often hard to get it back in your hand to try and reuse it. All players now get access to a new action they may use during their turn, which can only be used once per turn. ***Recycle action*** – *player discards any combination of 2 cards in hand or in play. Then they **Capture** any 1 Defense card in the discard pile.*

F. **Team Tactics (for 4 or 6 players)** – players form a team of either 2 or 3 players each and the setup and play mostly stays the same with the following exceptions. Card text that targets one player can only choose one player on that team. Card text that references all players only affects all players on the opposing teams. Players on the same team are allowed to reveal cards to each other. End Game triggers change slightly for the number of Sets needed. For 4 players – 4 sets total instead. For 6 players – 5 sets total instead. These sets can be spread across all of the players on the same team. *Example: a team of 3 players each have a set each for a total of 3 sets. They only need 2 more sets to trigger the end game.*

G. **Free Stuff – Forming a Set** normally costs 1 of 2 actions of a player's turn. Instead **Forming a Set** does not count as one of your 2 actions in a turn. You can form as many sets as you can on your turn if they are all valid sets.

H. **Chaos Theory** – you can mix and match many of the **Optional Rules** together and create one chaotic game. This optional rule set is meant for seasoned players of the game.