

N O B L E S


PRINT AND PLAY PDF

You may use this file to create a physical copy of this game for your own personal use.

The cards in this file are laid out so that the pages can be printed double-sided (with full bleed), on either A4 or Letter. You will need 6 pieces of paper.

Begin double sided printing on page 2 of this document.


Use the card faces as your trim guide.



SHADE

Move one Deceased Noble to the top of the deck this was discarded from.

If this is discarded for an Event, discard the Noble beneath it as well.



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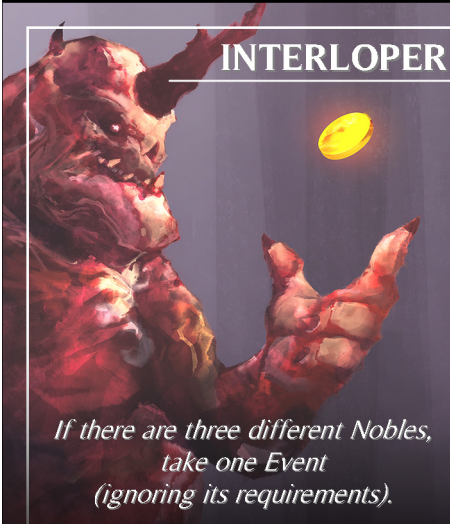
If this is discarded for an Event, discard the Noble beneath it as well.



INTERLOPER

If there are three different Nobles, take one Event (ignoring its requirements).


If this is discarded for an Event, discard all other Interlopers as well.



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If this is discarded for an Event, discard all other Interlopers as well.



CONSTRUCT

Add one random deceased Noble to the top of two different Noble decks.

If possible, only one of this Noble can ever be discarded for an Event.

NOBLES

Shuffle these cards and
separate them into three
even face up decks.

.....
If you shuffle this deck
during the game,
flip it face down first.

NOBLES

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If possible, only one of this Noble can ever be discarded for an Event.

BARONESS



If there are two identical face up Events, take one Event.

If this is discarded for an EXPANSION, it counts as three Nobles.

BARONESS



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If this is discarded for an EXPANSION, it counts as three Nobles.

VETERAN



Do not discard this Noble. Instead, move it to the top of another deck.

If this is discarded for a BATTLE, move it to the top of a deck and shuffle that deck.

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VETERAN

Do not discard this Noble. Instead, move it to the top of another deck.

If this is discarded for a BATTLE, move it to the top of a deck and shuffle that deck.



DEBUTANTE

You may shuffle each Event deck. You may shuffle each Noble deck.


This is never discarded for a FEAST.



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This is never discarded for a FEAST.



ARCHIVIST

Replace the top card of an Event deck with a Completed Event. Use another Noble Ability.

If this is discarded for an Event, gain all face up Events of that type.



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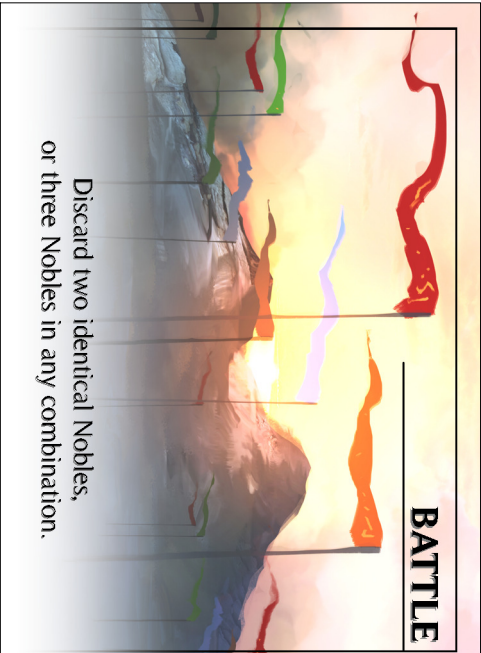
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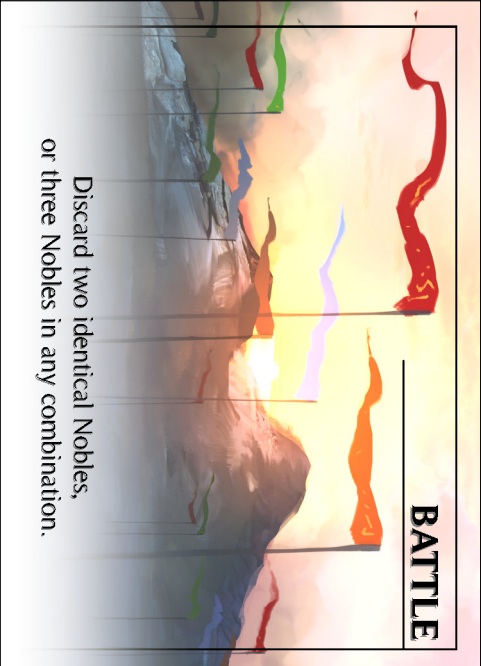
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BATTLE

Discard two identical Nobles,
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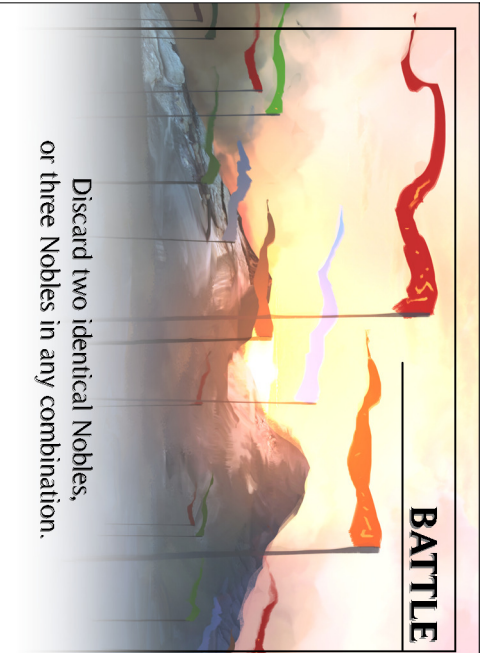
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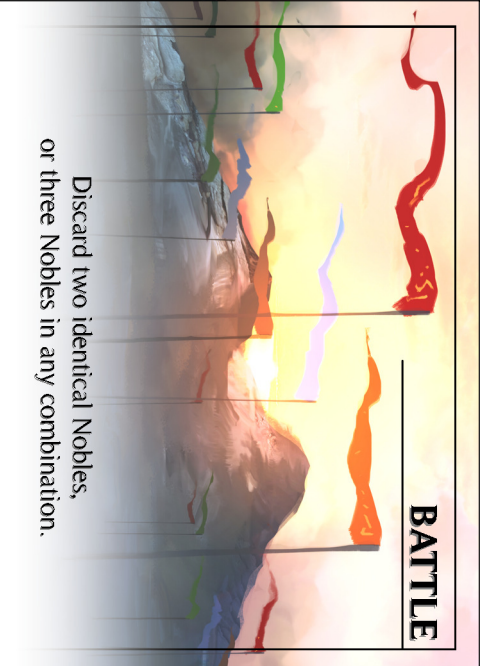
CORONATION

Discard two Nobles from a single deck.



BATTLE

Discard two identical Nobles,
or three Nobles in any combination.



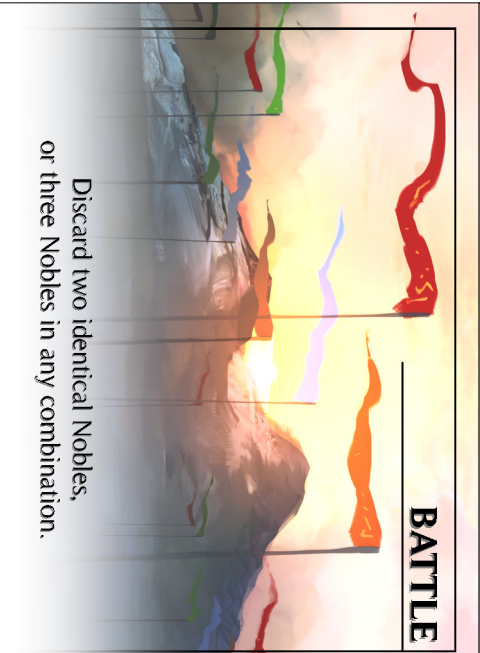
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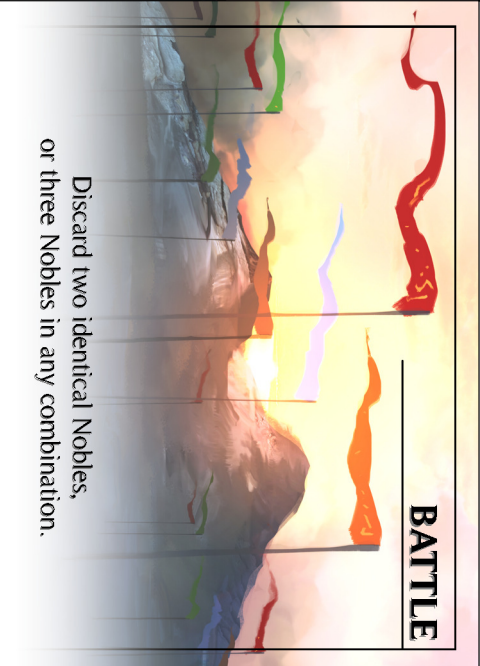
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CORONATION

Discard two Nobles from a single deck.

EVENTS

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A hand holds a large, ornate stone chalice with a circular opening in the center, set against a background of a red cloth and a stone wall.

CORONATION

Discard two Nobles from a single deck.

A row of golden chalice-like cups on a dark surface, with a stone wall in the background.

FEAST

Discard the top Noble of each Noble deck.

A row of golden chalice-like cups on a dark surface, with a stone wall in the background.

FEAST

Discard the top Noble of each Noble deck.

A hand holds a large, ornate stone chalice with a circular opening in the center, set against a background of a red cloth and a stone wall.

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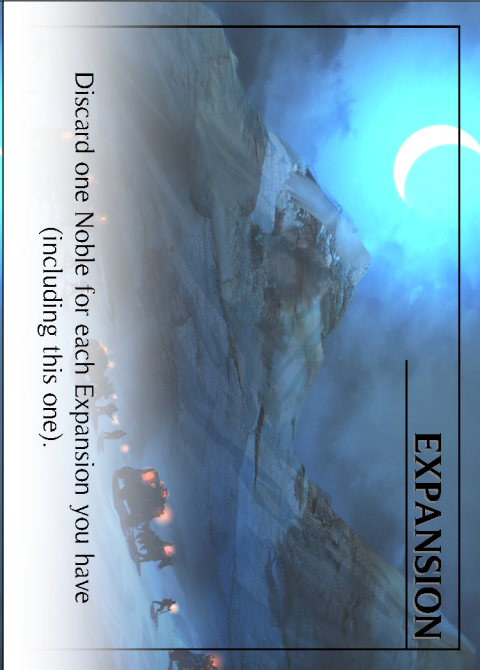
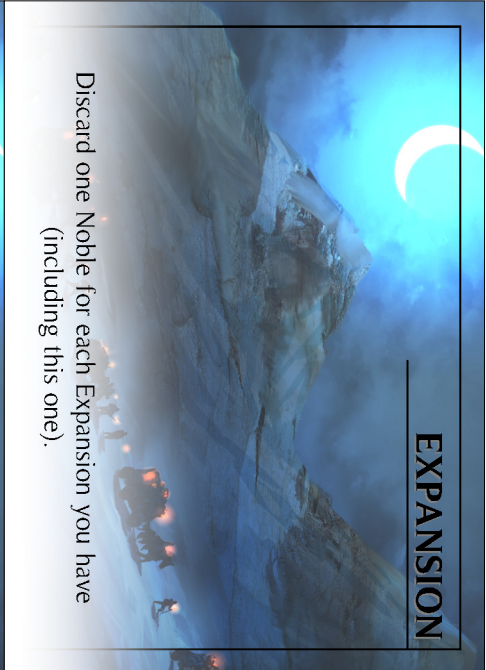
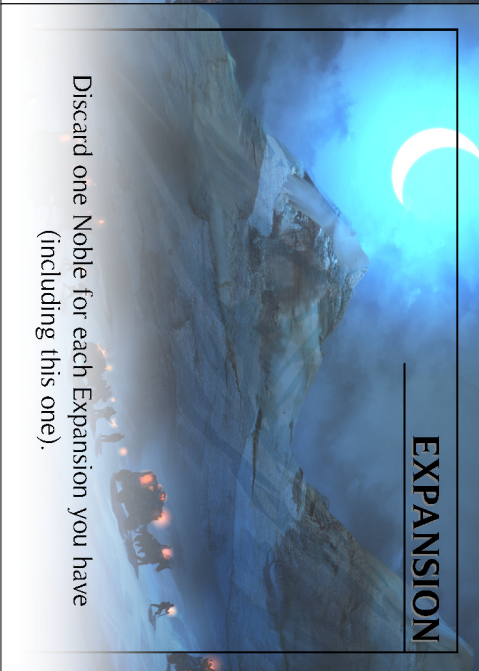

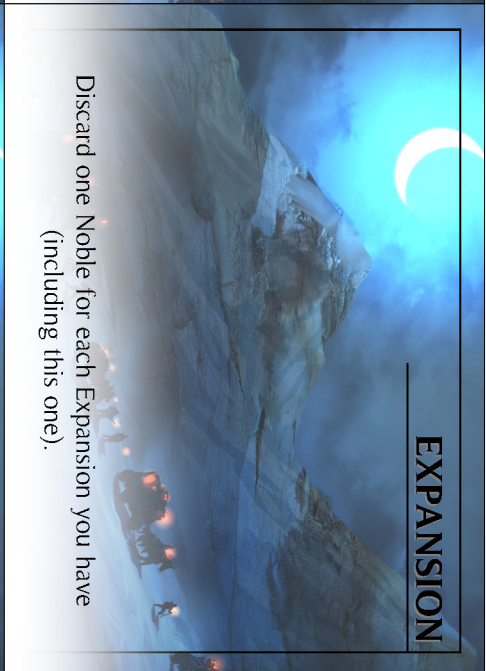
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| | | |
|---|--|---|
| <div><div>EXPANSION</div><div>Discard one Noble for each Expansion you have (including this one).</div></div> | <div><div>EXPANSION</div><div>Discard one Noble for each Expansion you have (including this one).</div></div> | <div><div>EXPANSION</div><div>Discard one Noble for each Expansion you have (including this one).</div></div> |
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| <div><div>RULES (1 of 2)</div><div><div><u>NOBLES</u></div><div>You will complete Events by using Nobles.</div><div>When either one Noble deck and/or one Event deck is empty, the game ends and you score points for the Events you Completed (each worth one point).</div><div>There is no winning or losing in Nobles, you are playing to complete as many Events as you can.</div><div><u>SETUP</u></div><div>Separate the Noble cards into a face down deck and the Event cards into a face down deck. Follow the instructions on the back of the Noble and Event cards.</div><div>Place the Turn Order Card in front of you. What you can and must do during the game is found on this card.</div><div>Begin the game by following the prompts on the Turn Order Card.</div></div></div> | <div><div>PLAYING NOBLES (2 of 2)</div><div><div>Each Noble begins the game in one of three face up decks. Nobles are discarded from the top of these decks for Abilities and to complete Events. Discarded Nobles are “Deceased” Nobles, and are placed face up to the side of the play area.</div><div>Each Noble has a Noble Ability at the top of its card (indicated by the italicized text). Each Noble has an Effect on the bottom of the card when it is discarded to complete an Event.</div><div>Each Event begins the game in one of three face up decks. When you complete an Event, you must discard the appropriate number of Nobles as indicated on the Event’s Requirements. Completed Events are placed face up in front of you.</div><div>If an Effect or Ability allows you to “take an Event” you ignore that Event’s Requirements and add it to your Completed Events.</div><div>Effects and Abilities are not optional and must be followed to the best of your ability.</div></div></div> | <div><div><u>TURN ORDER CARD</u></div><div><div>1. COURT</div><div>Discard one card from the top of a Noble deck.</div><div>Follow its Ability (italicized).</div><div>2. EVENT</div><div>Choose the top Event of an Event deck. Check its Requirements and discard the indicated Noble cards. Move it to your Completed Events. <i>Follow any applicable Effects of any discarded Nobles.</i></div><div>3. DOWNFALL</div><div>If there is an empty Noble and/or Event deck, the game ends.</div><div>4. NEWYEAR</div><div>If there are no empty Noble and/or Event decks, take another turn.</div></div></div> |

EVENTS

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