

SECOND AND FOLLOWING ROUNDS:

1. The Second Round begins "Normal" play that will continue until the game is over.
2. The Écume ALWAYS shuffles and deals the cards and must also clear the used cards after each hand.
3. The King ALWAYS starts the round.
4. After the cards are dealt, the Écume must give his two BEST cards to the King, the Napoleon Bonaparte (Wild) Card is excluded. The King, in return, must give any two of his cards back to the Écume but cannot give him a card with a lower value than 7.
 - a) If the Écume is holding an Anarchy Card and wants to use it, he must show it to all of the players and then refuse to give his two best cards to the King (see rules for use of this card below).
5. A similar rule is true for the lowest Peasant (the position next to the Écume). After the cards are dealt and before the first hand begins he must give his single best card to the Queen, excluding the Napoleon Bonaparte (Wild) Card, and she must give him a card with no lower value than 7 in return.
 - a) This Peasant may also choose to use an Anarchy Card if he has one.
6. During play, at the end of each hand, the cards are cleared by the Écume (it MUST be the Écume – It's his duty, after all) and placed face-down on the table next to him.
7. If during a round of play the King or the Queen has been replaced by another player (he goes out before them), the conquering player must announce to them, "You have just been dethroned!"

WINNING THE GAME:

The game is finished when one triumphant player reaches a score of 30 points or more. NOTE: If 2 or more players achieve 30 points after the same round, play will continue until one player wins by at least 1 point.

SPECIALTY CARDS:

Anarchy Cards:

At the beginning of each round, the Écume must give up his two best cards to the King; likewise, the lowest Peasant must give up his best single card to the Queen. If one or both of these players has an Anarchy Card, he/they may use it to avoid giving up his/their best card(s) to the Royalty at the beginning of the round.

WARNING: If a player chooses to use the Anarchy Card and cannot achieve at least a Nobleman or Clergy status by the end of the round, he will receive a score of -2 for that round.

Riot Cards:

Upon learning that the peasants of France had no bread to eat, Marie Antoinette has been credited as cruelly responding, "Let them eat cake!" Although this is a well-propagated quote that has been attributed to her through the ages, it is most probable that she never actually said it, for there is no valid historical record of this phrase ever having been uttered by her. Marie Antoinette was, however, often accused of being a self-absorbed spendthrift and she had, without a doubt, squandered French resources, spending frequently in an era when royal finances had been collapsing. Because of this, and for the richness and fun of this game, we have embraced this tradition and credit her with this cold reply to the plight of the French peasants! Therefore, in response to this demoralizing attitude of the Queen, we have created the Riot Card. The Riot Card is used as a turbulent response from the peasants of France when their Queen so harshly uttered her remarkable saying, "Let them eat cake!"

When a Peasant or the Écume plays the Riot Card, the discard deck is shuffled and the Queen is given 3 cards from it (if there are less than 3 cards, the Queen receives all of the cards that are there). There are two Riot Cards; they are the 7-cards of the France and Fleur de Lys suits. To use these cards as a Riot Card, the player must play one or both of them as he would a 7-card during his regular turn while simultaneously exclaiming - "Let the Queen eat cake!" Play continues until the round is over as per regular rules. Potential scenarios when using the Riot Card and penalties of the Riot Card are as follows:

1. If the Queen has the Napoleon Bonaparte (Wild) Card, she may play it to void the penalty of the Riot Card.
2. If both of the Riot Cards are played at the same time and the Queen counters with the Napoleon Bonaparte (Wild) Card, she will still take 2 cards. If she does not play the Napoleon Bonaparte (Wild) Card, she will take 5 cards.
3. If both Riot Cards are played within one round but during different hands, the Queen will take 3 cards the first time and only 2 cards the second time. In this case, the Napoleon Bonaparte (Wild) Card may void one of the Riot Cards that is played.

Tithe Cards:

Sometimes even the King must pay a tithe to the Clergy!

1. If the Clergy draws a Tithe Card, he may pass it to the King at the beginning of the round, AFTER THE KING HAS ALREADY TRADED CARDS WITH THE ÉCUME. He will pass it with any one other card of his choice from his hand and the King MUST give him his best two cards in return!
2. Only one Tithe Card may be used in a round of play.

Taxation Cards:

If the Queen draws a Taxation Card, she may give it to the lowest Peasant (NOT the Écume) at the beginning of the round and he will be considered taxed and forced to give the Queen a second card from his hand.

1. Normally the lowest Peasant trades one card with the Queen, but by using the Taxation Card, she will receive the second of the Peasant's highest cards – That is, they will trade two cards as the King and Écume do. The lowest Peasant must give his best two cards to the Queen and she must then give any two of her cards with a value of 7 or above back to him.
2. If the Peasant has an Anarchy Card, he may use it and does not have to give any cards to the Queen, even if she produces the Taxation Card (rules for the Anarchy Card apply).
3. Only one Taxation Card may be used in a round of play.

Treachery Cards:

Maximilien Robespierre (our Nobleman) was a true lawyer! Depending on the role he was playing at the moment, he was either a bloodthirsty tyrant or a servant of the people; a champion of the poor and savior of the French Revolution or the very devil himself. He spoke hundreds of times in the National Assembly on behalf of the lower classes, defending the rights of Jews, black slaves and actors while opposing the royal veto and religious discrimination. He also successfully argued for King Louis XVI's execution by guillotine, but ultimately, he too was caught in the terrible death machine (the guillotine) that took over 40,000 souls during the infamous year-long Reign of Terror.

1. This card MUST be used at the beginning of the round, before regular game play begins.
2. Because of Maximilien Robespierre's fickle allegiances, the Treachery Card will allow him to trade one card with ANY player of his choice. When he uses this card, his opponent must give him his best card, **including the Napoleon Bonaparte (Wild) Card**, and he can give his opponent ANY card in return.
3. Only one Treachery Card may be used in a round of play.

RULES FOR THE NAPOLEON BONAPARTE (WILD) CARD:

1. The Napoleon Bonaparte (Wild) Card may be played at any time to win a hand of play unless a KING, or a set of KINGS has just been played, for this would instantly end the hand. The Wild card may not be played to beat any KINGS which have been laid. The one Wild card, therefore, is just as powerful as four KINGS and may be played to beat as many as four QUEENS, but it cannot beat KINGS.
2. The Wild card may be used by the Queen as a counter defense to the Riot Card.