

# Anarchy in the Monarchy

## WHAT IN THE WORLD IS ANARCHY IN THE MONARCHY ALL ABOUT?

In this French Revolution inspired card game, players will find themselves as either Royalty, Clergy, Nobility, Peasants or the "Écume" (ay kŭm) also known as, "l'écume de la société," a derogatory French term that means "The dregs of society!" Players strategically play their cards in order to either *maintain their status* as Royalty, Clergy or Nobility, or to *improve their status* and ascend from being a Peasant or Écume to a higher Estate.

## THIS GAME IS FOR 4-10 PLAYERS (but is most exciting with at least 6 players):

Deck usage is as follows:

1. For 4 players, use the first 4 suits of cards (Guillotine, Tumbrel, France and Fleur de Lys).
2. For 5 players, use the previous suits and add the Bonnet Phrygien suit.
3. For 6 players, use the previous suits and add the Pistolet suit.
4. For 7 players, use the previous suits and add the Drapeau Noir suit.
5. For 8-10 players, use the previous suits and add the Canon suit.

NOTE: The suits listed above MUST be used as specified so that the correct number of Specialty Cards (Anarchy, Riot, Tithe, Taxation and Treachery Cards) are in use for the correct number of players.

## NUMBER OF PLAYERS AND THEIR ROLES:

**With 4 players:** There will be a King, a Queen, one Peasant and the Écume. Therefore, with 4 players, there will NOT be a Clergy or a Nobleman in the game, and neither the Tithe nor Treachery Cards will be used.

**With 5 players:** There will be a King, a Queen, a Clergy, one Peasant and the Écume. Therefore, there will NOT be a Nobleman in the game and the Treachery Cards will not be used.

**With 6 or more players:** There will be a King, a Queen, a Clergy, a Nobleman, 1-5 Peasants (depending on the number of players) and the Écume.

## FIRST ROUND:

The First Round is different from the rest of the rounds because it determines which players are the first Royalty and which players will be part of the First Estate = Clergy, the Second Estate = Nobility, or the Third Estate = The Peasants and the Écume. The first round is played as follows:

1. A player is chosen to deal ALL of the cards to the players (it will NOT be an equal distribution – Don't worry, that's okay).
2. The Specialty Cards (Anarchy, Riot, Tithe, Taxation and Treachery Cards) will be used for their face value ONLY during the First Round; that is, their specialized action cannot be used until the Second Round begins.
3. The player to the left of the dealer will begin by playing any single card or set of cards he wants. All the cards that are played must have the same face value; that is, one 7, two 5s, three CLERGYs, etc.
  - a) NOTE: Card value and the strength of cards in ascending order is as follows:
    - i. Weakest value – 2, 3, 4, 5, 6, 7, 8, 9, 10, NOBLEMAN, CLERGY, QUEEN and KING – Strongest value
4. The second player must beat the first card or set of cards played. For example:
  - a) If the first card played is a 5, the second player must play a 6 or higher, two 6's or higher, three 6's or higher, etc. He may not play two 5's because the number must be greater than 5 to beat it. The player may also choose to pass even if he can beat the card(s) that were played – This sometimes proves to be a good strategy.
    - i. Note: once a player passes during a hand, he cannot re-enter into that hand. He must wait until the cards are cleared and the next opening card(s) are played.
  - b) If the first player plays a set of cards, such as, two 10s, the next player must play a minimum of two NOBLEMANs or pass. When a KING or a set of KINGs are played, it will end the hand; KINGs cannot be beaten.
    - i. Note: the Napoleon Bonaparte (Wild) Card cannot beat a KING or set of KINGs at the end of the hand – See the "Rules for the Napoleon Bonaparte (Wild) Card" below.
5. The hand is over when no players can beat the last card or set of cards that was played. The cards are then cleared and play continues beginning with the player who won the hand.
  - a) If a player uses all of his cards (goes out) and no other player can play on the last card(s) he played, the cards are cleared and the player who is after the player who went out, starts the next hand.
6. The first player to "Go out" of the First Round (has played all of his cards) will be the first King beginning in the Second Round, the second player to go out will be the first Queen, next will be the Clergy, then the Nobleman, then the Peasant(s), and finally, the player who goes out last will be the Écume.

After the First Round, all of the players will arrange themselves in a circle of descending order of prominence as follows: First the King then the Queen, then the Clergy, then the Nobleman, then the Peasants (in the order they went out) and last of all, the Écume (who will be sitting next to the King to complete the circle). Once this order is determined, the Character Cards (the large caricature cards) will be placed in front of the respective players. The Character Cards will remain in their place throughout the rest of the game. Therefore, after each round of play, players must move down or up to their acquired positions as determined by that round. Believe me, it makes a difference...it's a matter of honoring the distinguished winners and shaming the losers!

After the Second Round is played, the players will once again rearrange themselves in order of prominence, according to who achieved which position, as described above and will continue this pattern after every round until the game is over.

The scores will be tallied and recorded after the First Round and then the Second Round will begin.

## SCORING:

The player's scores are tallied and recorded after each round of play – Scoring is as follows:

- |                         |          |
|-------------------------|----------|
| 1. King                 | 5 points |
| 2. Queen                | 3 points |
| 3. Clergy               | 2 points |
| 4. Nobleman             | 1 point  |
| 5. Peasant(s) and Écume | 0 points |

If a Peasant or the Écume use an Anarchy Card and do not achieve the status of Nobleman or Clergy by the end of the round, he will receive a score of -2 points for that round.