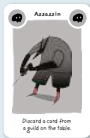


CONTENTS



104 cards (8 of each guild)

1 Cyclebreaker card
(one side is red, the other side is yellow)

In Medievallons, the beloved monarch has perished, leaving a power vacuum in its place.

Two to five players contend fiercely to be the first to create 3 guilds and dominate the capital, claiming victory and the crown of the Medievallons.

The players must extend their network and use it with great wisdom, for each Medievallon has unique powers.

GOAL OF THE GAME

The first player to establish 3 guilds wins the game.

SETUP

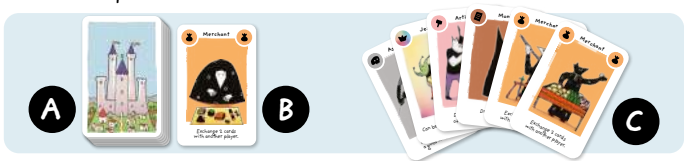
- 1 Shuffle the cards (except the Cyclebreaker card) to create a draw pile and put it face down in the middle of the playing area. Add the Cyclebreaker card to the bottom of the draw pile, with the red side (↻) facing up.

In a two-player game, add the Cyclebreaker card to the bottom of the draw pile, with the yellow side (👑) facing up.

- 2 All players draw a starting hand of 6 cards. Make sure you don't show your cards to any other players, unless you are forced to by the game.
- 3 Discard the top card in the draw pile by placing it in a new pile next to it. This is the discard pile. Cards in the discard pile are always open.
- 4 Decide at random who starts the game.



The setup should look like this:



- A** The draw pile in the middle, with the Cyclebreaker card at the bottom ;
- B** The discard pile next to the draw pile ;
- C** A starting hand per player.

HOW TO PLAY

On your turn, **perform 1 action**, then **draw 1 card**.

The possible actions are:

Play a card

Activate a guild

Play a guild

Extend a guild

After your action, draw a card from the draw pile and end your turn. There is no limit to the number of cards in your hand.

If you draw the last card of the draw pile and the Cyclebreaker card is revealed for the first time - except in a two-player game - flip it to its yellow side (👑).

Then, keeping the last discarded card, reshuffle the rest of the discard pile, and place it on top of the flipped Cyclebreaker card (👑) to form a new draw pile.

POSSIBLE ACTIONS

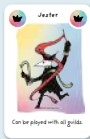
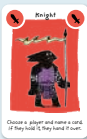
Play a card

Choose a card from your hand to use its power. Each card type has a unique power. After resolving the power, put the played card in the discard pile.

Play a guild

If you have 3 or more cards of the same type in your hand, you may place them in the playing area in a row to form a guild.
Note: Jester cards can be included in any kind of guild.

Example: a guild of Knights

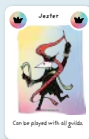
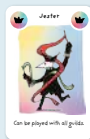
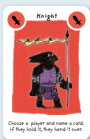
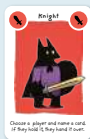


Also a guild of Knights created with a Jester

Cards in a guild are no longer in your hand. This means they can now be targeted by cards like the Assassin, Ranger, and Witch.

Important: If a guild is ever reduced to only 2 cards, return them to your hand.

There is no limit to the size of a guild, and you can have multiple guilds of the same type, as long as each guild has at least 3 cards.



No limit to the amount of cards in a guild.

When you play a guild, you must use that guild's power (similar to playing a single card).

Example: when you play the Knight guild, you also activate the Knight power.



Activate a guild

Choose and activate a guild that you played in a previous turn and remains in the playing area. Resolve the power of that guild, without having to discard a card or play any additional cards from your hand.

Example: If you played a Knight guild in a previous turn and it's still in the playing area, you may activate the Knight guild and resolve the Knight power instead of playing any new cards.

Extend a guild

If you have both a guild on the table and one or more cards of the same type (or Jester cards) in your hand, you can choose to extend your guild. To do this, add one or more matching cards (or Jester cards) to the existing guild. There is no limit to the number of cards you can add.

Extending a guild can be wise, as it gives the guild survivability against Assassins and Rangers.

When extending a guild, you also resolve its power. So in the example of extending a Knight guild, you would also resolve the power of the Knight.

GAME END

The game ends the exact moment you play your third guild. You immediately win the game and claim rule over the Medievallons!

In a two-player game, **play a maximum of 3 rounds.** The player who wins 2 rounds is the winner!



ALTERNATIVE GAME END

If no player has established their third guild and the bottom of the draw pile is reached for the second time - revealing the Cyclebreaker card on its yellow side (👑) - the game immediately ends.

Note : in a two-player game, the game ends after the first time you reach the end of the draw pile.

Then the player with **the most guilds and guild members in play** wins the game. In case of a tie, the player with the most cards in hand wins instead. If both players have the same number of cards in hand, they share the victory.

CARDS EFFECTS



Artisan

Draw the top card from the discard pile.



Assassin

Choose a card in a guild in the playing area.
Move that card to the discard pile.



Beggar

Take a random card from the player with the most cards. In case of a tie, you choose the player.



Jester

Can be played with all types of cards to create or extend a guild.



Knight

Choose a player and name a card type.
They must give you a card of that type if they have it.



Merchant

Swap 2 cards with another player. You each choose 2 cards from your hand to give the other player.



Monk

Draw 2 cards.



Noble

The next 2 players in turn order hand you a facedown card of their choice.



Priest

Look at another player's hand and take 1 of their cards. Give them a card of your choice from your hand in return.



Ranger

Steal a card from any guild in the playing area. Add it to your hand.



Star

Going clockwise, all players take turns to draw a card.



Witch

Use the power of any guild in the playing area.



Wizard

Draw 3 cards, choose one to keep and discard the others.

SPECIFIC SITUATIONS

Out of cards

- If resolving an action ever requires more cards than you have in your hand, draw cards from the draw pile until you have the required amount. Then, resolve the action.
- If it's your turn, and you have no guilds in the playing area and no cards in your hand, you draw two new cards as your action instead.

Assassin/Ranger - there is no guild to steal or discard from

- As your action, you discard the Ranger or Assassin card, and draw a new card from the draw pile instead.
- If you are out of cards in your hand, and only have a Ranger or Assassin guild in the playing area, you draw a card from the draw pile as your action instead.

Beggar - you have the most cards yourself

As your action, you draw a card from the draw pile instead.

Noble - there is only one other player

You get one card from the other player, and draw the second card from the draw pile instead.

Witch - there is no guild to copy

As your action, you reveal and discard the top card of the draw pile and copy that card's power instead.

Jester - playing a Jester guild

- It is possible to play a guild of only Jesters, but they will have no power to activate. You can however extend a Jester guild (with the Extend a guild action), and add any one other card type. The Jester guild will become a guild of the added card type instead.
- If you're out of cards in your hand, and only have a Jester guild in the playing area, you draw a card from the draw pile as your action instead.



Coen Balkestein

Development & copywriting: Ruud Nederpelt

Project management: Étienne Duverger

Graphic implementation: Grégoire Allemand

**UK
CA**



Imported by:

Hachette Boardgames UK Ltd.

Carmelite House

50 Victoria Embankment

London EC4Y 0DZ, UK.

Imported by:

Hachette Boardgames USA

2363 James St 537

Syracuse, NY 13206, USA



© 2026 Wulphorn Games.
All rights reserved



Keep this information
and address for future
reference: 11 - 2025

Adaptation & Distribution
françaises



ZAL Les Garennes
F 62930
Wimereux - France