



God Save The King

2-4 PLAYER—10 AND UP

Game Play

The 3-4 player game builds upon the 2 player game. Therefore, to learn to play, read the rules for the 2 player game, then proceed to the rules for the 3-4 player game.

2 Player Game

The game is played through a series of *tricks*. A *trick* is defined by two formations of three cards, each selected by a player and placed face-down on the table, opposite their rival's formation of three cards. When both formations are complete, a *skirmish* occurs.



Push

A *push* occurs when each player wins one *skirmish*, or both *skirmishes* end in a draw. The *push* is resolved by a *blind skirmish* which involves the two face-down cards. Prior to the *blind skirmish* both players may peek at their face-down card, without revealing it to the rival player. Then, without turning any cards face-up, both players simultaneously declare the value of their card (*note: a player may bluff and deliberately misrepresent the value of the face-down card and may even blatantly declare a value that has already been played*). The highest declared value wins the *blind skirmish* (regardless of the actual value) and thus, that player wins the *trick*, including both face-down cards. Once the *blind skirmish* is resolved, the winning player turns all cards in that *trick* face down before collecting them in a pile on their side of the table. But first...

Introduction

God Save the King is a 5-15 minute trick taking card game that can be played by 2-4 players using a standard deck of playing cards.

General Info

Players rely on induction, deduction, and deception—with a side of luck—to claim the rival King(s) and seize victory, without having their own King routed!

Objective

Any time a player's King is revealed, or the player does not have enough cards to form a *trick*, that player is eliminated. When only one player remains the game ends; that player is declared the winner.

Set-Up

Each player receives all 13 cards of a single suit (2 through Ace—jokers excluded). All remaining cards are set aside.

Skirmish

To resolve a *trick*, both players flip their two outside cards face-up and compare the value of their face-up cards against the value of the cards opposite their own—with the player's leftmost card pitted solely against the rival's rightmost card and the player's rightmost card pitted solely against the rival's leftmost card.

Resolving Skirmishes

The player with the highest value shown on the face-up card wins the *skirmish*. If a player wins both *skirmishes*, or if a player wins one *skirmish* while the second is a draw (meaning both opposing cards in a *skirmish* have the same value), that player wins the *trick*, and collects all the cards, including both face-down cards. To collect the cards, the winning player turns all cards in that *trick* face down and gathers them into to a pile on their side of the table (*note: these cards are not immediately added to the hand*).

Resolving Blind Skirmishes (Challenge)

Immediately after both players in a *blind skirmish* declare the value of their face-down card, the player who lost the *trick* may *challenge* the other player by calling the rival player's bluff. The player who is *challenged* must then disclose whether the value of the card in the *blind skirmish* was accurately represented, without disclosing the value of the card. The *challenged* player must answer honestly whether the card was accurately represented, but does not need to disclose the value of the facedown card.

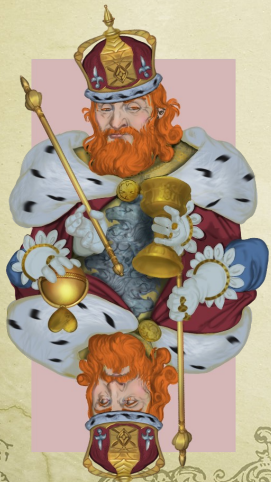


Resolving a Challenge

When resolving a *challenge*, if it is disclosed that the value of the facedown card **was not accurately represented**, the player who issued the *challenge* draws a card from the rival player's hand; that card is immediately revealed to all players; the player then adds the drawn card face down to their trick pile. If it is disclosed that the value of the card **was accurately represented**, the player who was *challenged* draws a card from the rival player's hand; that card is immediately revealed to all players, and then is added, face-down, to their trick pile (*note: any time a player's King is revealed, that player is immediately eliminated*).

Routing a King

Once per hand, a player may attempt to *route a King*. This occurs when a player thinks they have determined that the rival player's facedown card is a King. When *routing a King*, a player identifies one of the rival's facedown cards and announces that it is the King. The rival must turn the contested card face up for all players to see. If the contested card reveals a King, the King has been routed; that player is eliminated. If the contested card does not reveal a King, the player whose card was contested draws a card from the rival player's hand; that card is immediately revealed to all players, and then is added, face-down, to their trick pile (*note: this action can only be taken once per hand, per player*).



Revealing a King

Play continues until a player does not have enough cards in their hand to form a *trick*. At that point, players may look at their trick pile to see which of their rival's cards they've claimed as their own. If a King is revealed in a discard pile, it is immediately revealed to all players and removed from the game. The rival who's King it was is eliminated from play. All remaining players shuffle their remaining cards held in their hand, along with all of the facedown cards in their trick pile. Play then resumes with *tricks* being played from the new hand.

B-4 Player Game

In a game with more than 2 players, players alternate playing tricks, as described in the 2-player game, above. Play moves clockwise, around the table, and continues until a player has too few cards to form a trick (e.g. fewer than three cards), at which point all players reshuffle their tricks into their hands. If a player loses their King or does not have enough cards in their hand to form a trick, that player is eliminated. Play continues until only one King remains (*note: players retain all cards from the tricks they've taken, but can never retain a King – it must be set aside*).

B Player Game

Assign each player a letter (A, B, or C). Then, alternate between pairs of players, resolving tricks according to the 2-player rules, until a player is eliminated. The first match should be:

A vs. B
then B vs. C
then C vs. A, and so on.

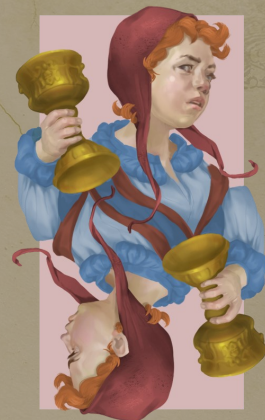
Once a player is eliminated, the final two players should proceed with just the 2-player rules until a winner is revealed.

4 Player Game

Assign each player a letter (A, B, C, or D). Then, resolve two tricks at a time, alternating pairs, until a player is eliminated. Matches should look like this: A vs. B, then B vs. C, then C vs. D, then D vs. A, and so on. Once a player is eliminated, play should continue using 3-player rules, assigning "C" to the player who just eliminated another, and "B" to the loser of the other simultaneous trick. This does mean that the new A and B players will face each other twice in a row, but slaying an enemy deserves a respite! Once a second player is eliminated, the remaining two should finish out the game with the 2-player rules.

Cards in a Suit

2. Cupbearer
3. Cook
4. Steward
5. Squire
6. Footman
7. Knight
8. Captain
9. Marshal
10. Constable
- J. Jack
- Q. Queen
- K. King
- A. Defender of the Crown



Credits

Design: James I. Fazio
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