

Come to Call

2-6 PLAYERS AGES 12+ ~20 MINUTES

COMPONENTS

50 game cards, and these rules.

HOW TO WIN

Steal the show with enough total favor points.

SET UP THE ROUND

Choose a dealer to shuffle all cards, then deal a hand of 7 cards to each player (6 cards in a 2- or 6-player game). Place the rest of the deck on the table.

Draw the top 2 cards. Place them face-up on each side of the deck to start 2 discard piles.

The player on the dealer's left goes first. Players take turns, moving to the left.

A CRASH COURSE IN ROYAL ONE-UPPERY

Collect 1 or more sets in your hand to send to the show.

A **set** is 2 or more **Kings, Queens, Heirs, Diplomats, or Fools**; plus a **Butler**.



Favor points scored if this type steals the show

Card type

A reference of which types beat what



And-a-half cards win ties

Double cards count as 2 of this card



2 Hear Ye!'s ends the round

The more powerful the set, the fewer favor points it scores for stealing the show

Every set needs a **Butler**

Use **Wilds** with any set



PLAY HAPPENS IN ROUNDS

Take turns collecting *sets* in your hand until someone ends the round. Players then *come to call* before seeing who *steals the show*.

ON YOUR TURN

1. **Draw a card** from the top of the deck or either discard pile into your hand, then;
2. **Discard a card** from your hand: **Hear Ye!'s** go face-up in the middle of the table. All other cards go face-up onto either discard pile.

TRIGGERING THE ROUND'S END

The round ends once someone discards the second **Hear Ye!'s** of the round.

If anyone hasn't had a turn this round, keep taking turns until they do.

All players then **come to call**.

COME TO CALL

Players now (secretly) pick 1 or more sets from their hand to send to the show.



Reminder! A set is 1 Butler, plus 2 or more Kings, Queens, Heirs, Diplomats, or Fools.

Wilds add to sets, but can't make sets on their own. They must be assigned to sets before the show.



A set's *size* includes its **Butler & Wilds**, and represents its influence. Larger sets out-rank smaller sets of the same type at the show.

You *must* send at least 1 set if possible. If you send more than 1, each must be of a different type, and have its own **Butler**.

Once all are ready, see who *steals the show*.


STEAL THE SHOW

All players reveal their sets at the same time. See who steals the show:

- So original!** Discard all identical sets. (Same type & same size, counting **Butlers, Doubles & Wilds**.) A set with $+\frac{1}{2}$ beats sets without it.
- So powerful!** Discard all but the largest set of each type.
- So intriguing!** The player with the most intriguing set left (if any) steals the show:
 - **Kings** beat Queens, Heirs, Diplomats & most Fools (see *Fools* below).
 - **Queens** beat Heirs, Diplomats & most Fools.
 - **Heirs** beat Diplomats & most Fools.
 - **Diplomats** beat most Fools.
 - **Fools** generally beat *no one*, but beat *everyone* if someone else's King is still at the show **and** the Fool's set is at least as large as that King's set.



SCORE THE ROUND

If someone stole the show, they score  favor points for their winning set's type:

Kings	Queens	Heirs	Diplomats	Fools
↓	↓	↓	↓	↓
1 pt.	2 pts.	3 pts.	4 pts.	5 pts.

All sets of 5 or more not discarded at the show score bonus favor points:

Set of 5	Set of 6	Set of 7+
↓	↓	↓
1 pt.	2 pts.	3 pts.

Scoring example! Mia stole the show with 4 Queens & a Butler; beating Aubrey's 3 Fools, a Wild & a Butler; and Fred's 2 Heirs & a Butler:

- Mia scores **3 points** (2 for winning with Queens, plus 1 for the set of 5).
- Aubrey scores **1 point** (for the set of 5).
- Fred scores **no points**.

CHECK FOR THE WIN

If someone stole the show & they have enough total favor (based on player-count) they win:

2p	3p	4p	5p	6p
↓	↓	↓	↓	↓
18 pts.	16 pts.	14 pts.	12 pts.	11 pts.

Remember, you *must* steal the show to win.

Otherwise, shuffle up and play another round. Whoever played the last **Hear Ye!** this round is dealer for the next round.

ADJUSTING FOR 2 PLAYERS...

Deal **6 cards** to each player instead of 7.

...AND FOR 6 PLAYERS

Deal **6 cards** to each player instead of 7. Sets are now **1 Butler plus 1 or more** of the same card.

