Using the Féodalité module

Cards

The cards are all in the separate card window (Cartes), split between the King and Vassal areas.

Each of the two draw decks do no draw randomly due to the Spy mechanic. So make sure you choose the deck, select shuffle at least once before playing or when the deck is renewed by the discards being sent back.

Selecting the top card for the King just place it in the discard…it is the current King.

To bring the Action Cards into your hand open up your hand window. Then right click on the Action Card deck, select multiple cards, 6, and then by clicking on the deck drag the top card up to the hand. Try to line it up just below the top of the hand window and then release. Use the Recto button to flip the cards up from their masked state.

To play a card from your hand you can either drag it to where you want to play it or right click on it and select from the menu. I usually send the card to the map (an area in the top left of the map not used) so it is visible to the other player, then send it to the discard.

When the draw pile is empty just right click on the discard pile and select to send it back to the draw deck.

The procedure is the same for the Vassal Invasion cards and Action Cards.

Special : Spy events. See notes below regarding seeing the other players hand. For the action cards either player can look at the cards in these decks. Draw the 1 or 2 cards as required, but do not unmask them. Use the menu option of peek to see the cards. This will allow only the player who drew them to see what they are.

Markers

Click on the markers window (Pions) to access the Vassal players markers such as Raid, Disaster, etc., and to access the money (denier or DN). Just click and drag the marker to where you want to place it.

Removal of Disaster/Raid markers

There is a button marked Désastre/Raid. Pressing this will remove **all** Raid and Disaster markers currently on the map. This is done after the collecting income.

Dice

Normally the 1d6 will be used for combat and other rolls but the 3d6 will report the total of 3 dice for the Region Table to see which is affected by a Disaster event.

Notes

The notes window can be used when looking at a player's hand. The player affected just goes to the notes window, under Public, and writes the cards he has and selects Save at the bottom. This will allow the Vassal player to see which cards are there.

The Private window can be used for such things as writing down the cards you may have seen from the spy event so the other player doesn't see it. Again don't forget to use Save or it will not be there next time you look.

Card notes

I have just placed a translation of the card effects as per the tables on the map.

Change in Dynasty!

When a change in Dynasty occurs players will need to change their player side. To do this the Retire function should be used. The King player should press the retire button and choose Observer or Solitaire and confirm this to the other player. The Vassal player can then press the retire button and choose the role of King and confirm this. Then the new Vassal player retires again and comes in as the Vassal player. Long live the King!

Hope this works but I have not been able to live playtest so let me know what doesn't work. Email me at: mbeninger@videotron.ca