

KNIGHTS

by Michael Schacht

for 2 - 6 players aged 8 and up; length 20 - 40 minutes.

OVERVIEW

Each player competes in tournaments and conquers castles to become the most influential in the land. By rolling dice, players try to accumulate as many of one number as they can. Only in this way can players win the tournaments, conquer the castles, or capture the special cards they desire. Players win the game by conquering castles and winning tournaments. The special cards give them extra abilities. In each round, players roll dice to capture cards. The first player to acquire one of the three possible winning combinations (goal cards) wins the game. Castles are required in each combination.

CONTENTS

6 dice, 56 cards and 1 rule booklet.



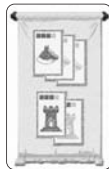
16 castles



9 tournaments



23 special cards



3 goal cards

PREPARATION

- Choose a starting player.
- Remove the 5 blank cards (for your creative additions) from the game.
- Place the 3 goal cards face up on the table. These cards remind the players what they need to win the game.
- Remove 6 castles with 6 different pennants (colors) from the deck, shuffle these face down, and deal one to each player, who places it face up on the table in his playing area as his first castle.
- Shuffle the 0 to 4 unused castles back into the deck, separate the deck into two roughly equal stacks and place them face down on the table near the goal cards. Turn over the topmost card in each stack.

PLAYING THE GAME

Players take turns in clockwise order starting with the starting player.

On his turn, a player rolls dice to capture a card:

First, the player indicates which card he wants to capture.

In the beginning, a player may only try to capture one of the face up cards on the two stacks. Later, a player may try to capture a card that belongs to one of the other players.

Most cards display a combination of dice across the top.

To capture the card, a player must roll dice that beat this combination.

- When a player beats the combination, he captures the card and places it face up in his playing area.
- When he fails to beat the combination for a card on a stack, he places the card face down under the stack and turns over the topmost card.

Then his turn ends and the next player takes his turn.

Rolling dice



- The dice combination at the top of the cards always shows 3 red dice and 1 yellow die. In these rules, the red dice are black and the yellow gray or white.
- There are three red 3's and a yellow 2 in the above example. To capture the card, a player must roll greater than this. Three 4's, three 3's and one 4, four 1's, or any similar combination would win.
- The player always starts by rolling six dice.
- The player may roll the dice up to three times (twice more). The player may choose to stop rolling before three rolls if he chooses.
- After each roll, the player decides which dice to keep as rolled and which dice to roll again (if he has another roll).
- Any 6 rolled is a loser (does not count for anything), but must be kept and not rerolled. Thus, rolling 6's is bad luck!
- When choosing dice to reroll, a player may reroll dice kept from a previous roll (except, of course, 6's).





Capturing a card

After the player has rolled the dice, he checks if he captured the card:

- Any quintet is greater than a quartet and any quartet is greater than a trio, and so on.






For example, a player rolls to capture a castle that has  at the top. He rolls  and beats the displayed combination.

- A trio of 5's is greater than a trio of 4's, and so on.

For example, a player rolls to capture a castle that has  at the top. He rolls  and beats the displayed combination.

- If the player ties the combination shown on the red dice on the card, he must then beat the number shown on the yellow die with one of his other dice (it must be higher, not equal or lower).

For example, with  the highest other die is  and with  the highest other die is .

For example, a player rolls to capture a castle that has  at the top. He rolls . He ties the trio of 3's, but his highest other die, a , is lower than the yellow , so he does not capture the card. With , the player would capture the card.

Capturing a card from a stack or player

When a player wants to capture a **castle or special card from a stack**, he rolls as described above. If he captures it, he puts it face up in his playing area. If he loses, he puts it under the stack. In either case, he turns over the new topmost card on the stack.

When a player wants to capture a **castle from another player**, he rolls as described above. If he rolls high enough to capture the card, the other player may try to defend the castle. The other player rolls as above. If he rolls higher than the attacker rolled, he defends his castle and keeps it. Otherwise, the attacker takes the castle. If the attacker does not roll high enough to capture the castle, the castle owner need not roll to defend the castle. A player may not attack a player's castle if that player has just one castle. When a player wants to capture a **special card from another player**, he rolls as described above. If he rolls high enough to capture the card, he takes it. There is no defense.

When a player selects a **tournament from the stack**, he becomes the organizer of the tournament. All players will participate, but the organizer gets four rolls instead of three. The organizer rolls first and may roll up to four times. The others follow in clockwise order. The player with the highest roll, wins the tournament and takes the card, placing it in his playing area. When determining highest roll, duets lose to trios, trios to quartets, and so on. Straights and other "poker" combinations do not count. A player may not capture another player's **tournament card**.

Another turn

Usually, a player may only try to capture one card. Whether he captures the card or not, his turn ends and it is the next player's turn.

However, when a player captures a special card from a stack, he may try to capture another card.

He may try to capture a card from a stack or from an opponent. If he captures another special card from a stack, he may again try to capture another card, and so on.

Putting a card under a stack

Before a player chooses a card to try to capture, he may choose the topmost card from one stack, place it face down under that stack, and turn over the new topmost card on that stack. Thus, a player may add to his choices. However, when a player has the opportunity to try to capture more than one card in his turn, he may only replace one topmost card during the turn.

No double cards


A player may not capture a card that is like a card he already has, except for tournament cards.

A player may capture several tournament cards.

For example, a player already has a red castle. He may not try to capture another red castle, but could try for a green castle.

GAME END

There are three ways to end and win the game:

- 1) A player has four different colored castles.
- 2) A player has three different colored castles and topples the king.
If a player has three castles at the beginning of his turn, he may attempt to roll better than . If he does, he topples the king and wins the game. If he fails to roll better, he suffers the revenge of the king: he loses one of his castles (his choice), placing it face down under the stack of his choice.
- 3) A player has two different colored castles and has won three tournaments (has three tournament cards).

The three possible ways to win are shown on the three goal cards so players can easily remember them.



THE SPECIAL CARDS

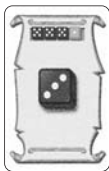
Each special card gives the player who has it a specific advantage.

The player may use his special cards any time, including immediately after he has captured them.

- Die card (8)

There are five different die cards (1 to 5). With such a card, a player may be able to improve his die rolls: the card acts as an extra die of the kind shown on the card.

For example, a 2 die card makes a 2 duet rolled into a 2 trio. The die card can also be used as the other die.



- Catapult (3)

With a catapult, a player may roll up to four times when trying to capture an opponent's castle.

A player may not use this card when trying to capture a castle from one of the stacks.



- Tournament Champion (1)

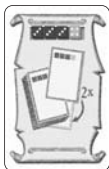
With a tournament champion, a player may roll up to four times in a tournament, even when he is not the tournament organizer.



- Stack (3)

With this card, a player may twice place the topmost card of a stack on the bottom of the stack, turning over the new topmost card. The second need not be done immediately nor come from the same stack as the first.

For example, before he rolls, a player puts the topmost card in the left stack on the bottom of the stack. He then rolls and captures a special card from a stack. He is allowed another capture attempt, but first puts the topmost card in the right stack on the bottom of the stack.



- Castle guard (3)

The castle guard protects two of a player's castle from attack, but only when it is placed on them (it should overlap both slightly) prior to the attack. On the player's turn, he may change which castles are protected. The guard is not protected and may be attacked.



- Special card guard (3)

The special card guard protects one special card from attack, but only when it is placed on it (it should overlap it slightly) prior to the attack. On the player's turn, he may change which card is protected. The guard is not protected and may be attacked.



- Betrayal (1)

This card changes the die combination for the player on each castle card on a stack to 1-1-1-1-1-1. It does not affect the die combinations of other players' castles.



- Protection (1)

This card protects the player from the revenge of the king. The player does not lose a castle if he tries to win by toppling the king and fails (see game end).



No double special cards

Even with special cards, a player may not have two of the same card.

For example, a player may not have more than one castle guard.

A player may have a castle guard and a special card guard.

Also, a player may not have more than one 1 die card, but may have one 2, one 3, one 4, one 5, and one 6.

SPECIAL CASE

If a player encounters a situation where he is not allowed to try to capture any available stack or opponent card (he has cards of all the available kinds) and he has already placed one (or two) cards on the bottom of a stack, he may put additional cards on the bottom of the stacks until he finds a card he is allowed to capture.

NOTE

As there are only 9 tournament cards, it may be difficult with 5 or 6 player to win using the tournament strategy.

GAME FOR TWO

When playing with two, players may only attack an opponent's castle when he has at least three castles.

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Example of several turns

It is Anna's turn. She is not interested in any of her opponents' cards. Also, she puts one card under a stack to get a different card. Now she decides to try for a castle card with a die combination of 1-1-1-1-1-1, that she does not have and announces this. She rolls all six dice and gets 2-2-2-2-2-2. First, she must set aside the 2-2-2-2. Then, she decides to keep the 2-2. She rerolls the remaining two dice and gets 2-2. Again, she must set aside the 2. She rolls the last die once more (her third and last roll) and gets a 2. This gives her 2-2-2-2, which beats the castle combination. She takes the castle into her playing area and turns over the topmost card of that stack.

It is now Bob's turn. Bob decides to try for a special card from a stack with the die combination of 1-1-1-1-1-1, and announces this to the other players. He rolls 1-1-1-1-1-1. As this roll beats the die combination of the special card, he need not reroll and takes the special card into his playing area. As he captured a special card from a stack, Bob can try for another card. He is not interested in the cards from the stacks and, as he did not place a card under a stack during this turn, he does so now. Unfortunately, the new card does not interest him either. He decides to try for one of Anna's special cards with the die combination of 1-1-1-1-1-1 and announces this. He rolls 1-1-1-1-1-1. He must set aside the 1-1-1-1-1-1, leaving him with just two dice. As he will not be able to beat the die combination on Anna's special card with just two dice, he stops rolling and ends his turn.

Chris puts one card under a stack, but still has cards like those on the stacks. Thus, she must try for an opponent's card. Bob has two castles, so she decides to try for his castle with the die combination of 1-1-1-1-1-1 and announces this. After three rolls she has 1-1-1-1-1-1. This is enough to beat the castle's die combination. Bob now rolls three times to defend his castle and gets 1-1-1-1-1-1. As this beats Chris' roll, he has successfully defended his castle and keeps it. Chris' turn is over with nothing captured.

Dave puts a card under a stack and turns over a tournament card, which he selects and announces. As he is the tournament organizer, he is allowed four rolls and gets 1-1-1-1-1-1. The others now try to beat this, taking turns in clockwise order. Anna is first, but fails to beat Dave's roll. Bob rolls 1-1-1-1-1-1, beating Dave. Chris rolls 1-1-1-1-1-1 and wins the tournament. She takes the tournament card into her playing area. Dave's turn ends with no card captured for him.

It is Anna's turn again. She announces she will try to capture a special card from one of the stacks. Unfortunately, after three rolls, she fails to beat the card's die combination. She puts the card under the stack and turns over a new one. Her turn is over with no card captured. Bob wants Chris' castle with the die combination 1-1-1-1-1-1 and announces this. After three rolls he has only 1-1-1-1-1-1. As this is not enough, he fails and Chris need not defend her castle. Bob's turn ends with no card captured.