

Knights & Damosels[©]



A Game of Chivalry and Treachery
at the Court of King Arthur

for 3-6 players (playing time 10 minutes per player)

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Nova Suecia Games
<http://www.novasuecia.se>

Version 1.3

Introduction

The sword has been drawn from the stone and the Land is once again united under one King. As a noble knight, you aspire to a seat at the Round Table and eventually to the throne after King Arthur. As a fair damosel, you seek a champion worthy of your love to defend your honor and eventually to become his Queen. However, evil is still lurking and you must all cooperate to defend the kingdom. There are wars to be won and quests to be obtained and arms as well as virtues of chivalry are of utmost importance. All this will prepare you for the final battle, as foreseen by the wise enchanter Merlin. At the hour of Doom, will you stand up for your King or will you join the rebellions for the best of the Land?













Rule Card 1 : Start the Game

1. Game Object

Knights & Damosels can be won in one of the three ways listed below. The exact victory conditions depend on the number of players and are listed on the knights and damosel cards.

- ❖ **Knight victory:** Earn 7 chivalry cards.
- ❖ **Damosel victory:** Give 4/5 chivalry cards to the same knight.
- ❖ **Worship victory:** Earn 15/18/22/30 worship.

2. Game Components

1 Arthur card		12 Event cards	
1 Merlin card		❖ 3 Prosperity cards	
6 Knight cards		❖ 3 Wars cards	
6 Damosel cards		❖ 3 Quest cards	
54 Chivalry cards		❖ 3 Disaster cards	
❖ 18 Arms cards		18 Worship cards with values from 1 to 6	
❖ 18 Virtue cards		3 Service cards (for variants only)	
❖ 18 Vassalage cards		4 Joust cards	

3. Game Setup

- 1) Give the oldest player the **Merlin card** and the player to his or her left the **Arthur card**.
- 2) Give 1 **Knight card**, 1 **Damosel card**, the 9 **Chivalry cards** bearing the damosel's name to each player and 1 **Worship**.
- 3) Shuffle the **Event cards** and put them in a pile face down.
- 4) Sort the **Worship cards** and put them within reach.
- 5) Put the **Service cards** and the **Joust cards** within reach.

4. Player Setup

- 1) Place the Knight card face up in front of you.
- 2) Place the Damosel card face up to the left of the knight.
- 3) Place the Chivalry cards in a pile face down to the left of the damosel. You will give them to other players during the game.
- 4) Place the Worship to the left of the Chivalry cards.

- 5) Leave space to the right of the knight. You will place earned Chivalry cards here one by one face up.



Rule Card 2 - Play the Game

5. Game Course

Knights & Damosels is played in rounds divided into phases. In each phase, the players take turns (simultaneously or in clockwise turn order, starting with **Arthur** and ending with **Merlin**). After each round, the Arthur and the Merlin card move to the left.

5.1 The Event Phase

Arthur draws 3 **Event cards**, discards 1 and gives 2 to Merlin. Merlin discards 1 Event card and reveals the other. Shuffle and reuse the discarded Event cards when the Event card pile is exhausted. The Event card will be resolved in the Service Phase.

5.2 The Damosel Phase (Simultaneous)

Each player chooses 1 of their damosel's **Chivalry cards** and place it in a pile with the **damosel side** face up (so that the chivalry is unknown to the other players). With less than 6 players, also draw a card from an unused damosel. Merlin takes the cards, shuffles them and displays them so that only he sees the **damosel side** and the other players only see the **chivalry side**.

5.3 The Knight Phase (Turn Order)

Each player in turn order selects any 1 of the **Chivalry cards** in Merlin's hand. Merlin grants the player this card if:

- ❖ the player's knight does not already has that chivalry AND
- ❖ the chivalry card does not bear the player's damosel's name.

If no legal Chivalry card is available, the knight does not get any this round. Place the granted card to the right of the knight.

Proceed until Merlin's turn. Merlin chooses 1 of the remaining Chivalry cards (if legal) and places it to the right of his or her knight. Reveal the damosel behind your granted Chivalry card and return any remaining cards to their named damosels.

5.4 The Service Phase (Reversed Turn Order)



Prosperity/War/Quest: In **reversed** turn order, each player offers their knight's Chivalry cards by sliding them upwards for use in the Worship phase. The offered chivalry must match 1 of the chivalries listed on the Event card and may not already have been offered by another knight.



End the phase immediately when no more matches can be made. This happens when all chivalries have been matched or when missing chivalry cards are not in play yet.



Disaster: Simultaneously, each player secretly places their knight's Chivalry cards listed on the Event card face up or face down. Count the total face up and face down cards. Return the majority cards to their named damosels. Return 2 worship for each minority card. If equal, nothing happens.

The Joust (Optional)

In the Knight and Service phases, a player who wants to select/offer a card played by another player earlier in the phase may (if legal) challenge him or her for the right to select/offer it. The card must not have been challenged earlier in the phase and the challenger must have at least 1 worship. Both players take a pair of Joust cards and secretly select 1 each. Both players take a pair of Joust cards and secretly select 1 each.



If the joust cards are **similar**, the player currently having the right yields it to the opponent. The joust **continues**.



If the joust cards are **different**, the player having the right keeps it and earns 1 worship from the opponent. The joust **ends**.

A player may decline the challenge at any time and yield the right without loss of worship. The losing player may immediately and out of turn select/offer another card instead of the yielded one if possible. He or she may not joust out of turn.

5.5 The Worship Phase (Simultaneous)

Award worship for the offered Chivalry cards. Note that certain cards earn 1 extra worship for certain events.



Prosperity: Each Chivalry card offered earns the player 1 worship.



War or Quest: Simultaneously, each player secretly places their offered Arms/Virtue cards face up ("duty") or face down ("betrayal"). Each offered Vassalage card earns 1 worship and each offered Arms/Virtue cards earns an equal share of 6 worship with the following modifications:



- ❖ All face down: All cards, even Vassalage, earns 1 worship less.
- ❖ 2 face down: Face up card earns 1 extra from each face down.
- ❖ 1 face down: Face down card earns 1 extra from each face up.
- ❖ No face down: No modifications.

Rule Card 3 / End the Game

6. End of Game

The game ends immediately after a round if a player has fulfilled any victory condition. The **Damosel victory** ranks higher than the **Knight victory** which ranks higher than the **Worship victory**.

In case of a tie, the highest number of chivalry cards **given** to the same knight ranks higher than the highest number of chivalry cards **earned** by a knight which ranks higher than the **worship** earned. If the tie still remains, use the lot to determine the most revered Knight or Damosel at the Court of King Arthur.

Example: A 4 player game ends with the following result:

- ❖ *Launcelot: 5 chivalries given, 6 chivalries earned, 12 worship*
- ❖ *Gawain: 5 chivalries given, 6 chivalries earned, 10 worship*
- ❖ *Bors: 4 chivalries given, 7 chivalries earned, 14 worship*
- ❖ *Galahad: 3 chivalries given, 7 chivalries earned, 15 worship*

(5 of Lady Guinevere's Chivalry cards with Bors)



Launcelot and Gawain win a damosel victory. Launcelot wins the tie with 12 worship against Gawain's 10 worship.



7. The Battle of Camlann (Advanced Rules)

After the end of the game, the knights join either Arthur or Mordred in the decisive Battle of Camlann.

- 1) All players who reached the Damosel victory condition draw 1 of their damosel's chivalry card from the knight having them.
- 2) The highest ranked player leads **Arthur's side**.
- 3) The second highest ranked player leads **Mordred's side**.
- 4) All other players simultaneously show a thumb up for joining Arthur's side or a thumb down for joining Mordred's side.

Fight with your knight's Chivalry cards in simultaneous rounds. For each player less that the smaller side has, their cards are immune to defeats and wounds twice as many rounds, e.g. 2 players against 4 are immune round 1-4.

- 1) Show all your Chivalry cards and then take them to your hand.
- 2) Simultaneously select and reveal 1 card.



Arms defeats all revealed Vassalage cards and wounds all revealed Arms cards on the other side.

Vassalage defeats all revealed Virtue cards and wounds all revealed Vassalage cards on the other side.








Virtue defeats all revealed Arms cards and wounds all revealed Virtue cards on the other side.

- 3) Discard defeated cards and leave wounded cards in front of you from left to right. If you are neither defeated, nor wounded, take back the leftmost wounded card to your hand.
- 4) If you have no Chivalry cards on your hand, you have lost. The last player with Chivalry cards on the hand wins.
- 5) If no player has cards on the hand, the players who fought in the last round use their worship to "elect" a winner.
 - ❖ Discard 1 worship each until 1 player has only 1 left.
 - ❖ Create a pile with 1 of your damosel's chivalry cards for each of your worship left.
 - ❖ Shuffle and draw a winning damosel.


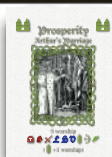

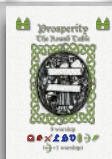
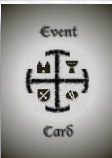

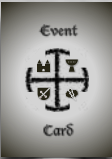

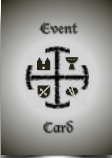









Credits

Game design:	Nicholas Hjelmberg
Artwork:	Illustrations used from Howard Pyle's wonderful books about King Arthur
Production:	The Game Crafter
Game testers:	Joakim Borgström, Hans Larsson, Fredrik Sergler, Joakim Sergler
Special thanks:	My wife Su-San Oh for having to listen to my endless historical and game-technical considerations

Appendix - The Cards (Detailed)

Card	Number	Text	Description															
	1	<p>Arthur - King of Britain Played by first player in turn Given to next player in clockwise order next turn</p>	Arthur's game turn tasks.															
	1	<p>Merlin - The Enchanter Played by last player in turn Given to next player in clockwise order next turn</p>	Merlin's game turn tasks.															
	6	<p>(Name and origin of knight) Victory conditions</p> <table border="1"> <tr> <td>Players</td> <td>3</td> <td>4</td> <td>5</td> <td>6</td> </tr> <tr> <td>Chivalry</td> <td>7</td> <td>7</td> <td>7</td> <td>7</td> </tr> <tr> <td>Worship</td> <td>30</td> <td>22</td> <td>18</td> <td>15</td> </tr> </table>	Players	3	4	5	6	Chivalry	7	7	7	7	Worship	30	22	18	15	The knights in the game (Bors, Gawain, Launcelot, Percival, Pelleas, Tristram) with victory conditions
Players	3	4	5	6														
Chivalry	7	7	7	7														
Worship	30	22	18	15														
	6	<p>(Name and origin of damosel) Victory conditions</p> <table border="1"> <tr> <td>Players</td> <td>3</td> <td>4</td> <td>5</td> <td>6</td> </tr> <tr> <td>Chivalry</td> <td>5</td> <td>5</td> <td>4</td> <td>4</td> </tr> </table> (given to same knight)	Players	3	4	5	6	Chivalry	5	5	4	4	The damosels in the game (Elaine, Guenever, La Beale Isoud, Morgan le Fay, Nimue, Viviane) with victory conditions					
Players	3	4	5	6														
Chivalry	5	5	4	4														
	6 1 per damosel	<p>Arms - The War Horse War 6/cards worship (Conquest of Rome +1) Prosperity 1 worship</p>	Shares 6 worship in wars and earns 1 worship in prosperities Earns 1 extra worship at Conquest of Rome															
	6 1 per damosel	<p>Arms - The Arming Sword War 6/cards worship (Siege of Carlion +1) Prosperity 1 worship</p>	Shares 6 worship in wars and earns 1 worship in prosperities Earns 1 extra worship at Siege of Carlion															
	6 1 per damosel	<p>Arms - The Plate Armor War 6/cards worship (Battle of Mt Badon +1) Prosperity 1 worship</p>	Shares 6 worship in wars and earns 1 worship in prosperities Earns 1 extra worship at Battle of Mt Badon															
	6 1 per damosel	<p>Virtue - The Honor Quest 6/cards worship (Holy Grail +1) Prosperity 1 worship</p>	Shares 6 worship in quests and earns 1 worship in prosperities Earns 1 extra worship at Holy Grail															
	6 1 per damosel	<p>Virtue - The Loyalty Quest 6/cards worship (Tristram & Isoud +1) Prosperity 1 worship</p>	Shares 6 worship in quests and earns 1 worship in prosperities Earns 1 extra worship at Tristram & Isoud															
	6 1 per damosel	<p>Virtue - The Valor Quest 6/cards worship (Questing Beast +1) Prosperity 1 worship</p>	Shares 6 worship in quests and earns 1 worship in prosperities Earns 1 extra worship at Questing Beast															

Card	Number	Text	Description
	6 1 per damosel	Vassalage - The Farmer War 1 worship Quest 1 worship Prosperity 1 worship (Arthur's Marriage +1)	Earns 1 worship in wars, quests and prosperities Earns 1 extra worship at Arthur's Marriage
	6 1 per damosel	Vassalage - The Fisher War 1 worship Quest 1 worship Prosperity 1 worship (Excalibur +1)	Earns 1 worship in wars, quests and prosperities Earns 1 extra worship at Excalibur
	6 1 per damosel	Vassalage - The Forester War 1 worship Quest 1 worship Prosperity 1 worship (The Round Table +1)	Earns 1 worship in wars, quests and prosperities Earns 1 extra worship at The Round Table
	1	War - The Battle of Mount Badon 6 worship to Arms 1 worship to Vassalage (Armor +1 worship)	Offered Arms cards share 6 worship Offered Vassalage cards earn 1 worship Armor earns 1 extra worship
	1	War - The Siege of Carlion 2 worship to Arms 1 worship to Vassalage (Sword +1 worship)	Offered Arms cards share 6 worship Offered Vassalage cards earn 1 worship Sword earns 1 extra worship
	1	War - The Conquest of Rome 2 worship to Arms 1 worship to Vassalage (Horse +1 worship)	Offered Arms cards share 6 worship Offered Vassalage cards earn 1 worship Horse earns 1 extra worship
	1	Quest - The Holy Grail 2 worship to Virtues 1 worship to Vassalage (Honor +1 worship)	Offered Virtue cards share 6 worship Offered Vassalage cards earn 1 worship Honor earns 1 extra worship
	1	Quest - The Questing Beast 2 worship to Virtues 1 worship to Vassalage (Valor +1 worship)	Offered Virtue cards share 6 worship Offered Vassalage cards earn 1 worship Valor earns 1 extra worship
	1	Quest - Tristram & Isoud 2 worship to Virtues 1 worship to Vassalage (Loyalty +1 worship)	Offered Virtue cards share 6 worship Offered Vassalage cards earn 1 worship Loyalty earns 1 extra worship
	1	Prosperity - Excalibur 1 worship to chivalries (Fisher +1 worship)	Offered chivalry cards of any kind earn 1 worship Fisher earns 1 extra worship

Card	Number	Text	Description
 	1	Prosperity - Arthur's Marriage 1 worship each to chivalries (Farmer +1 worship)	Offered chivalry cards of any kind earn 1 worship Farmer earns 1 extra worship
 	1	Prosperity - The Round Table 1 worship to chivalries (Forester +1 worship)	Offered chivalry cards of any kind earn 1 worship Forester earns 1 extra worship
 	1	Disaster - The Adultery Place Virtue cards face up or face down Majority lost, Minority -2 worship	Count the total face up and face down cards. Return the majority cards to their damosels. Minority cards lose 2 worship.
 	1	Disaster - The Death of Merlin Place Vassalage cards face up or face down Majority lost, Minority -2 worship	Count the total face up and face down cards. Return the majority cards to their damosels. Minority cards lose 2 worship.
 	1	Disaster - The Treason of Mordred Place Arms cards face up or face down Majority lost, Minority -2 worship	Count the total face up and face down cards. Return the majority cards to their damosels. Minority cards lose 2 worship.
 	3	Service - Draw at Wars and Quests 1. Armor, Loyalty, Farmer 2. Horse, Honor, Forester 3. Sword, Valor, Fisher	<i>Service cards are used in variants only</i>
 	4	Joust - High/Low Thrust H vs H H vs L Decline New joust End joust End joust Yield card Keep card Give card 1 worship 0 worship	Joust cards are played at jousts At similar cards, the right to play a card is yielded, and at different cards, the joust ends with 1 worship to current holder of right
 	3	Rule Card 1. Start the Game 2. Play the Game 3. End the Game	Rule cards contain the rules (similar to the rules in this file)
 	18 (6 of each value)	Worship Cards 1. Values 1 (front) and 6 (back) 2. Values 2 (front) and 5 (back) 3. Values 3 (front) and 4 (back)	Worship cards are used to keep track of the knights' worship