

# Knights & Damosels<sup>®</sup> = Print & Play




## Instructions









1. Print the following pages 2-25 double-sided on thick paper (even pages are the fronts of the cards and odd pages are the backs)
  2. Arthur card (1), Joust cards (2), Knight cards (6)
  4. Merlin card (1), Joust cards (2), Damosel cards (6)
  6. Chivalry cards belonging to Lady Elaine (9)
  8. Chivalry cards belonging to Lady Guinevere (9)
  10. Chivalry cards belonging to Lady Isolde (9)
  12. Chivalry cards belonging to Lady Morgana (9)
  14. Chivalry cards belonging to Lady Nimue (9)
  16. Chivalry cards belonging to Lady Viviane (9)
  18. Event cards (9)
  20. Event cards cont. (3), Service cards (3), Rule cards (3)
  22. Worship cards (9)
  24. Worship cards cont. (9)
2. Cut out the cards with a sharp knife or scissors (9 per sheet)
3. Read the rule cards or download the rules from <http://novasuecia.se/knights/files/Knights%20Rules.pdf>
4. Enjoy your game!

Knights & Damosels - Print & Play is free but we would appreciate feedback (both about what is good and what may be better) to [nicholas.hjelmberg@gmail.com](mailto:nicholas.hjelmberg@gmail.com).


A printed version is available at <https://www.thegamecrafter.com/games/knights-damosels>.

**Joust**  
High Thrust




 New joust	 End joust	 Decline
 Yield card	 Keep card	 Give card
	 1 worship	 0 worship









**Arthur**  
King of Britain




Played by first player in turn  
Given to next player in clockwise order next turn

**Joust**  
High Thrust



 New joust	 End joust	 Decline
 Yield card	 Keep card	 Give card
	 1 worship	 0 worship


**Sir Bors**  
of Gaul



Victory Conditions

Players	3	4	5	6
Chivalry	7	7	7	7
Worship	30	22	18	15


**Sir Gawain**  
of Orkney



Victory Conditions

Players	3	4	5	6
Chivalry	7	7	7	7
Worship	30	22	18	15


**Sir Launcelot**  
of the Lake



Victory Conditions

Players	3	4	5	6
Chivalry	7	7	7	7
Worship	30	22	18	15


**Sir Pelleas**  
of the Isles



Victory Conditions

Players	3	4	5	6
Chivalry	7	7	7	7
Worship	30	22	18	15


**Sir Percival**  
of Gales



Victory Conditions

Players	3	4	5	6
Chivalry	7	7	7	7
Worship	30	22	18	15

**Sir Tristram**  
of Lionnes



Victory Conditions

Players	3	4	5	6
Chivalry	7	7	7	7
Worship	30	22	18	15


Joust




Card


### Arthur's Phase Tasks


- 1) **Event:** Draw 3 Event cards. Give Merlin 2.
- 2) **Damysel:** None.
- 3) **Knight:** None.
- 4) **Service:**

 **Prosperity/War/Quest:** Order the players to offer Chivalry cards listed on the Event card in reversed turn order.

 **Disaster:** Order the players to secretly place Chivalry cards listed on the Event face up or face down. Return majority cards and 2 worship per minority card.

5. **Worship:**

 **Prosperity:** Award 1 worship for each offered Chivalry card.

 **War/Quest:** Order the players to secretly place offered Arms/Virtue cards face up or face down. Share 6 worship between offered Arms/Virtue cards and award 1 worship for each offered Vassalage card.

- ❖ Single face: Award +1 from each other face.
- ❖ All face down: Award -1 to all cards.

Joust



Card

Knight



Card

Knight



Card

Knight



Card

Knight



Card

Knight




Card

Knight




Card

**Joust**  
Low Thrust




New joust	End joust	Decline
Yield card	Keep card	End joust
	1 worship	0 worship

**Merlin**  
The Enchanter




Played by last player in turn  
Given to next player in  
clockwise order next turn

**Joust**  
Low Thrust



New joust	End joust	Decline
Yield card	Keep card	End joust
	1 worship	0 worship

**Lady Elaine**  
Daughter of Pellles, mother of Galahad




Victory Conditions

Players	3	4	5	6
Chivalry	5	5	4	4

(given to same knight)

**Queen Guenever**  
Daughter of Leodegrance, wife of Arthur




Victory Conditions

Players	3	4	5	6
Chivalry	5	5	4	4

(given to same knight)

**La Beale Isoud**  
Daughter of Agwaisance, wife of Mark




Victory Conditions

Players	3	4	5	6
Chivalry	5	5	4	4

(given to same knight)

**Morgan le fay**  
Sister of Arthur, wife of Uriens




Victory Conditions

Players	3	4	5	6
Chivalry	5	5	4	4

(given to same knight)

**Lady Nimue**  
Lady of the Lake, wife of Pelleas




Victory Conditions

Players	3	4	5	6
Chivalry	5	5	4	4

(given to same knight)

**Lady Viviane**  
Lady of the Lake, seducer of Merlin



Victory Conditions

Players	3	4	5	6
Chivalry	5	5	4	4

(given to same knight)

Joust



Card

### Merlin's Phase Tasks

1) **Event:** Choose 1 of Arthur's 2 Event cards.

2) **Damosel:**



Order the players to put 1 of their damosel's Chivalry cards in a pile with the **damosel side** face up.



Shuffle them and display them so that only you see the damosel side and the players only see the **chivalry side**.

3) **Knight:** Order the players to select any 1 Chivalry card in turn order. Grant it if

- i. the knight does not have the chivalry &
- ii. the chivalry does not bear the player's damosel's name.

If a player challenges another player for a Chivalry card, confirm that the card is legal to both before they joust.

Take any 1 legal remaining card to your own knight afterwards.

4) **Service:** None.

5) **Worship:** None

Joust



Card

Damosel



Card

Damosel



Card

Damosel



Card

Damosel



Card

Damosel



Card


Damosel



Card

**T** **Arms** **T**


The Plate Armor



War 6/☐ worship  
(Battle of Mt Badon +1)  
Prosperity 1 worship

**♠** **Arms** **♠**


The War Horse



War 6/☐ worship  
(Conquest of Rome +1)  
Prosperity 1 worship

**✂** **Arms** **✂**


The Arming Sword



War 6/☐ worship  
(Siege of Carlion +1)  
Prosperity 1 worship

**H** **Virtue** **H**


The Honor



Quest 6/☐ worship  
(Holy Grail +1)  
Prosperity 1 worship

**L** **Virtue** **L**


The Loyalty



Quest 6/☐ worship  
(Tristram & Isoud +1)  
Prosperity 1 worship

**V** **Virtue** **V**


The Valor



Quest 6/☐ worship  
(Questing Beast +1)  
Prosperity 1 worship

**☿** **Vassalage** **☿**


The farmer



War 1 worship  
Quest 1 worship  
Prosperity 1 worship  
(Arthur's Marriage +1)

**♊** **Vassalage** **♊**


The fisher



War 1 worship  
Quest 1 worship  
Prosperity 1 worship  
(Excalibur +1)

**♋** **Vassalage** **♋**

The forester



War 1 worship  
Quest 1 worship  
Prosperity 1 worship  
(The Round Table +1)

Chivalry Card



Lady Elaine

Chivalry Card



Lady Elaine

Chivalry Card



Lady Elaine

Chivalry Card



Lady Elaine

Chivalry Card



Lady Elaine

Chivalry Card



Lady Elaine

Chivalry Card



Lady Elaine

Chivalry Card



Lady Elaine


Chivalry Card



Lady Elaine

**T** **Arms** **T**


The Plate Armor



War 6/☐ worship  
(Battle of Mt Badon +1)  
Prosperity 1 worship

**♠** **Arms** **♠**


The War Horse



War 6/☐ worship  
(Conquest of Rome +1)  
Prosperity 1 worship

**✂** **Arms** **✂**


The Arming Sword



War 6/☐ worship  
(Siege of Carlion +1)  
Prosperity 1 worship

**H** **Virtue** **H**


The Honor



Quest 6/☐ worship  
(Holy Grail +1)  
Prosperity 1 worship

**L** **Virtue** **L**


The Loyalty



Quest 6/☐ worship  
(Tristram & Isoud +1)  
Prosperity 1 worship

**V** **Virtue** **V**


The Valor



Quest 6/☐ worship  
(Questing Beast +1)  
Prosperity 1 worship

**☿** **Vassalage** **☿**


The farmer



War 1 worship  
Quest 1 worship  
Prosperity 1 worship  
(Arthur's Marriage +1)

**♊** **Vassalage** **♊**


The fisher



War 1 worship  
Quest 1 worship  
Prosperity 1 worship  
(Excalibur +1)

**♋** **Vassalage** **♋**

The forester



War 1 worship  
Quest 1 worship  
Prosperity 1 worship  
(The Round Table +1)

Chivalry Card



Queen Guenever

Chivalry Card



Queen Guenever

Chivalry Card



Queen Guenever

Chivalry Card



Queen Guenever

Chivalry Card



Queen Guenever

Chivalry Card



Queen Guenever

Chivalry Card



Queen Guenever

Chivalry Card



Queen Guenever


Chivalry Card



Queen Guenever

**T** **Arms** **T**


The Plate Armor



War 6/☐ worship  
(Battle of Mt Badon +1)  
Prosperity 1 worship

**♠** **Arms** **♠**


The War Horse



War 6/☐ worship  
(Conquest of Rome +1)  
Prosperity 1 worship

**✂** **Arms** **✂**


The Arming Sword



War 6/☐ worship  
(Siege of Carlion +1)  
Prosperity 1 worship

**♠** **Virtue** **♠**


The Honor



Quest 6/☐ worship  
(Holy Grail +1)  
Prosperity 1 worship

**♠** **Virtue** **♠**


The Loyalty



Quest 6/☐ worship  
(Tristram & Isoud +1)  
Prosperity 1 worship

**♠** **Virtue** **♠**


The Valor



Quest 6/☐ worship  
(Questing Beast +1)  
Prosperity 1 worship

**♠** **Vassalage** **♠**


The farmer



War 1 worship  
Quest 1 worship  
Prosperity 1 worship  
(Arthur's Marriage +1)

**♠** **Vassalage** **♠**


The fisher



War 1 worship  
Quest 1 worship  
Prosperity 1 worship  
(Excalibur +1)

**♠** **Vassalage** **♠**

The forester



War 1 worship  
Quest 1 worship  
Prosperity 1 worship  
(The Round Table +1)

Chivalry Card



La Beale Isoud

Chivalry Card



La Beale Isoud

Chivalry Card



La Beale Isoud

Chivalry Card



La Beale Isoud

Chivalry Card



La Beale Isoud

Chivalry Card



La Beale Isoud

Chivalry Card



La Beale Isoud

Chivalry Card



La Beale Isoud


Chivalry Card



La Beale Isoud

**T** **Arms** **T**


The Plate Armor



War 6/☐ worship  
(Battle of Mt Badon +1)  
Prosperity 1 worship

**♠** **Arms** **♠**


The War Horse



War 6/☐ worship  
(Conquest of Rome +1)  
Prosperity 1 worship

**✂** **Arms** **✂**


The Arming Sword



War 6/☐ worship  
(Siege of Carlion +1)  
Prosperity 1 worship

**H** **Virtue** **H**


The Honor



Quest 6/☐ worship  
(Holy Grail +1)  
Prosperity 1 worship

**L** **Virtue** **L**


The Loyalty



Quest 6/☐ worship  
(Tristram & Isoud +1)  
Prosperity 1 worship

**V** **Virtue** **V**


The Valor



Quest 6/☐ worship  
(Questing Beast +1)  
Prosperity 1 worship

**☿** **Vassalage** **☿**


The farmer



War 1 worship  
Quest 1 worship  
Prosperity 1 worship  
(Arthur's Marriage +1)

**♊** **Vassalage** **♊**


The fisher



War 1 worship  
Quest 1 worship  
Prosperity 1 worship  
(Excalibur +1)

**♋** **Vassalage** **♋**

The forester



War 1 worship  
Quest 1 worship  
Prosperity 1 worship  
(The Round Table +1)

Chivalry Card



Morgan le fay

Chivalry Card



Morgan le fay

Chivalry Card



Morgan le fay

Chivalry Card



Morgan le fay

Chivalry Card



Morgan le fay

Chivalry Card



Morgan le fay

Chivalry Card



Morgan le fay

Chivalry Card



Morgan le fay


Chivalry Card



Morgan le fay

**T** **Arms** **T**


The Plate Armor



War 6/☐ worship  
(Battle of Mt Badon +1)  
Prosperity 1 worship

**♠** **Arms** **♠**


The War Horse



War 6/☐ worship  
(Conquest of Rome +1)  
Prosperity 1 worship

**✂** **Arms** **✂**


The Arming Sword



War 6/☐ worship  
(Siege of Carlion +1)  
Prosperity 1 worship

**H** **Virtue** **H**


The Honor



Quest 6/☐ worship  
(Holy Grail +1)  
Prosperity 1 worship

**L** **Virtue** **L**


The Loyalty



Quest 6/☐ worship  
(Tristram & Isoud +1)  
Prosperity 1 worship

**V** **Virtue** **V**


The Valor



Quest 6/☐ worship  
(Questing Beast +1)  
Prosperity 1 worship

**☿** **Vassalage** **☿**


The farmer



War 1 worship  
Quest 1 worship  
Prosperity 1 worship  
(Arthur's Marriage +1)

**♊** **Vassalage** **♊**


The fisher



War 1 worship  
Quest 1 worship  
Prosperity 1 worship  
(Excalibur +1)

**♋** **Vassalage** **♋**

The forester



War 1 worship  
Quest 1 worship  
Prosperity 1 worship  
(The Round Table +1)

Chivlary Card



Lady Nimue

Chivlary Card



Lady Nimue

Chivlary Card



Lady Nimue

Chivlary Card



Lady Nimue

Chivlary Card



Lady Nimue

Chivlary Card



Lady Nimue

Chivlary Card



Lady Nimue

Chivlary Card



Lady Nimue


Chivlary Card



Lady Nimue

**T** **Arms** **T**


The Plate Armor



War 6/☐ worship  
(Battle of Mt Badon +1)  
Prosperity 1 worship

**♞** **Arms** **♞**


The War Horse



War 6/☐ worship  
(Conquest of Rome +1)  
Prosperity 1 worship

**✂** **Arms** **✂**


The Arming Sword



War 6/☐ worship  
(Siege of Carlion +1)  
Prosperity 1 worship

**♠** **Virtue** **♠**


The Honor



Quest 6/☐ worship  
(Holy Grail +1)  
Prosperity 1 worship

**♠** **Virtue** **♠**


The Loyalty



Quest 6/☐ worship  
(Tristram & Isoud +1)  
Prosperity 1 worship

**♠** **Virtue** **♠**


The Valor



Quest 6/☐ worship  
(Questing Beast +1)  
Prosperity 1 worship

**☿** **Vassalage** **☿**


The farmer



War 1 worship  
Quest 1 worship  
Prosperity 1 worship  
(Arthur's Marriage +1)

**♣** **Vassalage** **♣**


The fisher



War 1 worship  
Quest 1 worship  
Prosperity 1 worship  
(Excalibur +1)

**♠** **Vassalage** **♠**

The forester



War 1 worship  
Quest 1 worship  
Prosperity 1 worship  
(The Round Table +1)

Chivalry Card



Lady Viviane

Chivalry Card



Lady Viviane

Chivalry Card



Lady Viviane

Chivalry Card



Lady Viviane

Chivalry Card



Lady Viviane

Chivalry Card



Lady Viviane

Chivalry Card



Lady Viviane

Chivalry Card



Lady Viviane

Chivalry Card



Lady Viviane



Event



Card

Event



Card

Event



Card

Event



Card

Event



Card

Event



Card

Event



Card

Event




Card

Event



Card


**Disaster**  
The Adultery



Chivalry cards face up or down  
L H V

Majority ☒ Minority -2 worship


**Disaster**  
The Death of Merlin



Chivalry cards face up or down  
I J K

Majority ☒ Minority -2 worship


**Disaster**  
The Treason of Mordred



Chivalry cards face up or down  
Q R S

Majority ☒ Minority -2 worship


**Service**



Armor  
Loyalty  
Farmer

Armor wins in War  
Loyalty wins in Quest  
Farmer wins in Prosperity


**Service**



Horse  
Honor  
Forester

Horse wins in War  
Honor wins in Quest  
Forester wins in Prosperity

**Service**



Sword  
Valor  
Fisher

Sword wins in War  
Valor wins in Quest  
Fisher wins in Prosperity

**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.

- 1) Knight victory:** Earn 7 chivalry cards.
- 2) Damosel victory:** Give 4/5 chivalry cards to the same knight.
- 3) 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
16 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.

**RULE CARD 2 - PLAY THE GAME**

**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 have 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/Simultaneous)**

**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.

**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 than 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.
  - Virtue** defeats all revealed Arms cards and wounds all revealed Vassalage cards on the other side.
  - Worship** 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.

**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.

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 currently 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 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.

#### 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.



#### 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**.

