

# What's in the Box?

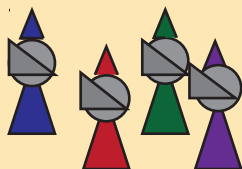
## -Player Pieces

x3 Blue

x3 Red

x3 Green

x3 Purple



-Six-Sided Die x1

-Castle Tile x 1

-Basic Map Tile x24

-Bramble Tile x4

-Fire Tile x4

-Charge Tile x4

-Attack Tile x4

## Set Up

Each player chooses one set of pieces, all of the same color.

These are your noble knights.

Each player also takes six basic map tiles, one Bramble Tile, one Fire Tile, one Charge Tile, and one Attack Tile.

Place the Objective tile in the center. Each player places their Tiles in the order shown in the diagram to the right. Place all three knights on the fourth tile from the bottom, right below the Charge Tile.

Attack
Charge
Fire
Bramble

## How to Win

The objective of the game is to be the last player standing- whoever has the last piece on the board wins!

## Taking Turns

The player who woke up earliest this morning starts. Early bird gets the worm!

On each turn, the player will roll the die. On a roll of 1-5, the player will choose one knight to proceed a number of spaces equal to the value of the roll. If the knight lands on a tile with a special effect (see Part Five), the effect happens immediately after the knight lands.

If a player rolls a 6, their knights will not move- however, they will have one of two options:

1. They may choose one knight of their own, and use that knight to attack any knight on the board of another player. See rules of combat.

2. If the player has a knight that is removed from the field, they may bring that knight back to the board and place it on the fourth tile from the bottom.

If the returned knight lands on a tile with an effect, that effect takes place immediately after the knight is returned to the board.

For example, if the 4th tile from the bottom is a Charge tile, a returned knight would move forward three spaces after being placed back on the field.

If a player cannot complete either of these actions, nothing happens.

Rotate turns clockwise between players.

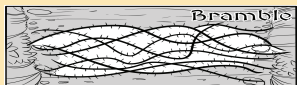
## Features of the Map

Certain map tiles have different effects. These are as follows:

**Charge Tile** - the knight that lands on this tile moves forward three more spaces.



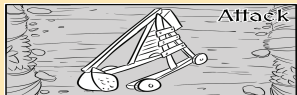
**Bramble Tile** – if a knight crosses this tile it must halt all movement and stay on this tile until the player's next turn. After stopping, the knight may move forward unimpeded.



**Fire Tile** – if a knight lands on this tile, they are removed from the field.



**Attack Tile** – the player must make an attack against another player's knight using the piece on this tile.



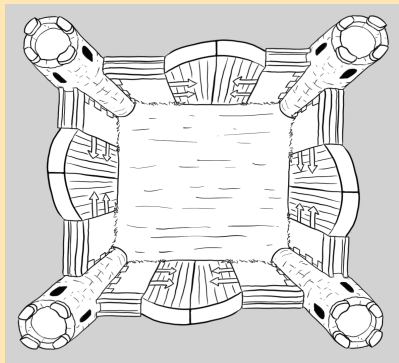
When a round of turns is complete, all players must rotate the tile at the bottom of the field to the top of the field. Any pieces still remaining on the bottom tile when the rotation happens are removed from the board.

## Combat

To make an attack (after having rolled a 6, or landing on the Attack Tile), the player must choose one of their knights to make the attack, and one other knight to be the target of the attack. If attacking is caused by landing on the Attack Tile, the knight on the tile must be the one to make the attack.

The attacking player rolls a die, and the defending player (the target of the attack) must also roll. Whoever's roll is higher wins, and their opponent's knight is removed from the board. In the case of a tie, reroll.

# The Castle



The centerpiece of the field is the Castle. Any knights who make it to the Castle are free from the tile rotation, and do not move out of the Castle. A knight inside the castle cannot be attacked unless another player's knight enters the Castle and begins a Duel. There is no limit to how many knights of the same color can be in the Castle.

If two knights from opposing teams end a round of turns in the Castle, they must duel. A Duel is conducted in the same way as a regular attack: both players roll the die, and the higher value wins. The winning knight remains in the Castle, and the losing knight is removed from the field.

## Duels

If two knights from opposing teams end a round of turns in the Castle, they must duel. A Duel is conducted in the same way as a regular attack: both players roll the die, and the higher value wins. The winning knight remains in the Castle, and the losing knight is removed from the field.

If there are more than two knights from different teams in the Castle, then all knights in the Castle roll to attack. In case of a tie, reroll. Whoever has the highest number wins, and all losing knights in the Castle are removed from the field.

### **Defeat (Or Rebirth!)**

If a player loses all of their knights, they can still take their turn in the round. However, all they can do is roll the dice. If they get a 6, they can bring one knight back to the field (see Part Four) and resume play.

**Are you ready?**

**Now...**

**DUEL!**