

King Arthur

DAS KARTENSPIEL

A multi-level card game for 2 – 5 players aged 8 and up.
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Contents

110 cards

- **53 knight cards** in four colors
 (2 double and 14 single cards in each of 3 colors and 5 Merlin/white cards)
- **44 adversary cards** in four kinds
 (13 dark powers, 11 enemy knights, 11 monsters, and 9 dragons)
- **13 adventure cards** (with different conditions and values from 6 to 20)
- **25 seals** in five colors



Story

King Arthur is the ruler of Britain. His knights, the twelve knights of the round table, are faithfully devoted to their king and country and have sworn off all things worldly, in order to search for the Holy Grail. During this long quest, they must face dangerous foes and survive exciting adventures, in order to reach their goal and achieve fame and honor!

Goal

Each player challenges the adversaries with his knights.
 The player uses defeated adversaries as trophies to complete adventures.
 The player who enjoys the most success in completing adventures will win!

Preparation

Place **the 13 adventure cards** face up next to each other at one side of the playing area in reach of all players.

Shuffle **the adversary cards** and place them as a face down supply stack near the adventure cards. Then build the starting play area as shown below.

From the adversary supply, turn over one card at a time, placing them face up in columns by kind (one for each kind) as shown. Continue placing cards until there are exactly four cards of one kind (in one column). This could be as few as 4 cards or as many as 13, depending on the shuffle (see the example to the right).

Shuffle **the knight cards** and deal four knight cards face down to each player. These are the players starting hands, which they keep secret from the other players.

Place the remaining knight cards as a face down supply on the opposite side of the playing area from the adversary cards.

Place **the 25 seals** back in the box as they are not used in the basic game.



Playing the game

The players choose a starting player, using any method they desire. After the starting player, the players take turns in clockwise order. On a player's turn, he takes four actions in the order described below.

Note: the player is free, on his turn, to choose not to take some of the actions, so, for example, a player may choose to do only actions 2 and 4.

1) Draw adversary cards

When none of the kinds of adversary cards has four cards in its column (all have 3 or fewer), the player may draw adversary cards (as in the preparation), placing them in the columns matching their kind until one kind has exactly four cards. The player is not required to draw cards when no column has four cards, but, if the player starts drawing cards, he must continue until one kind has exactly four cards.

2) Challenge adversaries

The player may challenge exactly one of the face up adversaries in the play area. To do so, the player plays knight cards of one color from his hand. He must play as many knights as the power (value) of the adversary. The player places the played cards face up on the knight discard stack (created next to the knight supply). He then adds the defeated adversary to his hand.

Note: "Merlin" cards can be played with any color and count as the color. They may also be played alone to challenge an adversary. Double cards count as two knights when challenging an adversary. If a player has only double cards, he may "overpay" to challenge an adversary.

3) Take an adventure card

A player may take one adventure card per turn. To do so, he must play the required adversary cards (see also pages 7 and 8) from his hand, discarding them face up on the adversary discard stack (created next to the adversary supply). Here, also, a player may "overpay" for an adventure card when necessary.

Note, however, that discarded adversaries are out of the game! The player places the adventure card face up before himself on the table (his play area).

4) Draw a knight card

As the last action of his turn, a player may draw the top-most knight card from the supply, adding it to his hand. When the supply becomes exhausted, shuffle the discards, placing them face down as the new supply.

When a player chooses to omit actions 2, 3, and 4 (regardless of whether he did action 1 or not), he may draw 2 knight cards. The player's turn is now over.

1st action



example turn

It is Andreas' turn. He chooses to draw adversary cards as no column has four cards. He draws a value 4 dragon, and must draw again, as there is still no column of 4 cards. His second draw is also a dragon, this time a value 3. He adds both to the layout as he draws them, and must stop drawing, as there are 4 dragons in the layout (1st action).

Next, he plays 3 red knight cards and 1 Merlin card from his hand to challenge and take the value 4 dragon card from the layout, adding it to his hand (2nd action).

Since he now has a value 4 dragon and a value 3 enemy knight (from a previous turn in his hand), he plays them to acquire the "Green Knight" adventure card, placing it in his play area (3rd action).

Finally, he draws the top-most card from the knight card supply, adding it to his hand (4th action).

2nd action



3rd action



4th action



Game end

The game ends either immediately, when a player takes the **second to the last** adventure card and places it in his play area

or

when the adversary card supply is exhausted and a player takes the last adversary card from the layout. He then completes his turn and the game ends.

Now, each player adds the values of his adventure cards and his adversary cards together. A player earns no pints for his knight cards.

The player with the most points is the winner! If players tie for the most points, the player among them with the most knight cards in his hand is the winner. If there is still a tie, the players rejoice in their shared victory!

Game with seals

During preparation, each player takes all 5 seals in one color, placing them in his play area. When playing with fewer than 5 players, place the remaining seals in the box.

The rules for playing the game are the same as in the basic game, except for the 2nd action: challenge adversary. For this action, the player now chooses from among three possible actions:

the usual challenge

The player may challenge exactly one of the face up adversaries (without a seal) in the play area. To do so, the player plays knight cards of one color from his hand. He must play as many knights as the power (value) of the adversary. To mark this challenge, the player places one of his seals on the adversary card.

Only when all the adversary cards in the layout of one kind have seals on them are they considered defeated. Of course, if there is only one card of a given kind in the layout, it is immediately defeated when a seal is placed on it. When all cards in a column have seals on them, all players with seals on adversary cards in this column take both the seals, placing them in their play areas and the cards, adding them to their hands.

The player, whose turn it is now continues to action 3 of his turn.

6

the repeated challenge

The player may challenge exactly one of the face up adversaries that has one of his seals on it in the play area. To do so, the player plays knight cards of one color from his hand. He must play as many knights as the power (value) of the adversary. Then, he takes back his seal, placing it in his play area and the card, adding it to his hand. The remaining cards of this kind remain undisturbed in the layout. The player now continues to action 3 of his turn.

the double challenge

A player can combine the two challenges into to one. The player may double challenge exactly one of the face up adversaries (without a seal) in the play area. To do so, the player plays knight cards of one color from his hand. He must play **twice** as many knights as the power (value) of the adversary. He immediately adds the defeated adversary to his hand. The remaining cards of this kind remain undisturbed in the layout. The player now continues to action 3 of his turn.

Tip: repeated and double challenges cost a player twice as many knight cards. Such challenges should be used sparingly, and only when the player feels he needs the adversary card to acquire an adventure before an opponent can get it.

The adventure cards

On the left side of each adventure card is the condition a player must meet in order to acquire the card. Details of these conditions are described below. On the right side of each card is the value of the card when scoring at game end.

Holy Grail



For this adventure, a player must play any number and color of adversary cards with a total worth of 12 points.

Mountain



For this adventure, a player must play any number and color of adversary cards with a total worth of 9 points.

Excalibur



For this adventure, a player must play any number and color of adversary cards with a total worth of 5 points.

7

Questing Beast

For this adventure, a player must play any number of red adversary cards with a total worth of 8 points.

Battle vs. the robbers

For this adventure, a player must play any two adversary cards of any color(s).

King Mark

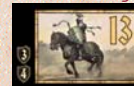
For this adventure, a player must play one each of green, blue, and yellow adversary cards.

Fisher King

For this adventure, a player must play any number of green adversary cards with a total worth of 6 points.

Battle vs. the vikings

For this adventure, a player must play any four adversary cards of any color(s).

Green Knight

For this adventure, a player must play one value 3 or more adversary card of any color and one value 4 or more adversary card of any color.

Royal tournament

For this adventure, a player must play any number of blue adversary cards with a total worth of 5 points.

Sea monster

For this adventure, a player must play one of each kind of adversary card.

Gold treasure

For this adventure, a player must either play any two value 3 or more adversary cards of any color(s) or the red value 5 adversary card.

Battle vs. the Saxons

For this adventure, a player must play any number of yellow adversary cards with a total worth of 4 points.

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