

## **Virtue Cards**

Virtue cards represent the character of your knight, for good or evil. You begin the game with four virtue cards, although you may end up with more or less as the game progresses. You may tell other people what virtue cards you have, but you may not actually show them unless you are using them. Attempting to figure out who is holding what cards is key to knowing who is most likely to stay faithful or betray you when you least expect it. There are six types of virtue card in this game:

- Courage, needed to complete most quests
- Swordsmanship, used in some quests and in dueling other players
- Mercy, used in many quests
- Piety, used in many quests and can be used during the pray action to help knights
- Sin, never used in quests, but gives a knight bonus points from treasure should the kingdom fall
- Guile, almost never used in quests, but good for betraying other knights

## **Treasure Cards**

Treasure cards represent your winnings from quests, although many such cards are not in the form of physical wealth. No one starts with treasures, other than the king himself who always starts with the crown of Camelot. You may tell other people what treasure cards you have, but you may not actually show them unless you are using them.

## **Honor/Dishonor Cards**

Honor and Dishonor cards are always displayed face up. No one starts with honor, but the king (whoever has the crown) may bestow honor and dishonor from a special deck to his knights.

## **Objective of the Game**

Depending on the progression of the game, victory can either end up being cooperative or competitive. There are three possible ways the game can end:

- If the number of dishonor cards in play minus the number of honor cards in play is greater than the amount of players (not counting the king's honor/dishonor), Camelot becomes a place of wretchedness and shame, unworthy of the Lord's blessing or the people's love. All that matters now is personal gain, and thus players count the total points value of all their treasure and honor/dishonor to determine first place, second place, and so on.
- If the number of honor cards in play minus the number of dishonor cards in play is greater than the amount of players (not counting the king's honor/dishonor), Camelot is saved. All players win.

## **Quests**

A quest card will have listed a penalty for ignoring, a reward for completion, a combination of virtue cards needed to overcome it, and the number of associated trial cards. Embarking on a quest is an action (see actions below), but presenting the needed virtue cards to complete the quest can be done at any time. Once on a quest, the player may not take actions until it is complete or the player gives up on the quest. There is no penalty for giving up on a quest if another player is still on the quest, but the last player to give up on a quest suffers all the effects of the ignore penalty personally. If instead the knight presents the right virtue cards, immediately draw the appropriate number of trial cards, representing the unknown dangers a knight faces while on a quest. Resolve these immediately.

If none of them result in the quest failing or the knight's death, the knight gains the reward listed and is no longer on quest. If there were multiple knights, they may decide how to split rewards, fighting a joust (see below) to settle the dispute if no agreement can be reached. Knights may re-use virtues from the quest in this joust.

If the trials end up resulting in failure or death, the ignore penalty happens, but with all effects happening to each knight involved. More than one knight may join in any quest unless the quest says otherwise. If they do, then when cards need to be displayed they can come from either knight, and different knights can combine cards to do a quest or pass a trial.

## Turns

The first turn goes to the king, moving to the king's right. If a player is on a quest, the player's action is skipped (keep in mind that completing quests can be done at any time, even not on your turn), and if a player is dead then the player may take no actions. After taking any action, or if the player is dead, the player then draws and places a quest card. If there are more quest cards in play than players, that player must now select a quest to expire (other than the one just put down), suffering that quest's ignore penalty. The one exception to this is if you go on a quest, and either you are the first one to go on the quest or you immediately complete the quest. Possible actions are as follows:

- Embark on a quest. Place your knight's token on a quest card to represent your position on the quest. See “Quests” above for details.
- Pray. Draw a virtue card face down. You may choose to either pray for yourself and put the card in your own hand (at which point you can look at it), or pray for a knight currently on a quest, passing it to a player who is currently on a quest (who can then look at it).
- Feast. All players who are not off on a quest may join in the feast, drawing any amount of virtue and treasure cards face down and offering them to other players. Players may offer trades of gifts at any exchange rate they want, but no cards are actually passed until everyone agrees who has passed what. If players don't agree, remember that either the giver or receiver of a card can refuse a transfer, but a third-party player has no say, although the third party can always refuse to pass or receive cards based on what someone else does. Once all of that is settled, any cards with a special “if traded in a feast” rule play out.
- Tax. Discard one virtue card, but draw one treasure card.
- Joust. Challenge another knight who is not out questing to prove his worth. Anyone not at quest may choose to draw a treasure and place it face up on the table as a reward to incentivize the knights to not simply throw the match to keep cards hidden.

The challenger opens the first round of the match, the challenged the second, and so on. When opening a round, place a courage, swordsmanship, or mercy card face up. The knight not opening the round must then either refuse to draw, taking a dishonor and losing the match, draw a virtue card that isn't one of those three types and lose the match, or draw one of one of those types and continue the match. If you are out of cards, you lose the match. If the round opener doesn't have (or claim to have) any virtue cards of the correct type, the round is skipped and the other player opens. If both players open, the match ends in a draw.

If someone won, any prizes go to the winner. If the match was a draw, prizes return to original owners. In any event, all virtue cards return to the players' hands.

- Duel. Challenge another knight to a fight to the death. This works similarly to the joust, but only courage, swordsmanship, and guile cards count this time. Refusing to draw, drawing a different virtue type, or running out of cards results in death for the knight. The dead knight's treasure goes to his killer.