

Knights & Damosels



Category: Card Game, Medieval
 Mechanic: Card Drafting, Rock-Paper-Scissors
 Players: 2-6
 Time: 10 min per player
 Age: 12+

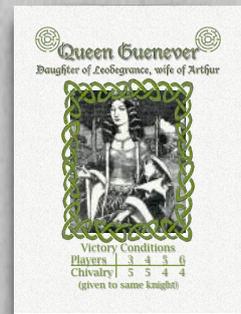
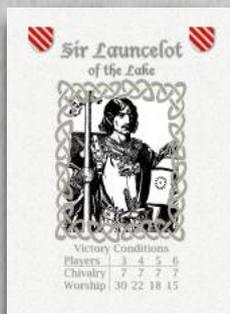
Components: 108 cards

What is the game about?

You play a knight and a damosel at the court of King Arthur. Your knight wants to earn a seat at the round table and your damosel wants to find a champion.

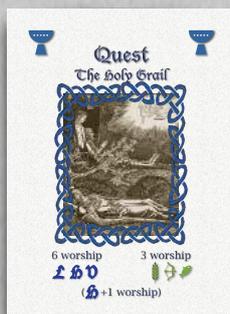
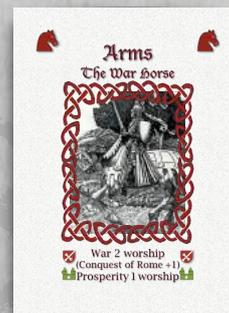
How do you win?

The knight wins by acquiring a number of chivalry cards or by earning a number of worship points. The damosel wins if the same knight picks her cards.



How do you play?

Each player starts with a knight (with no chivalry cards) and a damosel (with 9 chivalry cards). Each turn, the damosels play 1 card to a pool, from which the knights joust for the right to take cards. Each chivalry card is identified by a damosel's color on the back which is unknown to the knight. In addition, event cards are drawn each turn, in which knights may again joust for the right to play chivalry cards and earn worship points.



Joust and events are played without dice but rather through inventive variants of rock-paper-scissors mechanisms. The winner is the player whose knight or damosel first reach a victory condition.

As an additional challenge, all the knights and damosels may engage in a final battle and use their chivalry cards and worship points earned during the game; cards to fight the battle and points to draw a winner among the survivors.

What makes the game special?

The unique mechanism of the game is the opposite objectives of knights and damosels.

- ❖ Your damosel must ask herself which cards to play and when to increase the likelihood that the right knight picks them.
- ❖ Your knight must ask himself if he dares picking the tempting card placed in front of him.

In addition, cards and points are not simple score measures but actually used in an epic end game battle all against all to determine a winner.

