



Tales of the ARTHURIAN KNIGHTS

Under the benevolent rule of King Arthur, the Knights of the Round Table ushered in the **Golden Age of Camelot**, a period of extraordinary achievement marked by honor, prosperity, and adventure.

Following years of illustrious success, Camelot was honored by the presence of the Holy Grail during the Feast of Pentecost. At the conclusion of the feast, the sacred vessel faded from view, and a feeling of loss descended upon the kingdom. Arthur's lands were transformed into a doomed Wasteland, prompting his knights to set out at once to recover the lost relic. After the famous **Quest of the Holy Grail** was fulfilled, there was harmony in the realm for a time.

But mortal strife threatened to tear the realm asunder. The northern kingdom of Orkney made war on the southern kingdom of Benwick. Arthur's illegitimate son, Sir Mordred, accused Queen Guinevere of treason and recruited Saxon invaders to help him conquer the land. These **Final Wars of Britain** marked the end of the greatest era of chivalry that the world has ever known. But its glorious tales survive to this day...

The Tales of the Arthurian Knights

OVERVIEW

In *Tales of the Arthurian Knights*, you represent one of the Knights of the Round Table through three great Ages. From the **Golden Age of Camelot** to the **Quest of the Holy Grail** and the **Final Wars of Britain**, you will guide your knight through strange and thrilling adventures in search of your destiny. You will pursue lovers, battle enemies, and navigate the sublime. Through your choices, as well as your successes and failures, you will improve your **skills**, achieve **renown** in divinity, romance, and villainy, acquire **treasures**, and obtain **statuses** (both benevolent and malign).

OBJECT OF THE GAME

Moments of triumph earn **Destiny Points** for your knight. After the final passage is read from the Book of Tales, the knight who has achieved the most Destiny Points becomes the most celebrated hero (or villain) of all time and wins the game.

A Game of Experience and Adventure

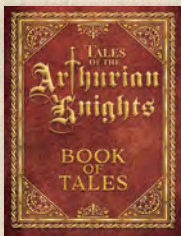
Tales of the Arthurian Knights is a storytelling game in which you relive the adventures of the Knights of the Round Table. Although a winner is declared at the end of the game, the true goal of the game is to create stories you will remember for years to come!

A NOTE ON ROMANCE

The default rule of *Tales of the Arthurian Knights* is that anyone can love anyone. For those who wish to include or exclude romantic options in their story, we have an asterisk (*) symbol before any choice or reward that involves romantic love. Players may choose to ignore any text that follows an asterisk that they deem unsuitable for their character.



COMPONENTS



1 Book of Tales



1 Rulebook



1 Map (Game Board)



8 Plastic Stands



1 Six-Sided Die

12 Large Cards



3 Age Cards



9 Grand Quest Cards



8 Player Boards

213 Standard Cards



108 Status Cards



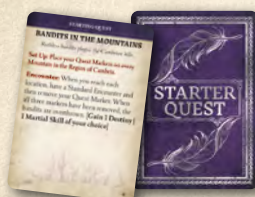
33 Encounter Cards
(9 Milieu, 12 Location, 12 Character)



11 Feature Cards



18 Treasure Cards



8 Starting Quest Cards



24 Advanced Quest Cards



4 "Call to Arms" Cards



7 Solo/ Cooperative
Region Cards



1 First Player Token



1 Round Marker



1 Solo Reference Token



8 Knight Standees

24 Renown Track Tokens



8 Divinity Track Tokens
(1 for each Knight)



8 Romance Track Tokens
(1 for each Knight)



8 Villainy Track Tokens
(1 for each Knight)

96 Quest Markers



32 "1" Quest Markers
(4 for each Knight)

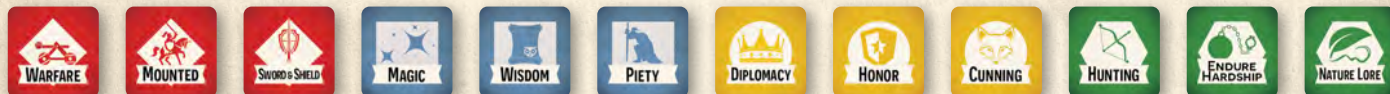


32 "2" Quest Markers
(4 for each Knight)



32 "+" Quest Markers
(4 for each Knight)

72 Skill Markers



6 full sets of 12
(1 set per player + 2 sets for *Accompanied* status)



64 "1" Destiny Point
Tokens



24 "5" Destiny Points"
Tokens



8 "10" Destiny Points"
Tokens



30 Story Tokens



4 "Golden Age"
Grand Quest Markers



4 "Grail Quest"
Grand Quest Markers



4 "Final Wars"
Grand Quest Markers



24 Status Markers
(6 for each player)

SET UP

Please refer to the full set up diagram on page 5. Additional set up rules for **solo** and **cooperative** play are included on page 16.

1. **Map:** Place the Map in the center of the play area. Place the Round Marker on the "1" space on the Map's Round Track.
2. **First Player:** Randomly determine the first player and give that player the First Player Token and the Book of Tales.
3. **Choosing Knights:** Each player in turn order chooses a knight and receives that knight's corresponding Knight Standee (and a plastic stand), Player Board, Renown Tokens (Romance, Divinity, and Villainy), and 12 Quest Markers. All components belonging to knights who are not in play are returned to the box.
4. **Skills & Statues:** Each player receives a set of 27 Status Cards (arranged in alphabetical order), 6 Status Markers, and a set of 12 Skill Markers. Keep your personal deck of Status Cards in a face up stack and do not shuffle them. Return the unused Status Cards and Status Markers to the box, but keep the unused Skill Markers nearby in case they are needed during the game.
5. **Starting Skills:** For your first game, assign Starting Skills as described in the sidebar on page 20. In later games, players can instead choose their Starting Skills as follows: First, shuffle your set of 12 Skill Markers face down. Next, flip 6 of your Skill Markers face up at random. Choose 3 of those skills as your Starting Skills, and place each chosen Skill Marker on a different Skill Slot in the "+1" column of your Player Board (the exact squares in which the markers are placed in this column does not matter). Place all 9 of your unchosen Skill Markers face up onto your Skill Bank, separated by type.



In the example above, Palomides flipped 6 Skill Markers face up at random and chose 3 of them as his Starting Skills: "Warfare," "Piety," and "Hunting." He then placed his chosen Skill Markers in the +1 column of his Player Board, and placed all 9 of his unchosen Skill Markers face up in his Skill Bank, separated by type.

6. **Renown:** Place your knight's Renown Tokens (Romance, Divinity, and Villainy) on their corresponding "0" spaces on the Map's Renown Track (located at the lower left corner of the board).
7. **Knight Standee:** Keep your Knight Standee by your Player Board. At the start of your first turn, you will place your standee in Camelot.
8. **Encounter Deck:** Separate the 12 Location Cards (see example at right) from the Encounter Deck and, without looking at them, randomly select a number of Location Cards equal to the **number of players + 1**. Shuffle these selected Location Cards back into the Encounter Deck, then place the Encounter Deck face down beside the Map. Place the unselected Location Cards off to the side (face down) without examining them; these Location Cards are considered to have been "removed during set up" for narrative text purposes.
9. **Feature Deck:** Shuffle the Feature Deck and place it face down beside the Encounter Deck, leaving space for a separate face-up discard pile for each deck.
10. **Starting Quests:** Shuffle the Starting Quest Cards (purple), deal 1 face up to each knight, then return the remaining Starting Quests to the box. Place your Starting Quest Card face up on the table in front of you. Read your Starting Quest out loud. Place one of your **Quest 1 Markers** on top of your Quest Card, and place additional Quest 1 Markers on the Map as specified on your Quest Card. **Note:** Quest Markers are always placed **beside** locations on the Map, not directly on top of them, with the token pointing towards the designated location.



In the example above, Galahad's quest requires him to visit Benwick, so he places his Quest 1 Marker beside Benwick with its arrow pointed towards the location.

11. **Age Cards:** Place the first Age Card (Age 1) face up beside the Map. Place the other two Age Cards off to the side for now.

12. **Quests & Treasures:** Shuffle the Advanced Quest Deck (red) and place it face down beside the Map. Shuffle the Treasure Deck and place it face down beside the Map as well.
13. **Miscellaneous:** Place the Destiny Tokens, Story Tokens, and "Call to Arms" Cards off to the side until they are needed.
14. **Solo/Co-op Components:** If you are playing a competitive game, return the Solo/Co-op Region Deck and the Solo Turn Reference Token to the box. If you are playing solo or cooperative, refer to page 16 to discover how to set up these components.

15. **Grand Quests:** If this is your first game, return the Grand Quest Cards and Grand Quest Markers to the box. Players may choose to add these components to subsequent games if they wish (see "Grand Quests" on page 15).
16. **Game Duration:** If you are playing a competitive game, the players must now determine how many Ages they wish to play. A Quick Game finishes at the end of Age 1. An Intermediate Game finishes at the end of Age 2. A Full Game finishes at the end of Age 3. (Solo and cooperative games always use all 3 Ages.)
17. **Book of Tales:** The first player opens the Book of Tales and reads the passage specified at the top of the Age 1 Card (passage 1000). If you are all experienced players, feel free to skip the opening passage and begin the game.



PLAYER TURN

Tales of the Arthurian Knights takes place over the course of 1 to 3 Ages, each lasting 4 rounds. During each round, each knight takes a turn in clockwise order, starting with the **first player**. Each turn follows the phases listed below.

1. **Book of Tales:** Pass the Book of Tales to the player on your left. This player becomes your **reader** for the turn.
2. **Status Phase:** Move all Status Tokens on your active Status Cards down 1 space. If any Status Token moves off the last number on the card, return that Status Card to your Status Deck; you are no longer affected by that status.
3. **Movement Phase:** Move your Knight Standee any number of spaces on the Map up to your movement limit, as specified by your position on the Renown Track on the game board. **Reminder:** On your first turn, start your Knight Standee in Camelot.
4. **Encounter Phase:** When you finish moving, you will have either a standard encounter or a special encounter.

BOOK OF TALES

The Book of Tales is a tome that contains all the stories written for *Tales of the Arthurian Knights*. During the game, you will refer to the book's passages (numbered 1000 - 3000) while pursuing your adventures.

PLEASE DO NOT READ THROUGH IT!

If you do, you may reduce your enjoyment of the game.

At the start of each of your turns, pass the Book of Tales to the player on your left; that player becomes your reader and will narrate your adventures for the current turn. When you have an encounter, the reader is given a passage to read out loud. The reader also reads the results of your decisions so that every player can enjoy the story of your adventures!

YOUR RETINUE'S PRESENCE

As a knight, you possess a retinue of squires, yeomen, and other followers who assist you during your adventures. The Book of Tales will specify when your retainers are right beside you or when they are simply nearby. When your companions are not with you, you are considered to be scouting ahead while your followers perform mundane tasks such as setting up camp or gathering resources.

STATUS PHASE

During your adventures, you will receive Status Cards that reflect conditions affecting your knight, both positive and negative. The duration of each Status Card is tracked using Status Markers (see "Status Cards" on page 11). During your Status Phase, you **must** move the Status Marker on each of your active Status Cards down one space. When a Status Marker moves off the final number listed on the Status Card (that is, to a blank space or off the card), the status immediately expires; return that Status Card to its place alphabetically in your personal Status Deck.

MOVEMENT PHASE

During your Movement Phase, you may move your knight from location to location on the Map. You may move a number of spaces up to your **movement limit**, as indicated by your highest Rank of Renown on the Renown Track (*see below*). You may move across **land lines** (gold) or **sea lines** (blue), with no distinction between land and sea movement unless specified by game text. Multiple Knight Standees may occupy the same space.

In the example below, Bradamante's highest Rank of Renown is 3 (Romance), which grants her a movement limit of 4.



If you don't move to a new location during your Movement Phase, you can't have a standard encounter, although you can have a special encounter (see "Encounter Phase" on page 7).

THE MAP OF THE WORLD

The Map is made up of 7 **regions**: Brittany, Cambria, Cornwall, Ireland, Logres, Normandy, and Scotland. Each region is further divided into **locations** connected by **land lines** and **sea lines**.

The Map features 6 different **terrain types**: City, Forest, Mountain, Plains, Swamp, and Sea. The terrains are mostly referenced when encountering Milieu Cards. However, the Location Numbers inside the terrain icons can increase the difficulty (and rewards) associated with each location.

Places of Power: You cannot traverse the dashed lines that separate the 9 Places of Power from the main Map unless you have received the corresponding Location Card that permits you to do so (see “Location Encounters” on page 8). Moving to or from a Place of Power is considered moving one space for the purposes of your movement limit.



Standee Placement: When you end your knight's movement, position your Knight Standee towards the top of the space so its **Location #** is not covered. This allows your reader to consult the location number without moving your standee (see “Reading the Book of Tales” on page 9).

In the example below, Sir Tristan ends his movement in the city of Tintagel and positions his token so that Tintagel's Location # of 5 is still visible.



ADVENTURES BY LAND AND SEA

Whenever you travel across sea lines, you are considered to have used your status as a Knight of the Round Table to requisition a sturdy ship from a local captain, who will pilot your vessel. Sometimes your encounters will specify that you are at sea, and other times you will have encounters on land even though your Knight Standee is at sea. During such times, you are considered to have landed to explore in search of adventure.

ENCOUNTER PHASE

After moving, you will have either a **standard encounter** or a **special encounter**.

STANDARD ENCOUNTERS

If you moved to a new location during your Movement Phase and you are not participating in a special encounter (see page 11), begin a standard encounter at your location by drawing and resolving the top card of the Encounter Deck. You cannot have a standard encounter at Camelot (see “Encounters at Camelot” on page 11) or at one of the 9 Places of Power; only special encounters can occur at those locations.

To resolve a standard encounter, follow these steps:

1. Draw the top card of the Encounter Deck, which will create a 4-digit passage number (see “Encounter Cards” on page 8).
2. The reader turns to the corresponding passage number in the Book of Tales and helps you resolve your encounter (see “Reading the Book of Tales” on page 9).
3. After your encounter, discard your Encounter Card (and Feature Card, if you drew one). If you encountered a Location Card, however, then you keep the card face up in front of you.

Replenishing the Encounter and Feature Decks: When you run out of cards in either the Encounter Deck or the Feature Deck, do **not** shuffle the corresponding discard pile. Instead, flip the discard pile over to form a new deck **without changing the order of the cards**. Flipping the deck in this way will guarantee that you do not see the same exact encounter during the same game.



ENCOUNTER CARDS

There are three types of Encounter Cards. **Character Cards** represent interesting people you meet during your travels, such as hermits and queens. **Milieu Cards** feature unusual occurrences or phenomena, from clandestine meetings to raging storms. **Location Cards** are the rarest and most unusual, allowing your knight to have a special encounter at a particular location on the map.

If you draw a **Character Card**, then immediately draw a Feature Card and place the Character Card on top of it, aligning both pairs of numbers. This combination creates your 4-digit passage number.



In the example above, you have drawn a Giant Character Card. You then draw the Amorous Feature Card and place the Giant on top of it, prompting the reader to turn to passage 1905 in the Book of Tales.

If you draw a **Milieu Card**, place it face up on top of the current Age Card and reference your current location's **terrain type** to create your 4-digit passage number.



In the example above, Dame Bradamante draws the "Strange Beast" Milieu Card during Age 2 while she is at a Mountain location. Her reader will therefore turn to passage 2329 in the Book of Tales.

If you draw a **Location Card**, it will show your 4-digit passage number at the top left of the card (*see example below*). After the reader resolves the passage, keep the Location Card face up beside your Player Board. The passage will specify that you also place 1 Destiny Token on top of the Location Card (*see below*). After you have done so, **your turn is over**.



There is no limit to the number of Location Cards you can have in front of you. However, if you already have a face-up Location Card when you draw a new one, you may choose to place the new Location Card on the bottom of the Encounter Deck and draw a new Encounter Card to replace it. You may continue to do this until you draw a non-Location Card.

Location Encounters: Location Cards allow you (and you alone) to visit the location on a later turn for a special encounter. If the Location Card permits you to enter a Place of Power, no other knight can enter that Place of Power. During your special encounter at the location, the reader consults the passage number at the bottom of the Location Card that corresponds to the current Age. After your special encounter at that location, regardless of your success or failure, you earn the Destiny Token on the Location Card. Afterwards, do not discard the Location Card but instead **remove it from the game**.



READING THE BOOK OF TALES

Resolving a standard encounter in the Book of Tales usually takes two steps: **response** and **resolution**.

- 1. Response:** The reader turns to the appropriate passage number in the Book of Tales, describes the encounter, and provides you with several initial responses. After you choose how to respond to the encounter, the reader turns to a second passage number based upon your choice.
- 2. Resolution:** The reader describes the second part of the encounter, then asks you to choose one of several skills or types of renown to resolve the encounter.
 - You can choose **any** of the specified skills or types of renown needed for success, regardless of whether you have any ranks in that skill or in that type of renown. Your bonus for an untrained skill is "+0".
 - For skills, roll the 6-sided die and add your Skill Rank (if any) to the roll to achieve a **total result**. The reader then reads the result paragraph that corresponds to **a)** the chosen skill and **b)** whether your total result **equals or exceeds** the **resolution number** specified in the passage.
 - For renown, you don't roll a die. Your success is based entirely on the number of ranks that you have acquired in that type of renown.

NOTES TO THE READER

When reading a resolution passage in the Book of Tales, pause when you reach the **line break symbol** shown below. This symbol indicates that the knight has a choice to make. This is especially useful during Solo Play (see page 16).



Do not indicate to the knight whether a static or variable resolution number is involved (see right); just wait for the knight's total result and then consult the passage to see if the knight has succeeded. We recommend that you do not indicate success or failure before reading the passage. This helps build suspense during the narration.

The resolution number that you need to equal or exceed can be a **static number**, or it can be a **variable number** determined by the **Location #** of your current space. You can never be sure whether your choice will require you to meet a static or variable resolution number.

When a variable resolution number is required, then the higher the location number of your current space, the higher the difficulty to resolve the encounter, but also the higher the Destiny reward. **The Location # only affects the resolution number, NOT your die roll.**



In the sample passage above, if you choose Piety, the resolution number is **3**, which means the total result of your die roll + your Piety Skill Rank must equal or exceed 3. If you choose Endure Hardship, the resolution number is **2 + Location #**. If you are on a space with a Location # of 3, then your resolution number is 5.

Success or Failure: If your total result equals or exceeds the resolution number, then the reader will read the first paragraph associated with your chosen skill (i.e., the success paragraph). If your total result is lower than the resolution number, then the reader will read the second paragraph associated with that skill (i.e., the failure paragraph).

Unusual Standard Encounters: Some standard encounters are less conventional and do not use the two-step response and resolution process described above. When this occurs, the Book of Tales will guide you through the peculiar circumstances.

LEARNING FROM FAILURE

In *Tales of the Arthurian Knights*, you will almost always gain some positive reward for failure, even if you also receive a negative Status Card or lose a rank of renown. This is in keeping with the classic Arthurian romances, in which knights grew as much from failure as from success.

Destiny Points, however, are usually only rewarded for a successful encounter.

ENCOUNTER REWARDS

At the end of each encounter resolution paragraph, a reward section appears in brackets. This section specifies your gains (or losses) based upon the result of your encounter. Even failures typically earn your knight some type of reward. Each reward is separated by a “|” symbol that represents the word “and.” In other words, you must receive **all** the rewards. Assign the rewards one at a time in the order presented in the reward section.



In the example above, you gain 1 Rank of Villainy on the Renown Track, lose 2 Ranks of Divinity on the Renown Track, and receive the “Plague-ridden” Status Card

Gaining Destiny: When you earn Destiny Tokens, place them face up beside your Player Board. Each player’s Destiny total is considered public information.

Gaining Skills: Your knight has access to 12 Skill Markers, each of which belongs to one of four categories: Martial (red), Spiritual (blue), Courtly (gold), or Wilderness (green). When you gain a particular skill for the first time, place the Skill Marker in the first column (+1) of your Player Board, if there is room. You now have **Rank 1** in that skill. The location of a Skill Marker within a particular column is of no consequence and can be changed at will. If there isn’t room for a new skill in the +1 column, then you must either replace one of your other Rank 1 skills (returning its marker to your Skill Bank) or ignore the new skill; in either case, you gain 1 Destiny as compensation for not increasing your total number of skills.

If you gain a skill that you already possess, increase that skill’s rank by moving its Skill Marker to the next column on your Player Board, if there is room. If there is no room in the next column (or if the skill is already at the maximum rank of 6), then you do not move the Skill Marker forward but receive 1 Destiny as compensation.

In the example at right, Dame Enid receives a reward of 1 Wilderness Skill of her choice and 1 Martial Skill of her choice. Enid doesn’t have any Wilderness Skills yet, so she chooses “Nature Lore” and adds it to her +1 column. Since Enid already has 2 Martial Skills (“Mounted” and “Sword & Shield”), she decides to increase one of her existing skills rather than learn a new one. She moves her Mounted Skill Marker from the +1 column on her Player Board to the +2 column.



Gaining Status Cards: Whenever you gain a Status Card, remove it from your Status Deck and place it face up on the table in front of you. You then place one of your Status Markers on the “0” space on the Status Card. That status is now active. See “Status Cards” on page 11 for more details.

Gaining Ranks of Renown: When you gain a Rank of Renown (Divinity, Romance, or Villainy), move your corresponding Renown Token one space down on the Renown Track (to the next higher number). If you have already achieved Rank 6 in that type of renown, then receive 1 Destiny instead.

WHAT IS ROMANCE?

Romance in *Tales of the Arthurian Knights* reflects a variety of qualities, including romantic love. But the notion of romance also extends to knightly comradery and devotion to the ideals of the Round Table. You may therefore receive (or lose) Ranks of Romance for any or all of these reasons.

BECOMING A VILLAIN

Tales of the Arthurian Knights encourages you to develop the character of your choice. Feel free to walk the dark path of villainy, but be aware that some of the folks you encounter will treat you differently, especially if they catch you in the midst of committing a nefarious deed!

Gaining Treasures: Whenever you gain a treasure, draw the top card of the Treasure Deck and place it face up on the table in front of you. If you are instructed to receive a specific treasure, search the Treasure Deck and its discard pile for that treasure, then shuffle the deck afterwards. If another player already possesses that treasure, draw a random Treasure Card instead.

Gaining Story Tokens: Story Tokens represent events that may impact your knight later in the game. They are awarded under a variety of circumstances, so follow the narrative instructions carefully when you receive one. In the extremely rare circumstance that two knights receive the same Story Token, each knight is considered to possess that token.

Gaining Movement: Many encounters reward a knight with extra movement on the Map. This bonus movement is always optional. Unless this movement is restricted to Land (using the gold land lines) or Sea (using the blue sea lines), the knight can move freely. When you finish this extra movement, your turn ends immediately; do not have an encounter in your new space unless the text specifies otherwise.

SPECIAL ENCOUNTERS

If you participate in a special activity on a Quest Card or Status Card, or if you visit the location associated with one of your face up Location Cards, then this is considered a special encounter. This special encounter replaces the normal standard encounter you would have on your turn.

Unlike standard encounters, you may have a special encounter even if you didn't move to a new location during your Movement Phase. You can even have the same special encounter on consecutive turns, if the encounter remains available to you.

Resolving a Special Encounter

Resolving a special encounter involves a similar resolution process to what is described above for a standard encounter. You often need to equal or exceed a resolution number using one of your skills or your ranks in renown, but in many cases you will know the required resolution number ahead of time.

ENCOUNTERS AT CAMELOT

You cannot have a standard encounter at Camelot. As a special encounter at Camelot, you may draw 1 Advanced Quest Card, but only if you have completed your Starting Quest.

If you have drawn the Camelot Location Card, that unlocks a different special encounter available only to you.



STATUS CARDS

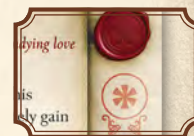
Rewards that bestow Status Cards begin with the term “become” and end with the status name in italics. For example, “Become *Beast Form*” means that you gain the “Beast Form” Status Card. When you gain a Status Card, remove it from your Status Deck and place it face up on the table in front of you. Afterwards, place one of your Status Markers on the “0” space on the Status Card (*see right*). The status is now considered active.



Only remove Status Cards when the Marker actually moves off the last number, even if the Status seems to no longer be affecting you. **Note:** The cards in the Status Deck are kept in alphabetical order; you can use the card number located at the bottom of the card to help facilitate this.

The following special rules apply to Status Cards:

- Some Status Cards feature an asterisk (*) symbol in the top circle (*see right*). These Status Cards never expire, so there is no need to place a Status Marker on them.
- If you receive a status that you already possess, simply move the Status Marker back to the “0” space at the top of the corresponding card. The effects of the card do not increase.
- If two or more Status Cards contradict each other, then the player suffering the Status Cards decides which effect to follow.



For example, the “Enraged” status forces you to choose the “**attack**” option whenever possible, while the “Covetous” status forces you to choose the “**steal**” option. If you possess both of these statuses at the same time and are given the simultaneous options to “attack” or “steal,” then you may choose either option.

Exception: If a status requires you to roll more than 1 die and choose the lowest result, always roll the highest number of dice specified on your cards.

For example, the “Accursed” Status requires you to roll 2 dice and choose the lowest result. The “Beast Form” Status requires you to roll 3 dice when using a Courty Skill and choose the lowest result. If you possess both of these Statuses when using a Courty Skill, you must roll 3 dice and choose the lowest result.

- Some rewards allow you to “lose” or discard statuses early. When this happens, you immediately return each lost or discarded Status Card to your Status Deck. For example, “Lose **Unhorsed**” ends the “Unhorsed” status early.
- If you have multiple active Status Cards, you may choose the order in which to move the markers during the Status Phase. (It usually doesn't matter.)

QUESTS

As you wander the world in search of adventure, you will be called upon to complete difficult tasks in exchange for hearty rewards. Unlike most encounters, a knight knows what is necessary to complete a quest before facing its perils.

During set up, each knight draws a Starting Quest, representing a task assigned to your knight. Later, you will draw and pursue Advanced Quests, which are more challenging than Starting Quests, but also more rewarding.

STARTING QUEST

STARTING QUEST

BANDITS IN THE MOUNTAINS

Ruthless bandits plague the Cambrian hills.

Set Up: Place your Quest Markers on every Mountain in the Region of Cambria.

ADVANCED QUEST

QUEST

DARK PLAGUE

You encounter a group of diseased travelers trying to reach a Place of Power rumored to provide a cure.

Set Up: If you agree to escort them, become

DRAWING A QUEST CARD

When you draw a Quest Card (including your Starting Quest), place it face up on the table and read it aloud so all other players know what you are trying to accomplish. Follow the quest's Set Up instructions to place one or more of your Quest Markers on the Map (see "Placing Quest Markers," right). That Quest Card is now considered active.

TITLE

BANDITS IN THE MOUNTAINS

Ruthless bandits plague the Cambrian hills.

SET UP

Set Up: Place your Quest Markers on every Mountain in the Region of Cambria.

Encounter: When you reach each location, have a Standard Encounter and then remove your Quest Marker. When all three markers have been removed, the bandits are overthrown. [Gain 1 Destiny] [1 Martial Skill of your choice]

REWARD

QUEST TYPE

FLAVOR TEXT

ENCOUNTER

PLACING QUEST MARKERS

Each player has two sets of Quest Markers, labeled 1 and 2. When placing Quest Markers on the Map, use the **Quest 1 Markers** to identify your first quest and the **Quest 2 Markers** to identify your second quest. Always place one Quest Marker on top of the Quest Card itself to identify the quest as your first or second quest, and then place the matching Quest Markers on the Map to mark the locations associated with that quest. Sometimes you will place your own Quest Markers, and sometimes your rival knights will place them.



STARTING QUEST

FRENCH DELEGATION

You have been chosen by the King to deliver a message of great importance to the princes of Benwick.

Set Up: Place your Quest Marker in Benwick (Brittany).

Encounter: When you reach Benwick, have a Standard Encounter. Afterwards, the princes receive your message. [Gain 1 Destiny] [1 Courty Skill of your choice]



RIVALS PLACING QUEST MARKERS

Sometimes a quest will specify that you must choose another player to place your Quest Markers on the Map. The chosen player will probably place your markers in a difficult location, especially if you are winning the game. Playgroups who prefer not to make these choices for each other during competitive games can instead use the Solo/Co-op Region Deck for these purposes (see page 16).

You should always have at least one active Quest Card. If you ever find yourself without an active Quest card, immediately draw an Advanced Quest Card.

You can't have more than 2 active Quest Cards. If you already have 2 active Quest Cards when you draw a new one, you must either discard one of your active Quest Cards (along with any Quest Markers corresponding to it), or discard the newly drawn Quest card.



Place the markers according to the limitations listed on the card, as well as the following restrictions:

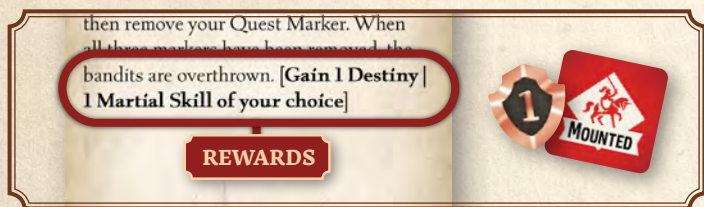
- A Quest Marker cannot be placed on **Camelot**, a **Place of Power**, or a **Sea space** unless the quest specifically calls for it.



- **Current Region at Sea:** If the active knight is located on a Sea space when a Quest Marker must be placed in that knight's "current region," then place the Quest Marker in the region closest to the knight's Sea location. The player placing the Quest Marker may choose the target region if more than one is equidistant.

COMPLETING A STARTING QUEST

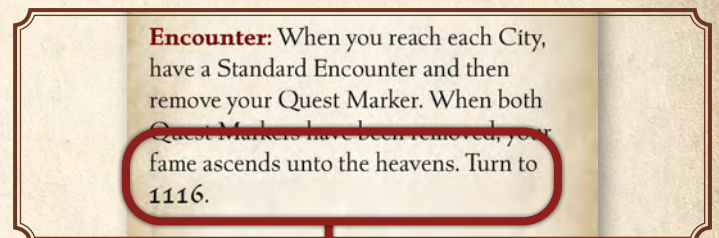
Your Starting Quest requires you to visit one or more locations, experiencing a **standard encounter** at each one. Regardless of whether you succeed or fail at the encounter, remove the corresponding Quest Marker from the map. When you remove your Starting Quest's last marker, you have completed that quest. Receive the rewards listed on the card, place the card face down on the table in front of you, and draw a new Quest Card from the Advanced Quest Deck (red).



COMPLETING AN ADVANCED QUEST

Completing an Advanced Quest usually involves a **special encounter**, although a few of them require standard encounters instead; read the instructions carefully to determine how to complete your quest.

When you complete an Advanced Quest, your reader visits the passage number indicated on the card to describe the outcome and your rewards. Afterwards, place the Quest Card face down on the table in front of you. If this was your only active (face-up) quest, you then draw a new Advanced Quest Card. **Note:** If you complete an Advanced Quest and still have an active quest remaining, do not draw a new quest at this time.



Quest Level: Each Advanced Quest features a Quest Level ranging from 1 - 3 (*see below*). Quest Level indicates a quest's relative difficulty, as well as the strength of its rewards. Players may use this to determine if the quest is worth pursuing at the present time.



FAILING A QUEST

If you fail an attempt to complete a quest during your turn, place one of your "+" Quest Markers on that Quest Card. If you attempt that Quest again on a future turn, you may add +1 to your total for each of your "+" tokens on that card. Once you finally succeed at that Quest, remove all your "+" Quest Markers from that quest. If you run out of these markers, you may substitute other tokens as needed.



END OF THE AGE

At the end of Rounds 4, 8, and 12, the current Age ends. Read the appropriate entry below to determine your next steps. **Note:** Destiny and other rewards distributed at the end of each Age are summarized on the Player Boards, as well as in the “End of Age Reward Summary” at right.

End of Age 1: If you’re playing a Quick (1-Age) Game, skip to “End of the Game” at right. If playing 2 or 3 Ages, discard the Age 1 Card and place the Age 2 Card in its place. Read the passage listed at the top of the Age 2 Card (passage 2000) aloud and have each player follow its instructions, including receiving Destiny (see “End of Age Reward Summary” at right). Experienced players can choose to read only the **bold text** to speed the process. Afterwards, move the Round Token to Round 5 and resume play with the first player.



End of Age 2: If you’re playing an Intermediate (2-Age) Game, skip to “End of the Game” at right. If playing a Full Game, discard the Age 2 Card and place the Age 3 Card in its place. Read the passage listed at the top of the Age 3 Card (passage 3000) aloud and have each player follow its instructions, including receiving Destiny (see “End of Age Reward Summary” at right). Experienced players can choose to read only the **bold text** to speed the process. Afterwards, move the Round Token to Round 9 and resume play with the first player.



End of Age 3: During a competitive game, each knight who still possesses a “Call to Arms” Card may choose to play the card to take an extra turn, using the normal turn order. Afterwards, proceed directly to the Epilogue (see “End of the Game” at right).



END OF THE GAME

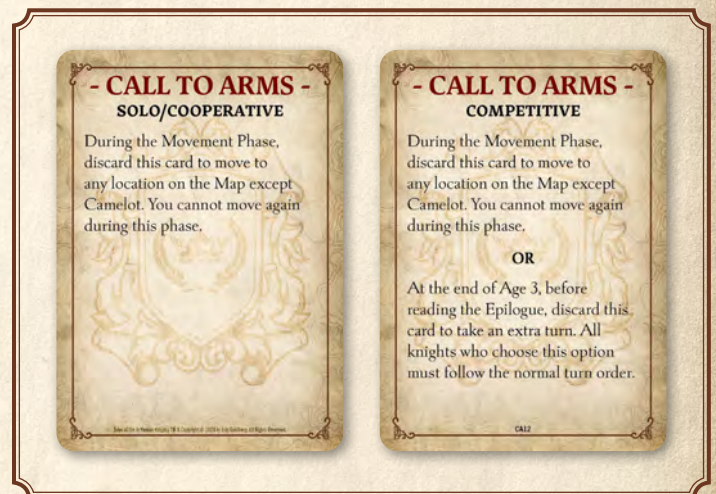
At the end of the Age you designated for your game to finish, read the Epilogue at the end of the Book of Tales and assign final Destiny rewards as specified in that section. At the end of a competitive game:

- The knight with the most Destiny Points wins.
- If tied, the tied player with the most face-down completed Quest Cards wins.

END OF AGE REWARD SUMMARY

End of Age 1: At the end of Age 1, every Knight scores Destiny equal to their highest Skill Rank OR their highest Rank of Renown. In addition, every Knight draws 1 Advanced Quest Card, then gains 1 Skill of their choice.

End of Age 2: At the end of Age 2, every Knight scores Destiny equal to the number of individual skills they possess that are Rank 3 or higher plus the number of types of renown they possess that are Rank 3 or higher. In addition, every Knight draws 1 Advanced Quest Card, gains 1 Skill of their choice, and takes 1 “Call to Arms” Card (see below).



End of the Game: Every Knight who ends the game in Camelot scores 3 Destiny. Then, every Knight in the game scores Destiny equal to their highest Rank of Renown. Next, every Knight scores Destiny equal to their highest Skill Rank OR the number of skills they possess that are Rank 2 or higher. Lastly, Knights who have achieved Rank 6 in one or more types of renown may be entitled to an additional 3 Destiny, as described in the Epilogue.

GRAND QUEST VARIANT

Players who wish to add an extra element of Arthurian story and interaction to their competitive and cooperative games may add Grand Quests to their games. Compared to normal quests, Grand Quests represent large-scale tasks completed incrementally, allowing multiple knights to contribute toward their completion. If the Grand Quest is fully completed, each participating knight receives a Grand Reward. **Note:** Grand Quests are not intended for solo play.

SET UP CHANGES

Replace Step 15 in the normal Set Up with the following steps:

15. **a) Age 1 Grand Quest:** Shuffle the Age 1 Grand Quest Cards (gold), draw 1 at random, and place the card face up beside the Map. Place the Age 1 Grand Quest Markers (gold crown) onto the Map as specified by the Grand Quest Card (placing extra markers for 3 - 4 players as indicated). Return the unselected Age 1 Grand Quest Cards to the box.
15. **b) Age 2 & 3 Grand Quests:** Shuffle the Age 2 Grand Quest Cards (red) and Age 3 Grand Quest Cards (blue) separately, draw 1 card at random from each Age without revealing them, and then place the selected cards face down in a row beside the Age 1 Grand Quest Card. Return the unselected Age 2 and Age 3 Grand Quest Cards to the box without looking at them. Place the Age 2 and Age 3 Grand Quest Markers to the side for now.



As instructed by the "Paragons of the Realm" Grand Quest (above), one of the Golden Age Quest Markers is placed beside Paris.

COMPLETING GRAND QUESTS

To participate in a Grand Quest, your knight must be at a location with a Grand Quest Marker and engage in the special encounter listed on the Grand Quest Card. If you succeed at the special encounter, you receive the listed reward. You also remove the associated Grand Quest Marker from the Map and place it in front of you on the table; no other knight may participate in the Grand Quest at that location.

If you fail your attempt to complete one stage of a Grand Quest, place one of your "+" Quest Markers on the corresponding Grand Quest Card, just as you would with other quests. The "+" Quest Marker adds +1 to your future attempts to complete that Grand Quest, whether at the same or at a different location. If you later succeed at that Grand Quest, remove all of your "+" Quest Markers from that quest.

If any knight removes a Grand Quest's final marker from the Map, that Grand Quest is fully completed. Every knight who earned at least one Grand Quest Marker from that quest receives the specified Grand Reward. (You don't earn extra for having more than 1 Grand Quest Marker.) Afterwards, remove the Grand Quest Card from the game.

ADDING NEW GRAND QUESTS (AGE 2 & 3)

At the start of Age 2, flip the Age 2 Grand Quest face up and place its corresponding Quest Markers on the Map.

- Leave the Age 1 Grand Quest Card in play. Players may still participate in the Age 1 Grand Quest until the end of Age 2.

At the start of Age 3, flip the Age 3 Grand Quest face up and place its corresponding Quest Markers on the Map.

- Discard the Age 1 Grand Quest Card if it is still in play and remove any remaining Age 1 Grand Quest Markers from the board. This quest can no longer be completed. Grand Quest Markers already earned by the players are kept, though no Grand Reward can be earned.
- Leave the Age 2 Grand Quest Card in play. Players may still participate in the Age 2 Grand Quest until the end of the game.

FINAL SCORING: COMPETITIVE TIE-BREAKER

At the end of a competitive game, if there is a tie for the highest Destiny score, the tied knight with the most Grand Quest Markers wins the game. If still tied, the tied player with the most face-down completed Quest Cards wins.

SOLO / COOPERATIVE PLAY

To play *Tales of the Arthurian Knights* as either a solo game or a multi-player cooperative game, follow the additional instructions below. **Note:** All solo/co-op games must be played through all 3 Ages.

SET UP CHANGES

1. **Destiny Pool:** Create a **pool** of Destiny Tokens beside the Map. The size of this pool depends on your chosen game difficulty, as shown in the chart below. Set all remaining Destiny Tokens aside to form a **reserve**, to be used only if the pool is exhausted (see "Using the Destiny Pool," below).

# OF PLAYERS	Squire	Knight	Champion
SOLO	35	45	50
2 PLAYER CO-OP	67	86	96
3 PLAYER CO-OP	98	125	140
4 PLAYER CO-OP	126	162	180

2. **Solo / Co-op Region Deck:** Keep the Solo/Co-op Region Deck face up in a stack nearby (see "Solo/Co-op Region Deck" at right).
3. **Solo Turn Reference Token:** If you are playing solo, place the Solo Turn Reference Token on top of your Player Board so that it covers the normal Player Turn reference area. Otherwise, return this token to the box.

USING THE DESTINY POOL

All Destiny earned during the game, and all Destiny placed on active Location cards, is drawn from the Destiny Pool created during set up. Exhausting this pool is a requirement for victory (see "Determining Victory," right).

When the Destiny Pool is empty, draw all future Destiny Tokens from the reserve. Keep all Destiny earned from the reserve in a separate pile from your other Destiny Tokens so you can determine your Final Score (see right).



END OF THE SOLO/ COOPERATIVE GAME

At the end of Round 12, perform the following steps in order:

1. Move any Destiny Tokens on face up Location Cards to the Destiny Pool.
2. Go to the Epilogue at the end of the Book of Tales and assign final Destiny rewards as specified in that section.

Determining Victory: After scoring all Destiny rewards in the Epilogue, check to see if any tokens remain in the Destiny Pool. If the pool is empty, you have won the game. If any tokens remain in the Destiny Pool, you have lost.

Final Score: If you win the game, your Final Score is equal to the number of Destiny Points you collected from the reserve (even if that number is zero).

SOLO/CO-OP REGION DECK

Some situations, such as placing Quest Markers or making narrative decisions while affected by certain Status Cards, require you to designate another player to make a choice for you. During solo or cooperative play, these decisions are instead handled by the Solo/Co-op Region Deck, which includes seven cards (one for each region on the Map).

Whenever the game directs you to have another player make a decision, follow the instructions below to determine the outcome. **Note:** Competitive players may choose to use the Solo/Co-Op Region Deck if they prefer not to make these sorts of decisions for one another.

Region	Terrain	City
1. Logres	1. Forest	1. Camelot
	2. 3. Hills	2. Camelot
	4. 5. Marsh	3. Glastonbury
	6. Water	4. Glastonbury
		5. Joyous Gard
		6. Joyous Gard
Lost	Ensnorcelled	Mad
1. North	1. Choice #1	1. Skill #1
2. East	2. Choice #1	2. Skill #1
3. West	3. Choice #1	3. Skill #1
4. West	4. Choice #2	4. Skill #2
5. West	5. Choice #2	5. Skill #2
6. South	6. Choice #2	6. Skill #2



MAKING DECISIONS WHEN LOST, ENSORCELLED, OR MAD

Whenever one of these Status Cards directs you to have another player make a decision for you, first find the Solo/Co-op Region Card matching your current region. Then follow the appropriate instructions below:

- **Lost:** Roll the die and consult the table on that card to determine the direction to move your knight; this can include movement to or from Sea spaces. When in doubt, choose the destination that best approximates movement in the indicated direction. If more than one location seems appropriate, you (the active knight) may choose which option to use.
- **Ensorcelled or Mad:** Roll the die and obey the result given by the table on that card. For the "Mad" status, if the passage offers the choice to use a type of renown, treat that renown type as if it were one of the skill choices when making this roll. If affected by contradictory status effects (such as "Enraged" and "Ensorcelled"), you must choose which status affects you before you roll to determine the result.

PLACING QUEST MARKERS

Whenever directed to have another player make decisions for you in the placement of Quest Markers, follow these steps instead.

1. Select the Region Card

Find the entry below that matches the situation you face, then follow the instructions to determine which card to use from the Solo/Co-Op Region Deck. **Note:** If you are on a Sea space, see "Current Region at Sea" on page 13 to determine your current region.

- **Rival chooses a region, and then you choose a location in that region:** If another player is directed to choose a region, shuffle the deck and draw a random card. If it matches your current region, draw another card instead. Afterwards, place your Quest Marker on a location of your choice in that region. (Do not proceed to the next step.)
- **Rival chooses any location on the map:** If another player is directed to choose any location on the Map (or any location of a specific terrain type), shuffle the deck and draw a card at random. If it matches your current region, draw another card instead. Then proceed to "Determine the Location" at right to place your Quest Marker.

- **Rival chooses any 2 locations:** If another player is directed to choose two locations, shuffle the deck and draw two different cards at random, redrawing until neither card matches your current region. Then proceed to "Determine the Location" below, using each card separately to place a Quest Marker.
- **You or game text chooses region:** If you (not another player) are allowed to choose a specific region, or if the instructions refer to a specific region (such as your current region), select the card matching that region instead of drawing randomly. Then proceed to "Determine the Location" below.

2. Determine the Location

After drawing (or selecting) the appropriate Solo/Co-Op Region Card, place your Quest Marker(s) by using the entry below that best matches the directions. If this results in more than one eligible space, you (the active knight) may choose the space from among the eligible locations.

- **Rival chooses a City:** If another player is directed to place the marker on a City, roll the die and consult the City table on your card. Place the marker on that City space.
- **Rival chooses another specific terrain:** If another player is directed to place the marker on a specific terrain type (other than City), roll the die and consult the City table on your card. Place the marker on the location closest to the indicated City that matches the correct terrain type (including a Sea space, if required).
- **Rival chooses any space:** If another player is directed to choose any location on the map or in the region, first roll the die and consult the Terrain table on your card. (If the card specifically instructs you to determine a non-City location, keep rolling until you get a non-City result.) Afterwards, roll the die and consult the City table. Place the marker on the location closest to the indicated City that matches the terrain type you rolled.



PRONUNCIATION GUIDE

Many of the character and place names in *Tales of the Arthurian Knights* may prove difficult to pronounce for a modern audience. Players should feel free to sound out the names and pronounce them however they wish with no fear of shame for elocutionary inaccuracy. But for those players who wish to pronounce everything as faithfully as possible, we present this Pronunciation Guide for your use and enjoyment. **Note:** “aa” = “a” as in “cat” (e.g., “caat”)

Abinors: AA-bih-nors	Cerys: KEH-riss	Gogmaog: GAHG-mah-gahg	Owain: OH-inh
Afanc: AH-vahnk	Chanart: Sha-NART	Goreu: gore-AY	Palomides: paa-loe-MEE-dess
Agloval: AA-glow-vayl	Ciaran: KEER-uhn	Gorlois: gore-LWAH	Pellam: PEHL-ahm
Agravain: AA-grah-vayn	Clariance: KLAa-ree-ahnts	Gornemant: gore-neh-MAHN	Pelleas: PEH-lee-ahs
Áine: AWN-yuh	Clarrisant: klaa-riss-AHNT	Gradlon: GRAAD-lone	Pellinore: PEH-lih-nore
Ainslie: AYN-slee	Claudas: KLAU-dus	Grimwald: GRIHM-wahld	Pendragon: PEN-draa-gun
Alain: ah-LAHN	Claudin: KLAU-din	Gringamore: GRIN-gah-more	Percival: PURR-sih-vuhl
Alisander de Orphelin: aa-li-SAHN-der deh ORE-feh-lin	Cliges: KLEE-zhess	Guinevere: GWIN-eh-veer	Peris: PEH-ris
Aloysius: aa-loe-ISH-us	Clorinda: kloRE-IHN-dah	Guingomar: GHEE-oh-mahr	Perseus: PER-see-us
Amide: aa-MEED	Colgreivance: KOLE-greh-vahnts	Guvret: geev-RAY	Phariance: FAA-ree-ahnts
Annwyn: AHN-win	Conchobar mac Nessa: KRAW-fore mac NESS-ah	Guvernal: GOO-vehr-nuhl	Philomena: fih-luh-MEE-nuh
Arawn: ah-RAWN	Connla: KAHN-luh	Hamish: HAY-mish	Piers: PEERZ
Argonauts: AHR-go-nahts	Corbenic: kore-BEH-nick	Helin: hay-LEEN	Pinel: PEE-nell
Arimathea: aa-rih-mah-THEE-ah	Cormac: KORE-mahk	Hengist: HEHN-ghist	Priamus: PREE-ah-muhss
Arne: AHRN	Corraich: KORE-ick	Heracles: HEHR-ah-klees	Prydwen: PREHD-wihn
Aspidochelone: aas-pih-DOE-sheh-lone	Corthonic: THAH-nick	Horsa: HORE-suh	Pucelle: PYOO-sell
Aubri: AW-bree	Cruithne: KRUIN-ya	Hurrian: HUR-ee-un	Ragnelle: RAY-nell
Azrael: AAZ-ray-el	Culhoch: KILL-hock	Igraine: ih-GRAYN	Razilic: RAA-zill-ik
Bademagus: ba-duh-MAY-gus	Custennin: kuh-STEH-nihn	Isolde: ih-ZOLE-duh	Rhys: REESS
Balan/Balín: BAY-lihn	Dagonet: DAA-go-nay	Kaia: KIE-ah	Rhongomyniad: rahn-go-MIHN-yahd
Basil: BAA-zihl	Dahut: dah-HUT	Kanahins: KAA-nuh-hinz	Rience: ree-ENTS
Beaumont: boe-MAHN	Dillus Farfog: DIH-luhs FAHR-fahg	Killaraus: KIHL-uh-owss	Ronan: ROE-nuhn
Bedegraine: BEH-deh-grayn	Dinas: DIH-nahs	Lambegus: LAAM-beh-ghuss	Safir: suh-FEER
Bedivere: BEH-dih-veer	Dinadan: DIN-uh-din	Lamorak: LAA-moe-rak	Sagamore: SAAG-rah-more
Benoye: behn-OY	Dindrane: DIN-drayn	Lancelot: LAWN-seh-laht	Samhain: SOW-ihn
Bernlad: BURN-lad	Dodinas: DAH-dih-nuhs	Laudine: LAW-din	Sarras: SAA-raass
Berwyn: BEHR-win	Don Cuailung: don COOL-nya	Leanan Sídh: lay-AA-nuhn SHEE	Saxon Brae: SAAK-sahn BRAY
Biffle von Gifflestein: BIH-ful von GIH-ful-stine	Dunstan: DUHN-stihn	Leodegrance: lee-OH-duh-grants	Scathach: SKAH-hahk
Bjorn: BYORN	Ector: EHK-tore	Llywelyn: shah-WEH-linh	Segwarides: seh-g-WAYR-ih-dees
Blamore: BLAY-more	Efa: EH-vah	Logres: LOE-grehss	Seraide: seh-REHD
Blanchefleur: BLAHN-cheh-floor	Elfreda: ehl-FRAY-duh	Lothar: LOE-tar	Sidhe: SHEE
Bleoberis: blec-OH-beh-riss	Eliavres: eh-lee-AHV-res	Lovel: LUH-vuhl	Síofra: SHEE-frah
Blondel de Nesle: BLAHN-del de NELL	Eliezzer: eh-lee-AY-zer	Lynette: lih-NET	Symon: SIE-mahn
Bonnacon: BAH-neh-kahn	Enbarr: ehn-BARE	Lyonesse: LIE-oh-ness	Taliesin: tah-lee-EH-sin
Borre: BOAR	Enid: EE-nihd	Mador: MAA-dore	Taneborc: TAA-neh-bork
Bors: BOARZ	Enoch: EE-nahk	Maeve: MAYV	Tathan: TAA-thihn
Boudica: BOO-dih-kuh	Esclamor: ESS-clah-more	Mag Tuired: maag TOO-rehd	Theseus: THEES-ee-us
Boudwin: BAHD-win	Esmerée: ESS-meh-ray	Maledisant: mah-lay-dee-ZAHN	Thiton: THIE-ton
Bradamante: brah-dah-MAHN-tay	Estrangor: ess-traan-GORE	Manannán Mac Lír: mah-nah-NAHN mahk LEER	Tholomes: TAH-lah-meez
Bragwaíne: brag-WAYN	Ettard: EH-tard	Marabron: MAA-ruh-brahnd	Tintagel: tihn-TAA-jehl
Brandegoris: braan-deh-GORE-ih	Evadeam: EH-vah-deem	Margon: MAHR-guhn	Titania: Tih-TAH-nyah
Brandiles: BRAAN-dih-lees	Evalach: eh-VAAL-uk	Marhaus: MAHR-howss	Torch Troyth: tork TROYTH
Breunor: BROO-nehr	Falaíse: fa-LAYSS	McCriven: mih-CRIH-vehn	Totnes: TAHT-nehss
Brocéliande: BRAW-seh-lee-ahnd	Fedelmíd: FAY-dehl-mihd	Meleagant: MEH-lih-gunt	Toutatis: too-tah-TEESS
Bullard: BULL-uhrd	Fenice: Feh-NEE-cheh	Meliot: MEH-lee-eh	Tristan: TRIH-stihn
Byanne: BYE-ann	Flore: flaw-RAY	Melora: meh-LORE-uh	Tuatha Dé Danaan: too-AH-thah day dah-NAHN
Caer Glow: KIE-eh GLOE	Fomorian: foe-mawr-EE-uhn	Methuselah: meh-THOO-sehl-uh	Tyfid: TIE-fid
Callanish: KAA-lih-nish	Fuego: FWAY-go	Mordred: MORE-drehd	Unseelie: uhn-SAYL-ya
Callum: KAA-luhm	Gahalatine: gaa-HAA-lah-teen	Morganor: MORE-gah-nore	Urien: YOO-ree-ehn
Cameliard: KAA-mehl-yard	Gaheris: gah-HEH-riss	Morgause: MORE-gows	Uther: OO-thur
Camlann: KAAM-lihn	Galahad: GAA-lah-haad	Nascien: NAA-see-ehn	Vagor: VAY-gore
Canguin: KAA-n-gwin	Galeholt: GAA-leh-holt	Nephilim: neh-FIHL-uhm	Vortigern: VORE-tih-guhrn
Capall: KAH-pahl	Galeshin: guh-LOE-shin	Niall: NIE-uhl	Wodan: WOE-dahn
Caradoc: KAA-ruh-dahk	Garaunt: GAA-rawnt	Nimue: NIM-oo-eh	Ys: EESS
Caradog: KAA-ruh-dahg	Gawain: gah-WAYN or GOW-in	Norgales: nor-GAHL-iss	Ysave: ee-SAHV
Catoblepas: kaa-toe-BLAY-pahs	Giramphiel: ghiih-RAAM-fee-ehl	Oberon: OH-beh-ron	Ysbaddaden: iss-bah-DAH-dehn
	Glatissant: GLAA-tih-sunt	Olcan: UHL-kuhn	Ysgithyrain: iss-GITH-eh-royn
	Gliten: GLIH-tehn	Ossaise: oh-SEHZ	
	Gloriana: gloRE-ee-AH-nah	Osric: AHZ-rik	

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The body of work that presents the Arthurian legends is vast and begins as early as the 11th century c.e. The father of Arthurian romance was the 12th century poet, Chrétien de Troyes, and it is from his works, as well as Welsh legend, that we derived much of our story. We were also inspired by the full romance tradition of the Lancelot-Grail cycle and the works of Sir Thomas Malory. Here is a selected bibliography of our most drawn upon works, as well as our favorite editions.

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This game could not have been composed in its present form without constant referral to one of the greatest references for Arthuriana:

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I am also deeply indebted to the overview of literature provided in the following work:

Archibald, Elizabeth and Putter, Ad, eds. *The Cambridge Companion to the Arthurian Legend.* Cambridge: Cambridge University Press, 2009.

A fundamental understanding of the Holy Grail is best seen through the lens of the following work:

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CREDITS

Tales of the Arthurian Knights Design: Andrew Parks

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QUICK START GUIDE

Use this guide to get playing right away, using the rulebook for reference as needed.

Goal: Achieve the highest Destiny score by traveling across the map to engage in wondrous encounters and complete quests. Earn Renown, improve your Skills, and discover Treasures to increase your chance of success and victory.

QUICK SET UP

1. **Map:** Place the Map in the center of the play area, and place the Round Marker on the "1" space of the Round Track.
2. **Knight Selection:** Each player takes a Player Board and all matching tokens and markers.
3. **Skills & Statuses:** Each player takes a set of 27 Status Cards, 6 Status Markers, and a set of 12 Skill Markers.
4. **Starting Skills:** Assign your knight's starting Skills as shown in the sidebar below, placing each Skill Marker in the "+1" column on your Player Board.
5. **Renown Tracker:** Place each player's Romance, Divinity, and Villainy tokens on the "0" spaces on the Renown Tracker.
6. **Build Encounter Deck:** Remove all Location Cards from the Encounter Deck. Randomly select Location Cards equal to the number of players plus 1, and add these to the Encounter Deck. Then shuffle the Encounter Deck and place it near the Map.
7. **Other Decks:** Shuffle each other deck (Features, Treasures, Quests, Starting Quests) separately and place them near the Map.
8. **Starting Quests:** Deal 1 Starting Quest to each player. Read these aloud and place Quest Markers on the Map as directed.
9. **Age Card:** Place the Age 1 card faceup beside the Map.
10. **Game Duration (Competitive only):** If playing competitively, decide the length of your game (1, 2, or 3 Ages). Solo and cooperative games always use all 3 Ages.

FIRST GAME: SKILL MARKERS

Since players will be unfamiliar with the Skills during their first game, feel free to assign Starting Skills based on the personalities of the knights from the legends, as shown below.

- **Bradamante:** Warfare | Magic | Diplomacy
- **Enid:** Mounted | Wisdom | Endure Hardship
- **Gawain:** Warfare | Cunning | Honor
- **Galahad:** Mounted | Piety | Wisdom
- **Lancelot:** Sword & Shield | Diplomacy | Honor
- **Palomides:** Mounted | Nature Lore | Hunting
- **Percival:** Sword & Shield | Piety | Nature Lore
- **Tristan:** Sword & Shield | Hunting | Endure Hardship

FIRST PLAYER AND GAME START

Randomly determine the first player and give that player the First Player token. The First Player opens the Book of Tales and reads paragraph 1000. Afterwards, the First Player begins the first turn.

TAKING YOUR FIRST TURN

At the start of your first turn, place your Knight Standee on Camelot. Then follow these phases in order.

1. **Book of Tales:** Pass the Book of Tales to the player on your left. That player reads all entries during your turn. See "Reading the Book of Tales" on page 9 for more instructions.
2. **Status Phase:** At the start of the game, you have no active Status cards, so you may skip this phase during your first turn.

MOVING STATUS TOKENS

On later turns, move the Status Token on each of your active Status Cards down 1 space. When a token moves off the last number on a card, return that card to your deck. You are no longer affected by that status. See "Status Cards" on page 11 for more details.

3. **Movement Phase:** Move your Knight Standee up to 3 spaces on the Map, using the gold lines (land) and/or blue lines (sea).

RENOWN AND MOVEMENT LIMIT

On later turns, use your position on the Renown Track to determine your movement limit, as described on page 6.

4. **Encounter Phase:** In most cases, after you move you will have a standard encounter. To resolve a standard encounter, draw a card from the Encounter Deck and use it to determine a 4-digit number. This corresponds to a passage in the Book of Tales, to be read by the player holding that book. After resolving the encounter and applying its rewards (see "Reading the Book of Tales" on page 9), your turn is over.

Certain cards offer the option to have a special encounter in place of a standard encounter. Instead of drawing an Encounter Card, use the instructions on the card to resolve your encounter.

RESOLVING STANDARD ENCOUNTERS

See "Encounter Cards" on page 8 for more details.

- If you draw a **Character Card** (with a two-digit number in the upper right), also draw a Feature Card and overlap the cards to create the 4-digit passage number.
- If you draw a **Milieu Card** (with a column of two-digit numbers along the left edge), place it on the current Age card and reference the terrain type of your current space to create the 4-digit passage number.
- If you draw a **Location Card**, use the 4-digit passage number in the upper left of the card.