

KING'S TOURNAMENT

OVERVIEW

King's Tournament is a light card game where two players compete as Knights in a Joust and Melee. Players battle with cards made of weapons of different values, shields to block and a powerful double strike maneuver. A game is won when one player's Knight knocks the other from their horse and also defeats them while standing.

GAME CONTENTS

- (2) Knight cards
- (6) Double Strike cards
- (6) Block cards
- (54) Value cards

GAME SETUP

First, sort the Red and Blue cards by color. Players choose a color then take their colored stack of cards. Each player places their Knight card on the table flipped to Mounted. Players shuffle their remaining cards (value, double strike and block) to create a Player deck.

CARD DESCRIPTIONS



Knight cards – The front side has a Mounted Knight and the back side has a Standing Knight. Both sides are colored and contain rules text on who plays first during a Joust or Melee.



Double Strike cards – The card gains double your opponent's card value.



Block cards – The card gains your opponent's card value.



Value cards - Face value of the card (1-10).

GAME PLAY

Each game of King's Tournament is played in two phases: a Joust and Melee. Scoring is the same in each phase however the winning conditions are different.

Scoring cards for Joust and Melee

- *Value vs. Value* - The higher value card wins.
- *Value vs Double Strike* - The Double Strike card's value is double (two times) the value of the opponent's card value.
- *Block vs any other card* - Tie.
- *Ties* - Any cards (Block, Double Strike or numeral value) that are the same results a tie.

JOUST PHASE

Winning the Joust

To win a Joust, a player's card value must be 3 or more than their opponent's card value.

Playing Joust

Both players draw five total cards. Each player chooses three cards then discards two cards. Both players say "Ready" then at the same time and one card at a time, players reveal (face up) their cards as they are placed on the table. The first card is placed on the table in front of the player then the second card is placed above the first card. The third card is placed above the second card and it should line up across from their opponent's third card.

Only two cards at a time are scored against each other to determine a winner of the Joust. Score cards starting with the third cards played. If neither player won by 3 or more, players score the second cards played. If neither player won by 3 or more, players score the first cards played.

The winning player of the Joust keeps their Knight mounted. The losing player flips their Knight card to Standing and then the Melee phase begins. If no player won the Joust, discard all played cards and repeat the Joust phase from the beginning until there is a winner.

Example of Joust

Player Deck	Discard Pile	7 Blue 1st Card
		Block Blue 2nd Card
	3 Blue	1 Blue 3rd Card
	4 Red	Double Strike Red 3rd Card
		5 Red 2nd Card
Player Deck	Discard Pile	10 Red 1st Card

Red wins by 3 on 1st Card

MELEE PHASE

Melee starts when one Knight is Standing and the other Knight is Mounted. During Melee, a Mounted Knight may be defeated and when this happens, the player flips their Knight to Standing and Melee continues until either player's Standing Knight is defeated.

Winning the Melee

To win the Melee, and the game, a player's card value must be 7 or more than their opponent's card value on a card reveal and the losing player's Knight is Standing.

Who plays their card first?

Who plays their card first can change during Melee. These rules are listed on the Knight cards to help play and are summarized as follows:

- Mounted vs. Standing - A Mounted Knight player will always play and reveal their card first during Melee.
- Standing vs. Standing - The player with the highest card value on the last reveal plays first. If there is a tie or block in scoring, the player who previously played first goes first again.

(In Hand)

Example of Melee

Player Deck

Player Deck

(In Hand)

Red loses by 7, flips their Knight to Standing.

Continue Melee until a player wins by 7 or more.

Playing Melee (follow listed steps)

1. Each player draws five cards into their hand from their Player deck.
2. The player going first, based on who goes first rules, chooses one card from their hand, reveals it and places the card face up on the table.
3. The other player chooses one card from their hand, reveals it and places the card face up on the table.
4. Players score the two cards to determine a winner
5. If a player lost the reveal by 7 or more and their Knight is Mounted, then flip the Knight to Standing and Melee play continues.
6. Repeat steps 2, 3 and 4 until a Standing Knight is defeated by 7 or more which ends the game.
7. Repeat step 1 when Players run out of cards in their hand.
8. Reshuffle your Player deck with discarded cards only when more cards are needed.

WINNING KING'S TOURNAMENT

Best 2 out of 3 "games" decides the winner of King's Tournament. If players want a longer tournament, simply change the winning condition to best 3 out of 5 games or best 4 out of 7 games.

FAQ

Q. When do I reshuffle my Player deck?

A. Players may reshuffle their Player Deck anytime they need to but cannot draw more cards.

CREDITS

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