

Knightfall: A Kingdom's War (5th Edition)

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Introduction and Story Background

In the realm of Gondor, a world where magic and steel rule, conflict has been a constant reality. Various factions of knights, archers, and mages have emerged to compete for control over this mystical land. Your strategy and leadership will decide Gondor's fate. Let the games begin!

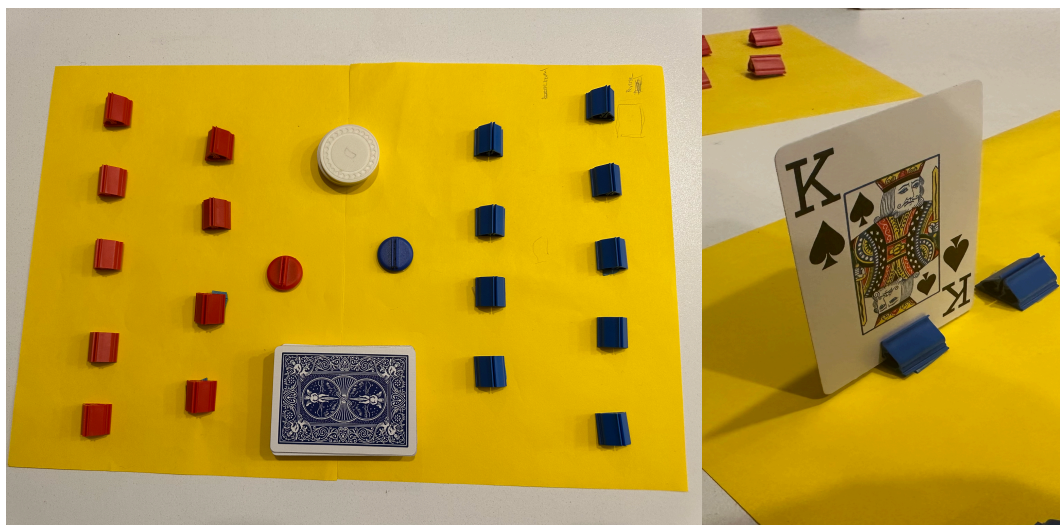
RULEBOOK:

Objective: When the deck is empty, the player with the highest total powers values of their troops wins (all STRONG^[1] cards and WEAK^[1] cards counts). Only numbers and colors matter the rules of the game, suit pattern does not matter.

SETUP:

Materials: Camp map *2, Decision coins *4, Jumbo cards *52, and of course, players *2!

Power values: 'A' equals 1, 2-10 equals 2-10, J equals 11, Q equals 12, K equals 13.



GAMEPLAY

2 Players will do the following stages in order

Stage 1:

Players draw 5 cards and place them into their troops. Remember to place the first 'Knight'^[3]!

Stage 2:

Players draw a card from the deck. Then, the players choose between PLACE or EXCHANGE.

- PLACE: Players can place the new card in their troops' available positions.
- EXCHANGE: Players may choose to exchange 2 of their cards' positions.
- If the player's troops exceed 10 cards, the player needs to DISCARD or EXCHANGE.

Stage 3:

Players need to make a hidden decision (facedown): ATTACK/DEFEND by putting their A/D decision coin in the middle and reveal them at the same time.

ATTACK: Players use an Archer^[3] or a Mage^[3] to attack into battle.

DEFEND: Players use their 'Knight'^[3] to defend into battle.

Stage 4:

Battle! Both players reveal their cards at the same time. The HIGHEST power of the card WINS!

- WIN: the winning card will return to the same position as before in the player's troop, and its status turns into WEAK^[1] status.
- LOSE: the losing card needed to be discarded into the discard pile.

For special BATTLE situations:

- Attacker VS Defender: don't forget to add 1 power to the defender 'Knight'^[3]!
- Attacker VS Attacker: the battle only happens between two attackers.
- SAME POWER: if two cards' powers are the same, both of them will lose and be discarded. (except the 'A', both 'A' have to return to the troops and become WEAK^[1]).

Stage 5:

Players can choose to activate the special powers from Archers^[3] or Mages^[3]! The players need to check if their 'Knight'^[3] is gone, if so, players need to move a card to be the new 'Knight'^[3]!

Stage 6:

Repeat the stages from stage 2 to 5. Until there is no card in the draw pile.

Then the game ends! All WEAK^[1] and STRONG^[1] cards will be counted in the final calculation. And the player with the highest total powers of troops wins!

APPENDIX:

[1]【STRONG, WEAK, and DEAD status】

STRONG status: the cards faces to the players CANNOT be seen by the opponent. All cards shall be in strong status when the player gets a card.

WEAK status: the cards facing out CAN be seen by the opponent after battle. weak cards CANNOT be used as an attacker/defender. They CANNOT be replaced or discarded unless a special power is activated. *Left is STRONG, Right is WEAK (from the player's perspective)



DEAD status: the cards have been discarded into discard piles and their powers can be seen by both players.

[2]【Build Your Troops Wisely】

Maxima Troops will be like (10 cards in total):

- * (Knight position)
- * * * * (Archers position)
- * * * * * (Mages position)



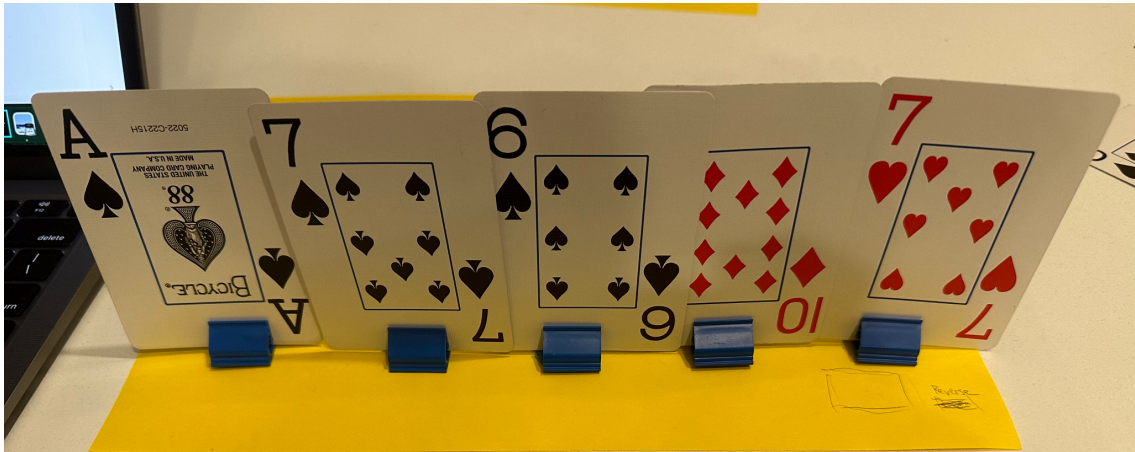
[3][Special Power of Knight, Archers and Mages]

Knight: The 'Knight' position CAN NEVER be empty. The 'Knight' will be the one to stand in the front and DEFEND the opponent's attack. And its power is ALWAYS PLUS 1 when in battle. [ex: if the Knight has power '9', it will become '10' in battle]

Archers: The 'Archers' can use their power to shoot a card in any position from the opponent's troop. Then the target card will turn into WEAK status.

Mages: The 'Mages' can use their power to reverse a result of a battle. For instance, when card A wins (it will return to the position and becomes WEAK) and B loses (it will be discarded), the reversed result will be: A wins (discard) and B loses (returns and becomes WEAK).

Activate the special power: By **discarding** 3 SAME COLOR LINKED cards, players can choose to activate Archers or Mages special power. For example: 3 blacks (***)).



(3 Blacks: The Left 3 are linked in black and are eligible to activate the special powers.)

Tip: use the special power to discard your unfavored WEAK cards!
