

Excalibur

He who controls Excalibur has tremendous power, for Good or Evil. Choose wisely, and use cautiously lest the forces of Evil be strengthened.

Excalibur can be added to the game as an optional player power. Excalibur gives a member of the Quest Team the ability to alter the outcome of the Quest by switching another player's played Quest card.

During the Team Building Phase, Excalibur is assigned by the Leader to one of the players on the Team by giving that player both a Team token and the Excalibur card. The Leader **cannot** assign Excalibur to himself.

During the Quest Phase, Team Members select their Quest card and play it face down in front of themselves so that it is clear which player played what card. Before collecting the played Quest Cards, the player with Excalibur **may** tell any one other player to switch their Quest cards (the unplayed card becomes the played card).

After switching the cards, the player with Excalibur looks at the switched card (the card that was originally played). He thus knows which card that player chose, and if his switch was beneficial or harmful to the Quest. The Leader then collects and shuffles the played Quest cards before revealing as normal.

Example: Ron, the Leader, entrusts Sarah to both be on the Team and wield Excalibur. He also chooses himself and Pat to be on the Team. After the Team is approved, Ron, Pat and Sarah play their Quest cards in front of themselves. Sarah elects to use Excalibur and switches the Quest card that Pat had played. Sarah then looks at the Quest card that Pat originally played (Quest Success) and she knows that her switch has doomed the Quest to Fail. The Leader collects and shuffles the Quest cards before revealing two Success and one Fail cards.

If using The Plot Thickens cards: Excalibur's ability comes into play before a player may use *Keeping a close eye on you*. Also, Excalibur may not switch a set of cards if they've been played face up due to *In the spotlight*.