

COMP3004 - Scenarios

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1. Scenario 3 player game:

- game is set up for 3 players
- player 1 gets their starting hand
- player 2 gets their starting hand
- player 3 gets their starting hand
- player 1 flips an tournament (3 bonus shields)
- players 1 and 2 accept
- both players draw a adventure card
- both players play their cards
- player 1 wins, gets 5 shields, and becomes a knight
- player 2 flips an event card (chivalrous deed)
- player 2 and 3 get three shields
- player 3 flips a quest card (3 stage slay the dragon)
- player 3 declines to sponsor the quest
- player 1 sponsors the quest
- player 1 places a foe card for stage 1, a foe corresponding to the quest with a weapon for stage 2 and test for stage 3
- both player 2 and 3 decide to join the quest and get an adventure card
- player 1 announces the type of stages there are (foe, foe, test)
- player 2 and 3 play their adventure cards and the foe is revealed
- both players successfully pass this stage and discard their played weapon cards
- players 2 and 3 get another adventure card
- both players play their adventure cards and the foe is revealed
- player 3 passes this stage, player 2 does not and both discard their played weapon cards
- players 2 and 3 get another adventure card
- a test is encountered
- player three bids 3 cards worth
- player 3 gets 3 shields, becomes a knight, and draws an adventure card
- all cards used for the quest are discarded

- player 1 gets new cards equal to the amount he played + the amount of stages
- player 1 flips a quest card(5 stage)
- all players decline to sponsor the quest so it is discarded
- player 2 flips a tournament card (2 bonus)
- all players accept to go into the tournament
- all players draw an adventure card
- all players show their cards
- player 2 wins and gets 5 shields and becomes a champion knight
- player 3 flips a quest (search for the questing beast 4 stage) and accepts to sponsor it
- player 3 chooses foe for each stage
- for this quest all foes correspond to the quest
- players 1 and 3 accept the quest and get an adventure card
- player 3 announces the types of stages
- player 1 and 3 play their adventure cards and the foe is revealed
- both players successfully pass this stage and discard their played weapon cards
- players 1 and 3 get another adventure card
- player 1 and 3 play their adventure cards and the foe is revealed
- both players successfully pass this stage and discard their played weapon cards
- players 1 and 3 get another adventure card
- player 1 and 3 play their adventure cards and the foe is revealed
- both players successfully pass this stage and discard their played weapon cards
- players 1 and 3 get another adventure card
- player 1 and 3 play their adventure cards and the foe is revealed
- both players successfully pass this stage and discard their played weapon cards
- players 1 and 3 get another adventure card
- player 1 and 3 gets 4 shields and both become a champion knight
- all quest cards are discarded
- player 3 gets new cards equal to the amount he played + the amount of stages
- player 3 needs to discard an adventure card because he has over 12
- player 1 flips a quest card (2 stage)
- player 1 chooses a foe and test card for this quest
- player 2 declines the quest
- player 3 accepts the quest and gets an adventure card
- player 1 announces the types of stages
- player 3 plays their adventure cards and the foe corresponding to the quest is revealed
- player 3 fails the quest

- all quest cards are discarded
- player 3 gets new cards equal to the amount he played + the amount of stages
- player 2 flips a tournament card (1 bonus)
- all players accept to go into the tournament
- all players draw an adventure card
- all players show their cards
- player 1 and 2 tie
- players 1 and 2 tie again and both get 4 shields
- both players 1 and 2 become knights of the round table
- both players win

2. Scenario: 3 player game

- Player1 is a Knight (10bp)
- Player2 is a Squire (5bp)
- Player3 is a Champion Knight (20bp)
- Player1s hand: King Arthur, Excalibur, Amour
- Player2s hand: Test of Temptation, Test of Morgan LeFay, Horse, Battleax, Dagger, Dagger, Green Knight, Robber Knight, Saxon Knight
- Player3s hand: Sir Gawain, Horse, Lance, Sword, Saxon, Thieves
- Player1 draws Test of the Green Knight, declines sponsor
- Player2 accepts sponsor
- Player3 participates
- Player1 participates
- Stage1: Robber Knight (15bp)
- Stage2: Saxon Knight(15bp), Battleax(15bp), Horse(10bp)
- Stage3: Test of Morgan LeFay(min 3bi)
- Stage4: Green Knight(40bp), Dagger(5bp)
- Player1 receives Sword from the Adventure deck
- Player3 receives Mordred
- Player1 plays King Arthur(10bp,2bi)/Amour(10bp,1bi)
- Player3 plays nothing
- Both players pass Robber Knight
- Player1 receives Sword from the Adventure deck
- Player3 receives Test of Valor from the Adventure deck
- Player1 plays Sword(10bp)
- Player3 plays Mordred and forces Player1 to discard King Arthur

- Player1 does not pass Saxon knight
- Player3 passes Saxon knight
- Player3 receives Amour from the Adventure deck
- Player3 plays Amour
- Player3 discards Sword and Thieves
- Player3 passes Test of Morgan LeFay
- Player3 receives Excalibur(30bp) from Adventure deck
- Player3 plays Excalibur and Sir Gawain
- Player3 passes Quest and receives 4 shields
- Player2 draws 11 cards from the Adventure deck, must discard 1 card

3. Scenario: 4 player game

- Player1 has 4 cards
- Player2 has 3 cards
- Player3 has 7 cards
- Player4 sponsored quest
- They encounter a Test
- Player1 plays King Arthur (2bi)
- Player2 plays Amour (1bi)
- Bidding starts
- Player1 bids 2 cards
- Player2 cannot top a bid of 4 so drops out
- Player3 bids 5 cards
- Player1 bids 1 card
- Player3 bids 2 cards
- Player1 cannot top a bid of 7 so drops out
- Player3 continues Quest alone

4. Scenario: 2 player game

- Player1 is a Squire
- Player2 is a Knight
- Player1 draws Tournament card
- Both players choose to participate
- Both players draw an Adventure card
- Players choose which cards to play
- Player1 wins tournament
- Player1 becomes a Knight