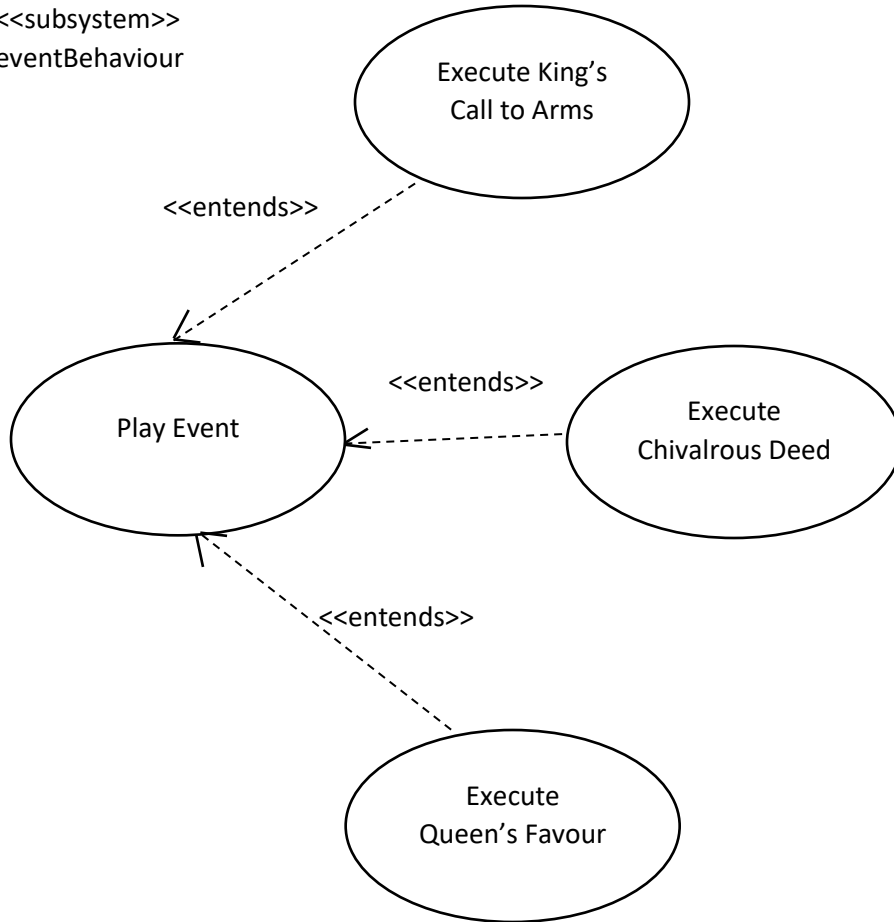
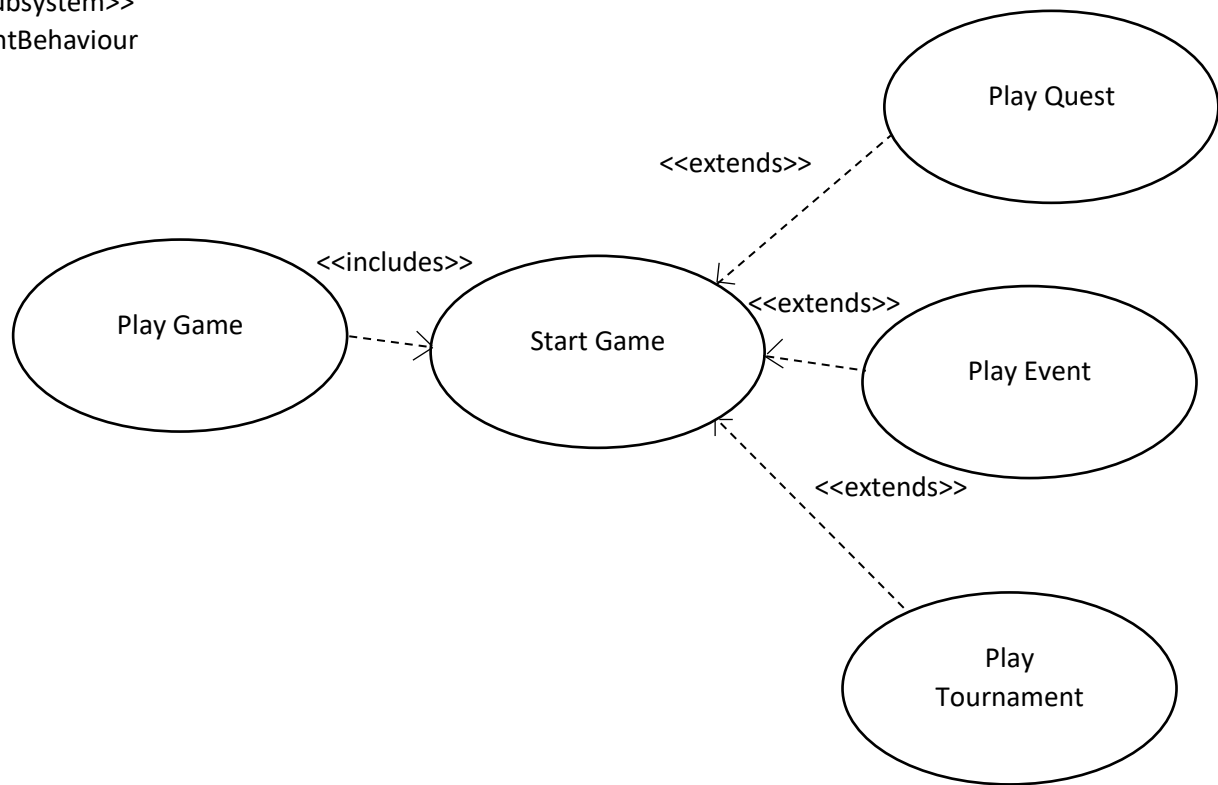
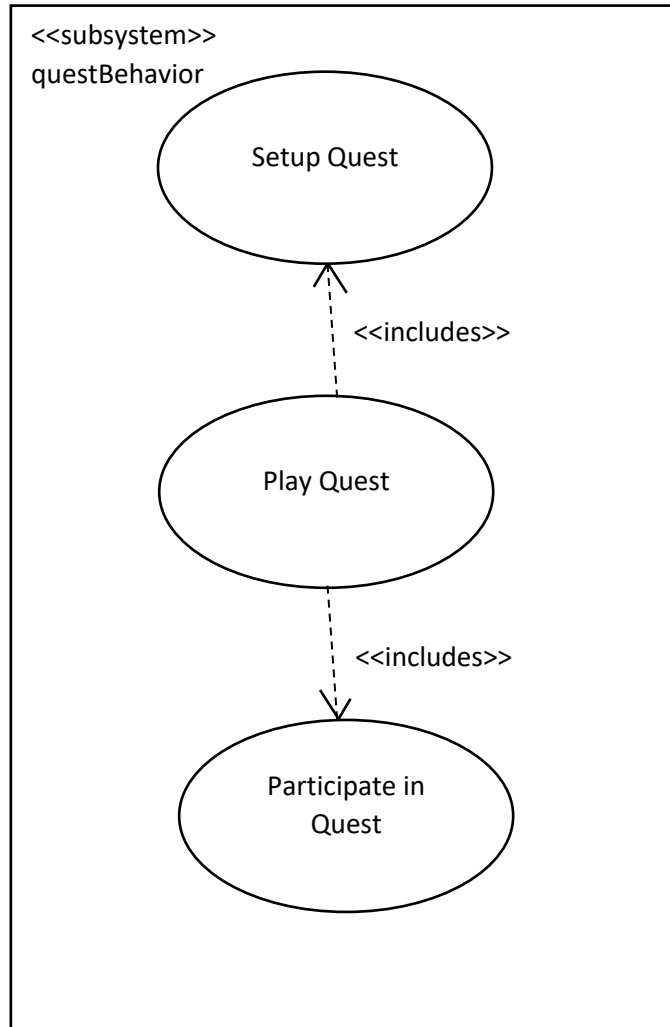


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#### UC-X: Start Game

Description: Players start the game

Actors: Players, Game

1. Game shuffles Story deck
2. Game gives Squire card to all players
3. Game shuffles Adventure Deck
4. Game gives 12 Adventure cards to all players
5. Players play Game

Rules:

1. A player can only hold 12 Adventure cards at a time

#### UC-X: Play Game

Description: Players play the game

Actors: Players, Game

1. Random player becomes the current player
2. Current player draws story card from Story deck
3. Current player plays Story card
4. Game discards Story card
5. Game checks if there is a winner

Extensions:

3a. *Card is Quest*: Players play Quest

3b. *Card is Event*: Players play Event

3c. *Card is Tournament*: Players play Tournament

4a. *Winner present*: Game ends.

4a. *Winner absent*: players keep playing Game.

Rules:

1. When Story deck is empty, create a new deck from the discard pile and reshuffle

#### UC-X+1.0: Play Quest

Description: The current player has drawn and played a Quest

Actors: Players, Game, Quest Card

1. Game asks all players if they want to sponsor
2. Game notifies all players about the sponsor selected
3. Sponsoring player sets up the Quest
4. Game asks all other players if they participate
5. Games gives one Adventure card to participating players
6. Participating players participate in Quest
7. Game awards shields to remaining participating players
8. Game gives sponsoring player Adventure cards
9. Game discards cards played

Extensions:

1a. *All players decline sponsorship*: Then the story is over

Rules:

1. Successful participating players receive as many shields as there are stages on Quest card + any bonus shields from Game
2. Sponsoring player receives Adventure cards equal to the number of cards spent on Quest + the number of stages on Quest card

#### UC-X+1.1: Setup Quest

Description: The sponsor has to setup a quest for the participants

Actors: Player, Game, Quest Card

1. Games shows Player the number of stages on Quest card
2. Player selects Adventure card for each stage
3. Player repeats for all stages on Quest card

Extensions:

1a. *Card is a Test Card*: Sponsor proceeds to setup next stage

1b. *Card is a Foe Card*: Sponsor can add Weapon cards before moving onto next stage

Rules:

1. Can't have duplicate weapons in any stage
2. A Quest can have special Foes that are stronger

#### UC-X+1.2: Participate in Quest

Description: The participant has to play a quest

Actors: Players, Game

1. Game presents what cards are in the stage
2. Players select Adventure cards to play
3. Game evaluates stage with each player's cards played
4. Remaining players continue to next stage
5. Game discards cards played in stage

Extensions:

1a. *Card is a Test Card*: Participants bid against each other

1b. *Card is a Foe Card*: Participants fight against foe

3a. *Player succeeds*: Continue playing Quest

3a. *Player fails*: Player eliminated from Quest

Rules:

1. Can't have duplicate weapons in any stage
2. Weapons must be paired with foes

## UC-X+2: Play Tournament

Description: The current player has drawn and played a Tournament

Actors: Players, Game, Tournament Card

1. Game asks all players if they want to participate
2. Game gives an Adventure card to each participant
3. Each participant selects cards to play
4. Game evaluates all participants' selected cards
5. Game finds the participant with the highest Battle Points
6. Game gives Winner(s) shields
7. Game discards cards in play

Extensions:

5a. *More than 1 winner*: Winners fight each other again (3.)

Rules:

1. Winner(s) is/are awarded shields equal to the number of players participated + bonus shields on Tournament card
2. Only Ally, Amour, and Weapon cards can be played in Tournaments
3. Participants can't have duplicate Weapons in play at the same time
4. Ally cards on the table are not involved in a Tournament

### UC-X+3: Play Event

Description: The current player has drawn and played an Event

Actors: Players, Game, Event Card

1. Game announces Event to all players
2. Game executes rules of Event card
3. Event ends

Extensions:

2a. *Chivalrous Deed*: Game executes Chivalrous Deed

2b. *Pox*: All players except current player lose 1 shield

2c. *Plague*: Current player loses 2 shields

2d. *King's Recognition*: Game adds 2 bonus shields

2e. *Queen's Favour*: Game executes Queen's Favour

2f. *Court Called to Camelot*: Game discards all Allies on the table

2g. *King's Call to Arms*: Game executes King's Call to Arms

2h. *Prosperity Throughout the Realm*: Game gives 2 adventure cards to all players

Rule:

1. If a player loses more shields than he has in possession, then he is left with no shields



### UC-X+3.1: Execute Chivalrous Deed

Description: Event card played is Chivalrous Deed

Actors: Players, Game

1. Game finds players with lowest rank
2. Game finds players with least shields from lowest ranking players
3. Game gives players, with the lowest rank and least shields, 3 shields

### UC-X+3.2: Execute Queen's Favour

Description: Event card played is Queen's Favour

Actors: Players, Game

1. Game finds players with lowest rank
2. Game gives lowest ranked players 2 adventure cards

Extensions:

2a. *Player is in possession of more than 12 adventure cards*: Player uses extra cards

2a.a. *Plays Ally Card*: Game puts Ally card in play on the table

2a.b. *Discards Card*: Game discards card

### UC-X+3.3: Execute King's Call to Arms

Description: Event card played is King's Call to Arms

Actors: Players, Game

1. Game finds players with highest rank
2. Highest ranked players discard 1 Weapon

Extensions:

2a. *No weapons to discard*: Player discards 2 Foe cards