Scenario Setup
- 3 Players Join
- Load cards into Adventure Deck randomly
- Load cards into Story Deck randomly
- Set All Player Ranks to Squire
- Player 1 receives 12 Adventure Cards from the Adventure Deck
    - Giant, Boar, Excalibur, Horse, Sir Percival...
- Player 2 receives 12 Adventure Cards from the Adventure Deck
    - Giant, Boar, Axe, Horse, Sir Tristan...
- Player 3 receives 12 Adventure Cards from the Adventure Deck
    - Mordred, Dragon, Excalibur, Horse, Sir Percival..
- Game Starts

Scenario Turn By Turn
- Pick up a story Card
- Cash out Shields if possible
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Scenario 1 (QUEST)
- Player 1 flips a Quest
    - Players Decide to join in
    - Player 1 Sponsor
        - 3 STAGE (ALL More damage for example)
    - Players Decide to join
    - Player 1 Setup and Confirm stages
        - Check if weapons are duplicated per card
        - Check if BP are added in an increasing order
        - Because all stage make all foe do more damage
        - Other players cannot see stages until playing

LOOP UNTIL END OF QUEST====
    - Players are stack there character with items and allies
        - Previous allies do carry over
    - Player fights Foe (sponsor flips this stages card)
        - If survive move on and discard weapons and get 1 adventure card
        - Else dead

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    - If player survives until the end
        - Get 3 shields based on stage
        - Sponsor receives as many cards he as he played to sponsor quest and plus the number of stages

Scenario 2 (Tournament)
- Player 1 flips a Tournament
    ● Tournament starts
    ● Everyone decides if they want to join in or not
    ● Player stack themselves with weapons and allies
        ○ Previous allies do not count
    ● Player Flips and see each others BP
    ● Player who has highest BP wins tourney
        ○ Gets the bonus shields
        ○ Plus as many shields as there are players

Scenario 3 (Event)
- Player 1 flips an Event
    ● Chivalrous Deed
        - Does that event
    ● Prosperity throughout the kingdom
        - Does that event

Scenarios Play (In-Depth Play of Scenarios Above):
- 3 Players
- Starting cards
    - Player 1: Robber Knight, Boar, Dragon, Mordred, Mordred, Test of the Questing Beast, Horse, Horse, Horse , Sword, Excalibur, Sir Gawain
    - Player 2: Boar, Mordred, Black Knight, Test of Valour, Dagger, Dagger, Horse, Horse, King Arthur, Sir Galahad, Queen Iseult, Merlin
    - Player 3: Robber Knight, Robber Knight, Robber Knight, Mordred, Evil Knight, Excalibur, Sword, Lance, Sword, Lance, Amour, Sir Tristan
- Player 1 played cards (power: 5):
- Player 2 plays cards (power: 30):
- King Arthur, Sir Galahad, Queen Iseult, Merlin
- Player 3 plays cards (power: 15):
- Sir Tristan

- Updated hand list
    - Player 1: Robber Knight, Boar, Dragon, Mordred, Mordred, Test of the Questing Beast, Horse, Horse, Horse , Sword, Excalibur, Sir Gawain
    - Player 2: Boar, Mordred, Black Knight, Test of Valour, Dagger, Dagger, Horse, Horse

- Player 3: Excalibur, Sword, Sword, Dagger, Dagger, Dagger, Battle axe, Battle Axe, Lance, Lance, Lance

1:

1. Player 1 draws a Quest: "*Search for the Questing Beast*" and choose to sponsor it
2. Player 1 Sets up Robber Knight (15), Boar w/ dagger, horse (20), Dragon w/ horse, Excalibur, Sword (25), Test of the Questing Beast (min 4 bid)
3. Quest Starts
4. Player 2 and player 3 receive Sword
5. Player 2 use Merlin and preview stage 4 (test of the Questing Beast)
6. Player 2 plays Dagger, Horse (45 power)
7. Player 3 plays dagger, sword, Lance, Battle-Axe (30 power)
8. Player 2,3 proceed to next stage and discard weapons in play
9. Players 2,3 receive sword
10. Player 2 plays nothing
11. Player 3 plays Sword, Lance, dagger, battle-axe
12. Player 1 plays mordred and kills Player 2's King Arthur
13. Player 2 is out, Player 3 proceeds and receive Battle-Axe
14. Player 3 plays dagger, sword, lance, Excalibur, Battle-Axe (95 power)
15. Player 3 proceeds and receive boar (player 3 only has boar as only card)
16. Test of the Questing Beast occurs, Player 3 could not afford to discard 4. Quest ends
17. Player 1 Receives 9 Cards from setting up quest

2:

1. Player 1 draws a Tournament: "*At Camelot*"
2. Player 1 withdraw from the tournament
3. Player 2 Joins the Tournament; Player 3 Joins
4. Tournament starts: Player 2 received Lance, Player 3 receives Robber Knight
5. Player 2 plays Dagger, Lance (55 power)
6. Player 3 plays Excalibur, Battle-Axe (60 power)
7. Reveal, Player 2 plays Mordred to kill Sir Tristan
8. Player 3 have no special action
9. Player 2,3 discard their in-play weapons
10. Player 2 wins tournament and receives 2 + 3 shields
11. Player 2 cashes in 5 Shields and become Knight

3:

1. Player 1 draws an Event: "*Chivalrous Deed*"
2. Player 1,2,3 receive 3 shields each
3. Player 2 draws an Event: "Prosperity Throughout the Realm"
4. All Players receive 2 adventure cards. (player 1: dagger, sword; player 2: sword, sword; player 3: sword, boar)
5. Player 1 is over by 2 and plays Sir Gawain and discards dagger
6. Player 3 is over by 1 and discard dagger