



Knights and Knaves

~Rulebook~

Game Components:

- 6 Team Identity Cards (2 of each kind)
- 70 Actions Cards
- 47 Rubies
- 2 Dice

All Action Cards Information: Total 70 Cards

- Basic Cards: Total 45 Cards
 - Attacking Cards: Deduct a player's health point by 1
 - 7 X "Arrow Strike"
 - 8 X "Sword Strike"
 - 10 X "Jousting": Roll the dice; the player with the lower roll takes damage. If both players roll the same number, no damage is dealt
 - 10 X "Shield": Take no damage from the attack
 - "Knight's Arsenal": Cards with multiple abilities.
Choose one ability to use
 - 5 X "Jousting" + "Strike"
 - 5 X "Jousting" + "Shield"
- Special Cards: Total 25 Cards
 - 5 X "Knight's Potion": Increase the damage to 2 health points, must be used with any attacking card.
 - 3 X "Noble Swap": Forces 3 players to reshuffle their identity cards. The affected players may not check their new identity.
 - 5 X "King's Intel": Allows the player to check any identity card including themselves.
 - 2 X "Royal Ransack": Take one card from the eliminated player's deck
 - 5 X "Alliance": Sacrifice one heart point to bolster another player's strength by two heart points
 - 5 X "Reinforcement": Draw 2 cards

Game Set-up:

- Shuffle the team identity cards and deal one to each player face down. Players must keep their team identity secret.
- Shuffle the action cards and deal 5 to each player.
- Each player receives 7 rubies to represent their health points.
- Everyone rolls the dice, and the game starts with the player who rolls the highest.

Gameplay:

- The game is played in rounds, consisting of players drawing cards and using action cards. The game proceeds as follows:

1. Action Phase:

- Start with drawing one card from the deck.
- You may perform actions using action cards from your hand.
- Actions include playing basic cards like Attacking (Arrow Strike & Sword Strike), Jousting, or any special cards with unique abilities.

2. Resolution:

- Resolve any card effects played during the Action Phase.
- Players' health points changed based on the actions taken.

3. Elimination:

- If a player's health points reach zero, they are eliminated.

4. Winning the Game:

- The team that has the highest health points remaining wins.

5. Ending Condition:

- The game may end if more than half of the players are eliminated and all living players agree to end the game.
- The game is forced to end if:
 - There are no more cards to draw.
 - Only one player remains alive

Additional Rules:

- Suggested players: 3-6 players, Age: 7+
- Players may check their identity only once at the beginning of the game when drawing Identity cards. Subsequently, they can only do so by using the “King’s Intel” card to check one player’s identity including themselves.
- Players may bluff about their team identity or their intentions during the game.
- Special cards have unique effects that can change the course of the game. Use them strategically to gain an advantage.
- Communication and teamwork are key to success. Coordinate with your teammates to deceive and outmanoeuvre opponents.

“In this cutthroat game, loyalty is a liability, trust is a luxury, and only the cunning master manipulators emerge victorious”