

GOOD KNIGHTS

Rules & Guides

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Contents

Introduction	3
Game Details <ul style="list-style-type: none">❖ Requirements for Play❖ Game Components	4
Game Cards & Board <ul style="list-style-type: none">❖ Army Card❖ Mob Card❖ KOA Card❖ Boss Card❖ Game Board	5-9
Gameplay <ul style="list-style-type: none">❖ Setting up❖ Goals❖ Ground rules❖ Game progress	10-15

INTRODUCTION

“Hundreds of years ago, the Demon King [O’Borse] and his evil followers dominated the world. The first king of Zatania, blessed by Goddess Freya, defeated and sealed the Demon King. Now, the hero is no more, but his Holy Power is still dormant inside the Royal bloodline. Knowing this, the evil followers of the Demon King, leaded by the Four Knight of Apocalypse, kidnaped the princess, in an attempt to use blood for a ritual to revive the Demon King...”

You, as the Commander of the Royal Knight, must lead your troops to battle the evil followers, rescue the princess and destroy the Demon King before he regain his power.



GAME DETAILS

Requirements for Play

- ❖ Number of Players: 1 player
- ❖ Playing Time: 10 to 15 minutes
- ❖ Recommended Age: Players ages 11 and up

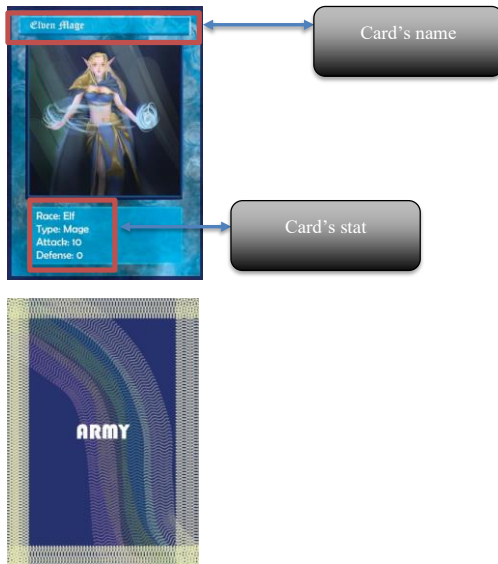
Game Components

Here are the items included in the game:

- 1x Board
- 1x Dice
- 60x Army Cards
- 4x Boss Cards
- 4x Knights of Apocalypse Cards
- 12x Mob Cards
- 20x Health pieces
- 30x Gold pieces
- 1x User guide

GAME CARDS & BOARD

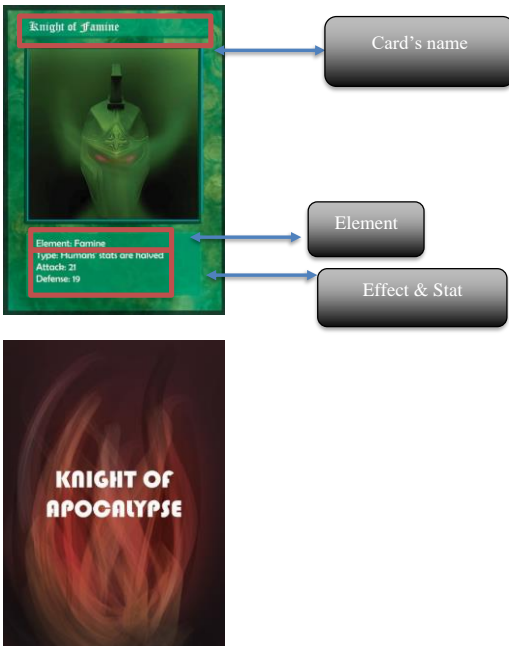
Army Card



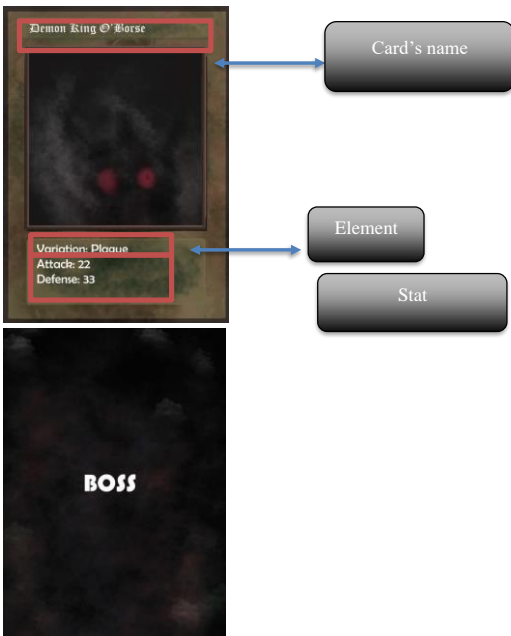
MOB Card



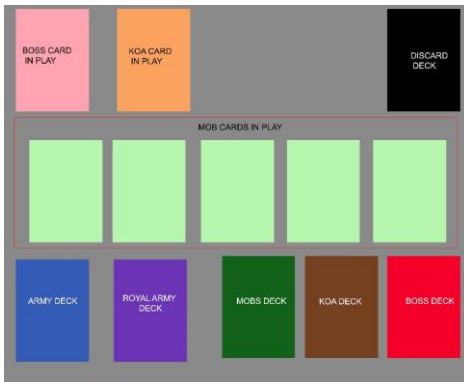
KOA Card



BOSS Card



Game Board



GAMEPLAY

Gameplay Overview

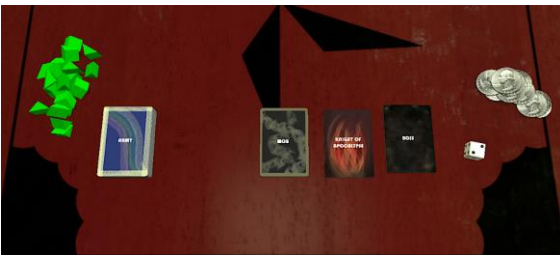
Please refer below for actions you are able to do in the following order listed. You may choose not to perform any of the actions.

At the start of each round, you'll be allowed to draw 10 Army cards. Your goal is to retain as many cards as possible, so that at the end of the round, your remaining troop will be able to compete with the KOA. At any time during the game, you can spend 1 GP to roll a dice. Successful roll will grant you one Army card from the Deck.

There are: Drawing phase, Mob battle phase, KOA battle phase and Boss battle phase.

A. SETTING UP:

1. Take out each deck, shuffle then put them in the correct position
2. Take 20 Health pieces and 10 Gold pieces.



3. Draw 1 card from the [BOSS DECK] and put it face down in the [BOSS CARD IN PLAY]



B. GOAL:

Win Boss Battle Phase.

Keep HPs above 0.

C. GROUND RULES:

1. **MOB Cards** must be flipped and resolved 1 by 1, from left to right
2. All 5 **MOB Cards** must be flipped and resolved before proceeding to **KOA cards**.
3. All 04 **KOA Cards** must be resolved before proceeding to **Boss Card**
4. For **MOB cards** that has multiple conditions, choose one that has the element of the current **KOA Cards/Boss Card**.
5. After each round, move all played **KOA Cards** and all discarded **Army Cards** to **Discard Deck**.

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6. **MOB Cards** are put back to the **MOB Deck** and shuffle.
7. If **Army Deck** runs out, it runs out (no more Draw action)
8. Dice can be rolled at any time in the game.
9. Success number of dice roll: **2, 4, 6**

D. GAME PROGRESS

1. Drawing Phase

- 1.1. Draw 1 card from the [KOA DECK] and put it face up in the [KOA CARD IN PLAY]
- 1.2. Draw 5 cards from the [MOB DECK] and put them face down in the [MOB CARD IN PLAY]
- 1.3. Draw 10 cards from the [ARMY DECK] and keep them on hand.



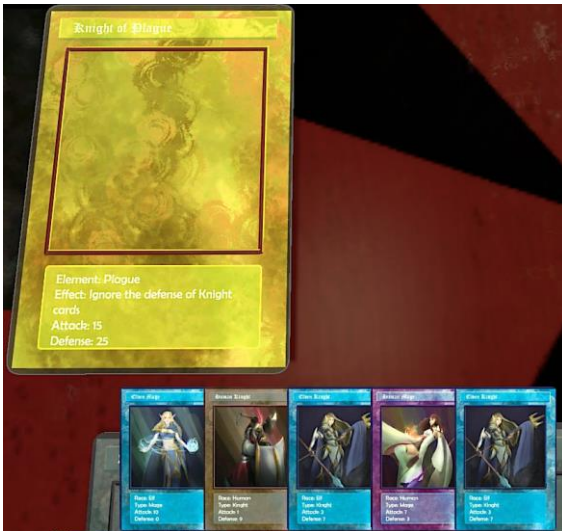
2. Mob battle phase

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- 3.1. After 5 MOB CARDS in play are resolved, pitch your remaining troop with the KOA CARD.
- 3.2. Resolve the condition on KOA CARD.
- 3.3. Calculate Total Defense Point of your units. Compare the Total Defense Point of your unit to the Attack Point of KOA Card.
 - 3.3.1. If your Total Defense Point < Attack point of your enemy, you lose "x" HPs ($x = \text{Enemy's Attack point} - \text{your Total defense point}$)

- 3.1. After 5 MOB CARDS in play are resolved, pitch your remaining troop with the KOA CARD.
- 3.2. Resolve the condition on KOA CARD.
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- 3.4. Calculate Total Attack Point of your units. Compare the Total Attack Point of your unit to the Defense Point of KOA Card.
- 3.4.1. If your Total Attack Point < Defense point of your enemy, discard your troop and take back some Gold Pieces (GPs). The number of GPs "=" to the number of card you just discarded.
- 3.4.2. If your Total Attack Point > Defense point of your enemy, put all your troop on hand to [Royal Army] Deck.
- 3.5. Repeat phase 1 – 3 until all KOA cards are resolved.



4. BOSS battle phase:

- 4.1. After 4 KOA CARDS are resolved, pitch your Royal Army Deck against BOSS CARD.
- 4.2. Calculate Total Defense Point of your units. Compare the Total Defense Point of your unit to the Attack Point of BOSS Card.
 - 4.2.1. If your Total Defense Point < Attack point of your enemy, you lose "x" HPs ($x = \text{Enemy's Attack point} - \text{your Total defense point}$)
- 4.3. Calculate Total Attack Point of your units. Compare the Total Attack Point of your unit to the Defense Point of BOSS Card.
 - 4.3.1. If your Total Attack Point < Defense point of your enemy, discard your troop and take back some Gold Pieces (GPs). **YOU LOSE!**
 - 4.3.2. If your Total Attack Point > Defense point of your enemy. **YOU WIN!**