

A Knight's Tale

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 Version 1.0 (20/11/08)
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"What say you, brave knight?"

Information:

Players: 2 players
 Materials: 1 x piecepack set (not all pieces required)
 Time: 5 minutes

Overview:

A piecepack port of Joe Huber's Joust (in theme of Heath Ledger's "A Knight's Tale"). A Fast-paced, very simple, and fun game. There is a slight element of strategy (in the style of Rock, Paper, Scissors). The game is perfect to kick-start a gaming session.

Setup:

Each player selects a Knight (Pawn), Jousting Stack (6 matching coins) and Scoring Marker (dice) of a single suit. Each suit represents a Knight from the movie.

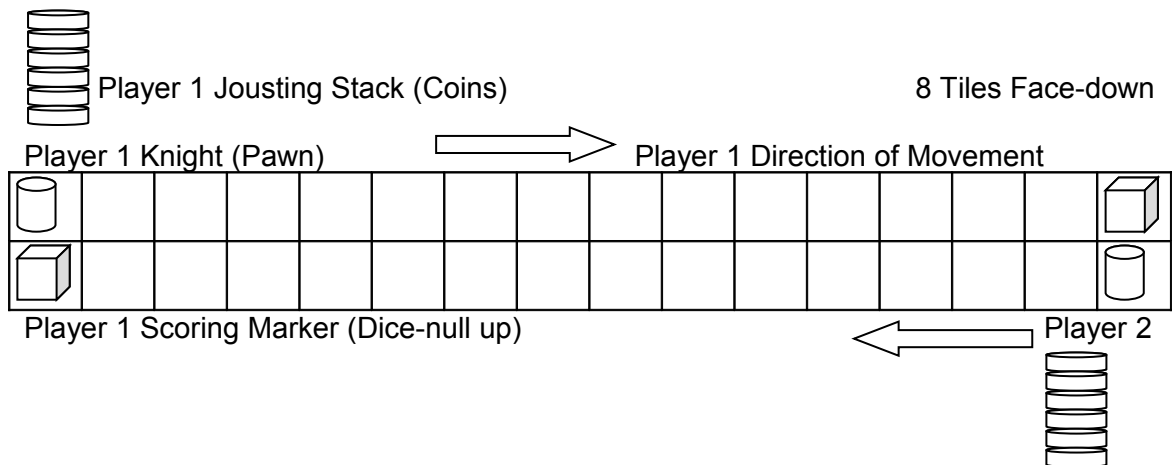
Moons- Edward, The Black Prince of Wales (alias Sir Thomas Coville)

Suns- 'Sir' William Thatcher (alias Sir Ulrich von Lichtenstein of Gelderland)

Arms- Count Adhemar of Anjou

Crowns- Earl Lagney

The Jousting Arena is made up of 8 face-down tiles in a single row. Tile value/suit is of no relevance. Each Knight starts on the first square at diagonally opposing ends of the Jousting Arena. Place each Scoring Marker (null facing up) in square beside Knight's starting position. See diagram below for set-up.



Joust:

Players secretly order coins into a Jousting Stack, showing the reverse, with the top coin being first to be revealed. Players simultaneously flip their first coin to reveal its value. Players move their Knight 0-5 squares according to coin value (where null represents 0). Continue with next coin reveal and move again.

For the coin draw where Knights become level or cross paths, compare the value of that coin used. A null [0] value defeats a 5 (scoring +6points) by unseating Knight and winning the Joust. Otherwise the Knight with the greater coin value scores a +2 point hit, or a coin value tie represents glancing blows of +1 point for both Knights.

Each Knight's points total is then represented by the face-up value on the Scoring Marker (null [0] to 5, then return to null for 6pt), (adjust Scoring Marker accordingly).

If neither knight has reached 6 pts, reset Jousting Stacks and Knights.

Repeat Joust.

The first Knight to total six points wins the Joust. If both Knights simultaneously reach 6 points (via +1 point each tie), continue Joust until 7 ('A' on Scoring Marker) is reached.

Variations:

1. Increase the size of the arena by 2 tiles. Add 1 x null and 1 x 5 value coin to each player's Jousting Stack.
2. Increase/decrease the arena by an agreed amount of tiles, and add/subtract coins to/from the Jousting Stacks.
3. The number of players can be increased by developing a "Tournament" schedule, consisting of either elimination rounds, resulting in a last Knight standing "Champion", or qualifying rounds, elimination finals, and a final Joust to determine the "Grand Tournament Champion".

References:

Joe Huber's Joust:

<http://www.thegamesjournal.com/rules/Joust.shtml>,

www.boardgamegeek.com/game/8795

"A Knight's Tale" Black and Blue Entertainment, 2001:

<http://www.imdb.com/title/tt0183790>

Version History:

1.0 (20/11/08) First Version

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