Shadows over Camelot™

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Rulebook

Players: 3-7
Ages: 10+
Time: 60-90 minutes

DAYS OF WONDER

An unladen swallow flies across the gray skies of Cornwall… The forces of evil are gathering around Camelot - The Black Knight was sighted atop a desolate ridge; a scheming Morgan plots her revenge; Saxon troops are on the move; and acres of timber are being felled for the Siege Engines. And yet Lancelot has all but vanished, Excalibur is still to be recovered, and the Holy Grail remains just a legend. These are troubling times indeed…

Will you, young squire, come forth and pledge allegiance to your fellow Knights at the Round Table? Is your heart pure of intent and ready to sacrifice for the good of all? Or will the dark promise of power seduce you into treason?

Preamble

In most games, players compete against each other to achieve victory. Shadows over Camelot proposes a journey of a very different kind, where you and your fellow players, as Knights of the Round Table, will collaborate to jointly defeat… the game!

At first glance, this task seems simple enough. After all, shouldn't a band of young and noble Knights - fleet of foot and sound of mind - easily defeat a game that plays itself? Alas your quest is further complicated by the ever-present possibility of a Traitor in your midst, biding his time, waiting to strike at the worst possible moment…

But enough words… Don your cloak, climb astride your warhorse and gallop into the Shadows to join us in Camelot!

Bruno Cathala
&
Serge Laget

— April 2005

Components

- 1 Master gameboard of Camelot and the Round Table, with its surrounding Quests
- 3 additional Double-sided Quests (the Holy Grail, Excalibur, and Lancelot & the Dragon)
- 16 Swords of the Round Table (White on one side, Black on the other)
- 168 Character, Event and Loyalty cards, including:

84 White cards — 69 Standard — 15 Special — 8 Loyalty cards — Loyal — Traitor

76 Black cards — 64 Standard — 12 Special

- 7 Coat of Arms' (one per Knight)
- 7 standard dice (one for each Knight) and 1 special 8-sided die for the Siege Engines
- A Rules Booklet and the Book of Quests
- A Days of Wonder Online access number, located on the back of these Rules
- 30 Miniatures, including:
  - 12 Siege Engines
  - Three Relics
  - Four Saxon and four Pict warriors
  - Seven Knights

Camelot's master game board

the Holy Grail Quest

Lancelot & the Dragon's Quest

7 Coats of Arms'

16 black & white swords

Excalibur's Quest

7 regular dice

1 special 8-sided die

12 Siege Engines

Lancelot's Armor

The Holy Grail

Excalibur

4 Pict Warriors

4 Saxon Warriors

King Arthur

Sir Gawain

Sir Galahad

Sir Kay

Sir Palamedes

Sir Percival

Sir Tristan

Familiarizing yourself with key components

The game contains many different elements and components. We suggest you give the following brief explanations to your group as you set up the game, or review them for new players before starting:

Cards

There are three major categories of cards in Shadows over Camelot:

The **Loyalty cards**, one for each of you at the start of the game, determine your allegiance: if Loyal - to Camelot and the Knights of the Round Table; if the Traitor - to the forces of Evil.

Back of a Loyalty card

a Loyal Knight

The Traitor

The **White cards**, recognizable by their White back and border, represent a variety of "Good" events or characters which should help you and your fellow Knights on your Quests. White cards come in two categories: **Standard** Whites, and the rarer, more powerful **Special** Whites which are recognizable by their special symbol.

Back of a White card

a Standard White

a Special White

The **Black cards**, recognizable by their Black back and border, are invariably a bad omen for you and your fellow Knights (but welcome news for a Traitor), as they usually help the spread of Evil forces through the Land. Black cards come in two categories: **Standard** Blacks, and the rarer, more dangerous **Special** Blacks which are recognizable by their special symbol.

Back of a Black card

a Standard Black

a Special Black

Special White card symbol

Special Black card symbol

Coats of Arms

Your Coat of Arms is your character's reference sheet throughout the game. Initially displayed face up with your Knight's name visible, this is where you store your Life die, any Relics you may win, and where you tuck your Loyalty card at the game's start.

Your Coat of Arms gives you a summary of the actions you may take, and spells out your unique Special Power. The latter is described in greater detail in Appendix 1 of the Book of Quests under your Knight's name.

The opposite side of each Coat of Arms is for the Traitor to use once unmasked. It details the mechanics of his Evil intrigues for the rest of the game.

KNIGHT SIDE

Life die

Victory conditions

Name

Special Power

Description of the Relics' powers

Game turn summary

Loyalty card

TRAITOR SIDE

The Traitor is detailed in Appendix 1 of the Book of Quests

When revealed put your Knight figure here and follow the instructions

Quests

In Shadows over Camelot, the game's various boards (the Master gameboard and the three punch boards) represent diverse locations where you may travel to in pursuit of Quests that will help you win the game.

These Quests all share some common traits:

- **A name and a symbol,** used to represent that Quest on various game elements and cards;
- **An illustration of the countryside location where the Quest occurs,** and in some cases, of the foes you will face there;
- **Predesignated card spots,** where a variety of Black or White cards must be played to advance the Quest;
- **Predesignated Knight positions** to indicate whether the Quest is open to all Knights or is a Solitary (Solo) Quest instead.
- **Victory and Defeat pictograms,** showing the spoils granted to the victors and punishment dealt to the vanquished.

Each Quest usually has one or more Black cards or Evil actions attached to it, and one or more White cards that can be played on it or Heroic Actions that can be performed to advance it.

For a more in-depth description of the Quests, and details of each specific Quest's end conditions and consequences of Victory or Defeat, please refer to the Book of Quests.

Relics

In Shadows over Camelot, several of the Quests yield powerful Relics. Winning these will take you a long way on your arduous path toward Victory.

These Relics, and the Quests they are linked to, are:

- **Excalibur,** the fabled sword in the Quest for Excalibur
- **The Holy Grail** of legend, in the Grail's Quest
- And **Lancelot's Armor** in the Quest for Lancelot.

When you win one of these Quests, you immediately capture the corresponding Relic and proudly place its miniature on your Coat of Arms. That Relic's power, as described on your Coat of Arms and in the corresponding Quest, is now yours.

However, if the Quest is lost, the Relic disappears forever and is removed from play for the rest of the game.

Swords of the Round Table

The game's 16 Swords (black on one side, white on the other) are used throughout the game to track your group's progress toward Victory or Defeat. When the game ends, the Swords' color (and quantity) will dictate whether you have won or lost the game.

SWORDS

When laid on the Round Table, these Swords respectively mark the progress of the Knights/the forces of Evil.

Object of the game

In Shadows over Camelot, you and your friends form a coalition of Knights who have pledged to defend the Kingdom against the forces of Evil. Your victory hinges on the successful completion of legendary Quests, such as the search for Excalibur, the Holy Grail, or Lancelot's Armor; the tournament against the Black Knight; and numerous wars against the Saxons and Picts.

Each Quest offers its own challenges, with spoils for the victorious and terrible consequences for the defeated. A Quest's completion often brings one or more new Swords to the Round Table. In victory, these Swords are laid White side up, in support of the Knights. In defeat, they are laid Black side up, displaying the ominous progress of Evil.

The game ends prematurely and is lost if the Loyal Knights cannot prevent the forces of Evil from doing any one of the following:

a. **surrounding Camelot with 12 Siege Engines;**
b. **placing 7 or more Black Swords on the Round Table;**
c. **killing all of the Loyal Knights;**

Otherwise, the game ends immediately after the first Action in which a 12th Sword (or more) is laid on the Round Table. At that point, the game is won if the Loyal Knights have succeeded in placing a majority of White Swords on the Round Table.

If there is a Traitor, he wins if the forces of Evil defeat the rest of the Knights.

Setting up the game

Place the Master gameboard of Camelot and its surroundings in the center of the table 1. Punch out the Quests for Excalibur, the Holy Grail, and Lancelot & the Dragon, and lay them next to the Master gameboard as shown in 2. The Quest for Lancelot & the Dragon must be placed with Lancelot's side face up.

Now place the miniatures of Excalibur, the Holy Grail and Lancelot's Armor on their respective spots on these Quests 3. Place the 12 Siege Engines, 4 Saxons, 4 Picts and 16 double-sided Swords in a Reserve, next to the gameboard 4.

We suggest you describe game elements to your f the boa

Randomly deal a Coat of Arms to each player. Everyone takes stock of their Knight and introduces himself and his Special Power to the group. Place your Coat of Arms face up next to you and lay a six-sided die, with the **4** (four) face visible, on the spot reserved for it 5. This die will be used throughout the game to track your Knight's Life points.

Place your Knight's miniature on its designated seat at the Round Table 6, where it will start the game.

Separate the cards into three piles (White, Black and Loyalty). Shuffle the Black cards into a draw pile, and place them on the designated spot in Camelot 7.

From the White cards, give one Merlin card to each player, then shuffle the remaining White cards, including any remaining Merlin cards. Deal 5 White cards to each player and place the remaining White cards in a draw pile on the designated spot in Camelot 8.

If you are 3 players, please see "Three Brave Knights" page 19 before proceeding further.

Shuffle all 8 Loyalty cards, and randomly give one to each player. Secretly peek at your Loyalty card to discover your allegiance (to the Round Table if Loyal, to the forces of Evil if the Traitor), before sliding your Loyalty card face-down under your Coat of Arms 9. Any unused Loyalty cards are put face-down in the game's box, unseen.

Important Note

Throughout the game, all the cards played, be they Black or White, must always be discarded face down. To distinguish the Discard piles from the Draw piles, the Draw piles are always on the board in Camelot (7 & 8), while the Discard piles sit outside Camelot, off the board 10.

e the role of the various
ellow players as you set
rd up.

Beginning the game

At the start of the game, in a gesture of the collaboration to come, each player must select one White card from his hand and place it, face up, on the Round Table. A discussion should ensue about how to best share those cards among all the Knights.

A Knight, in a noble gesture, may voluntarily take none of the shared cards, while others may pick up several. If there is disagreement (not a good omen of things to come!), the offered cards are shuffled and redistributed randomly to each player.

You are now ready to begin.

Recommendations for first-time play

This game is different, really different! You will at once be playing the game, yet involuntarily helping it defeat you. While the game's mechanics are quite simple, their implications and the potential repercussions of your acts will be anything but.

As a result, unless your group of players is made up of seasoned veterans who have all thoroughly familiarized themselves with these rules and appendices beforehand, we suggest you play your first game without a potential Traitor in your midst. It will lower the tension and fun that can stem from a good bit of back-stabbing, but ensure that everyone gets a chance to master the game.

To do so, simply remove the Traitor from the mix of Loyalty cards before dealing those out, and use each Loyalty card face up, solely as a reminder of the game's Victory conditions.

This should allow you to rapidly master the game's mechanics and familiarize yourselves with the unique Special Power of each Knight, and with the Quests and obstacles you are likely to face.

If the rules seem a bit daunting at first, do not worry: All you need to get started is to familiarize yourselves with the game's key components during set-up, and get a firm grasp of the basic game turn structure as outlined on your Coat of Arms and in these rules.

Equipped with that knowledge, you can then start the game and discover the rest as you play, referring to the Book of Quests when entering a new Quest and to the Cards Manifest if an occasional question arises.

Once you have a game under your belt, add the Traitor card back into the mix of Loyalty cards at the start of the game and enjoy! But remember: Someone in your valiant group might now be secretly working against the rest… and he is as intimately familiar with the game's subtleties as you are!

A word on collaborating

At times throughout the game, victory will hinge on your group's ability to make the right choices or sacrifices for the common good. The cards you are dealt, and your unique Special Power, may occasionally dictate your choice of Quest or course of action. Collaboration with other like-minded Knights in your group will often turn out to be crucial to winning.

A few rules must thus be observed at all times, when conferring with your fellow Knights.

Declarations of intent *("I heard those <blasphemous> Saxons are on the march again, I will put them down!")* can be made freely; resources *("My Men-at-arms are strong and ready, my Lord")* and capabilities *("What a laughably puny Black Knight I see across this bridge!")* can all be discussed openly, as long as your comments are general and nonspecific.

However, you must never reveal or discuss the explicit values of cards in your hand, or volunteer any other specific game information not readily available to your fellow players. For example, you should never say *"I have 3 Grails, let me have this one"* or *"I'll trade your three Fight 2 cards for my Fight 5"*.

Being grown men of valor, you should act of your own free will and conscience. Regardless of your brethren's advice, wishes or threats, you may always embark on the course of action of your choice. It is permissible to lie about your intent or your resources at hand (a particularly useful ploy for a Traitor), **though you must never cheat.**

Game turn

First player

As befits a monarch, King Arthur begins the game. If he is not in play, the Knight played by the youngest player starts.

Order of the turn

Play proceeds clockwise in successive turns until:

The game is lost prematurely;

Or

A 12th Sword is laid on the Round Table, at which point the color of the majority of Swords laid there determines victory or defeat.

The two Phases

The Game Turn is divided in two phases, each separated by a verification check as to whether the game ends or not.

- **In the first phase,** The Progression of Evil phase, you must make one of three unappealing choices, all favoring the Evil forces.
- **In the second phase,** The Heroic Actions phase, you try to help your cause by performing one (or occasionally more) of five Heroic Actions.

Game Turn Overview

On your turn, you must perform two steps:

- **PROGRESSION OF EVIL. You *must* choose one of the following three actions:**
  - **Draw a Black card from the black draw pile, read it and apply its effect (Drawing a Black card p 10);**
  - **Add a Siege Engine around Camelot (p 11);**
  - **Or Lose a Life point (p 12).**

  Check if the End of Game conditions have been reached before proceeding to Step 2.

- **HEROIC ACTIONS. You *must* now perform one of five possible Heroic Actions (you may occasionally perform more - see Sacrifice and Special Powers p 16-17):**
  - **Move to a new Quest; (Moving p 12)**
  - **Perform an action related to the Quest you are on; (p 13-15)**
  - **Play a Special White Card; (p 16)**
  - **Heal yourself (p 16);**
  - **Or Accuse another Knight (p 16).**

  After your Heroic Action(s), check if the End of Game conditions (p 17) have been reached. If not, the game moves on to the next player.

During your Progression of Evil and Heroic Actions phases, you are welcome to discuss any of your choices with the group, as long as you respect the rules laid out in A Word on Collaborating (p 8). However, you always have final say over your decisions.

1. Progression of Evil

At the beginning of each turn, you are faced with selecting one of three unappealing choices, all designed to help the forces of Evil in their campaign against you. Deciding which is the lesser of these evils will depend on the current game circumstances, but you must choose from one of the following: drawing a Black card; adding a Siege Engine around Camelot; or losing a Life point.

a. Drawing a Black card

If you choose to draw a Black card, pick the top card on the Black draw pile, read it aloud, and apply its effect. If necessary, refer to the Cards Manifest in Appendix 2 of the Book of Quests for more details on how to play the card.

If you are playing as SIR PERCIVAL, your Special Power allows you to peek at the Black card on top of the Black draw pile and put it back in place *before* deciding whether to choose a different Evil action instead.

Note that Black Knight, Lancelot and Dragon cards maybe played face down if you choose. In this case, their value should not be read aloud to the other players.

If the Black draw pile runs out as a result of your draw, reshuffle all the discarded Black cards into a fresh new Black draw pile, and simultaneously reshuffle the White discard pile and White draw pile into a fresh new White draw pile.

Throughout the game, each time a Draw pile runs out, you will have to reshuffle both piles, even if the other one has not yet been depleted.

Special Blacks

If the Black card you draw is a Special Black card :

Special Black card symbol

Dark Forest

Desolation

Guinevere

Mist of Avalon

Mordred

Morgans (x5)

Vivien

Read it aloud and apply its effects immediately.

If you desire, you and/or some of your fellow Knights can decide to immediately cancel the card's effects by collectively playing 3 Merlin cards.

Beware: this collective use of Merlin cards to prevent a Special Black from coming into play can never be applied retroactively. e.g. if you draw Vivien or the Dark Forest and do not have 3 Merlin cards it goes into play and stays effective until the game ends, even if you later get 3 Merlin in your hands.

All cards played - including the 3 Merlin cards, if played - are then discarded onto their respective discard pile, face down.

Important Note

Throughout the game, discard all cards face down, regardless of their color or who played it. Cards played on the board are usually placed face up, unless indicated otherwise.

Standard Blacks

If the Black card you draw is a Standard Black card:

Black Knight

Despair

Excalibur

Lancelot & Dragon

Mercenaries

Picts

Saxon

Play it face up on its corresponding Quest, as indicated by the Quest symbol on the card.

Unlike Special Blacks, a Standard Black card cannot be countered by the use of 3 Merlin cards when it comes into play.

The effect of a Mercenaries card is applied, at your choice, on either the Pict or Saxon War.

The Lancelot & the Dragon cards are always placed on whichever of these Quests is currently in play (Lancelot first, followed by the Dragon, once Lancelot's Quest is complete).

If the Black card you draw is a Combat card with a numerical value on it (Lancelot & the Dragon, or the Black Knight), you may choose to play it face down on the board to hide its numerical value from the rest of the group. This will likely raise a few suspicious eyebrows; but it also lets you immediately pick a free White card from the draw pile into your hand.

If the Quest for a given Black card is no longer in play (once played, the Quests for Excalibur, the Holy Grail, and Lancelot & the Dragon, are all turned over or removed), a Siege Engine is immediately added to Camelot in lieu of the card being played. The card is then discarded onto the discard pile. Do not play a card on the board itself, where the graphic is just a reminder of the card's effect.

On Lancelot's Quest consider the Lancelot value.

On Dragon Quest consider the Dragon value.

If the Black card you draw is:

- A Black Knight, Lancelot or Dragon card that fills the last empty spot on the Evil side of at Quest;
- An Excalibur card that moves Excalibur to the last position on the Evil side of the river;
- A Despair or Desolation card that causes the entire Grail Quest to now be filled with Black cards;
- Or a Pict, Saxon or Mercenary card that puts a 4th Pict or Saxon figure on the battlefield;

the Quest you play the card on immediately ends. Check in the Book of Quests whether the Quest was won or lost, and apply the corresponding Victory or Defeat consequences, as indicated by the Quest's Victory and Defeat pictograms.

b. Adding a Siege Engine around Camelot

Take a Siege Engine from the Reserve and place it on one of the empty Siege Engine spots surrounding Camelot.

If this is the 12th Siege Engine placed around Camelot, the game is immediately lost for all but the Traitor!

c. Losing a Life point

You may always sacrifice your own stamina to keep the forces of Evil at bay. To do so, simply lose one life point and turn your Life point die so that it shows its next lowest value face up.

Your Life points can never go below zero or above six (any Life point gain above 6 is immediately forfeited).

If your Life points fall to zero (as a result of this voluntary sacrifice, or at any other point during the game, regardless of the reason for it), you die and disappear from the game at the end of your game turn. If you possessed Excalibur or Lancelot's Armor, they are now forever lost and removed from the game. All your White cards are immediately discarded face down onto the White discard pile, and your miniature removed from the board.

The Holy Grail

Your only hope: If the Holy Grail was won earlier in the game and its owner lets you drink from it, you survive your fall to zero Life points, but only once! (If you are the Grail's owner, you can use its magical power on yourself). When drinking from the Holy Grail, set your Life points back to 4 and remove the Holy Grail from the game.

Important Note: Even dead, you must not reveal your Loyalty until the end of the game. Even if you fall in battle, you will get a chance to enjoy a victory (posthumously, of course!) if your side ultimately wins.

2. Heroic Actions

If you survive your Progression of Evil phase, you must then undertake one of five Heroic Actions. To help your fellow Knights, you must either:

- **Move on to a new Quest; p 12**
- **Perform a Quest-specific action; p 13-15**
- **Play a Special White card; p 16**
- **Heal yourself; p 16**
- **Or, when permitted, make an Accusation.**

Remember that in this phase, you must take one Action. So if you are on a Quest and are unable to perform the Action (s) linked to that specific Quest, you have to play a Special White card, heal yourself, or make an Accusation. If you cannot do any of the above, you must move, regardless of how much you might have wanted to stay on this Quest!

a. Moving to a new Quest

The lands surrounding Camelot are dark and foreboding. Traveling to a new destination is often a great deed in itself, and thus requires a Heroic Action.

To travel, simply grab your Knight's miniature and move it to any destination Quest of your choice. The distance between your Quest of origin and the destination, and the relative position of these Quests on the map is irrelevant. Each move always requires a single Heroic Action.

The one exception is Camelot, which has two locales (the Siege area outside the walls, and the Round Table inside) between which you can freely move without expending a Heroic Action.

A few of the Quests (the Black Knight, Lancelot) are Solo Quests. Only one Knight may be on each Solo Quest at any given time. Thus you may only move to a Solo Quest if it is presently unoccupied.

If you play SIR TRISTAN, and were in Camelot during your previous turn, your Special Power lets you move from the Round Table to any other Quest for free, leaving you with another valuable Heroic Action to perform.

b. Performing a Quest-specific Action

Each Quest has one or more specific Heroic Actions attached to it. These Quest-specific Actions usually help advance the Quest toward a successful conclusion. You may only perform a Quest-specific Action if your Knight is currently on that Quest.

If, as the result of a Heroic Action, a Quest's End Conditions are met:

- All Knights on the Quest just ended are moved back (at no cost) to the Round Table in Camelot;
- The Quest's Victory or Defeat consequences - as indicated by the Quest's pictograms and in the Quest's entry in the Book of Quests - are applied at once;
- And all cards played on the Quest are discarded into their respective discard pile. Saxon and Pict figures, if any, are put back in reserve.

The Heroic Actions specific to each Quest are:

Camelot

Camelot has a specific Heroic Action attached to each of its two sections, the Round Table and the Siege area outside the fortress' walls.

When in Camelot, you may choose to perform a Heroic Action to:

- Draw 2 White cards;
- Or Fight a Siege Engine.

Drawing 2 White cards

There are no limits to the number of White cards you may have in your possession at any time during the game. But, if you have 12 or more White cards in hand, you cannot choose to draw any more additional White cards as your Heroic Action.

Fighting a Siege Engine

To fight a Siege Engine, first select and play as many Fight cards as desired from your hand onto the table. Then roll the 8-sided die:

- **If the sum of the White Fight cards you played is greater** than the value displayed on the die, you win the fight; Move the Siege Engine off the board and back into Reserve and discard any cards played.

- **If the sum of your White Fight cards is lower** than or equal to the value of the die you rolled, remove 1 Life point from your total by turning your Life dice down to its next lower value. If this brings you to zero, you die (see Losing a Life point, above). The Siege Engine remains in place and you must discard any cards played.

Important Note

Remember, if at any point during the course of the game the White draw pile runs out, reshuffle all discarded White cards into a fresh new draw pile, and simultaneously reshuffle the Black discard and draw piles, together into a fresh new Black draw pile.

If you are playing SIR GAWAIN, your Special Power lets you collect 3 White Cards in Camelot, rather than 2. You are still subject to the above-stated limit of 12 White cards in hand.

The Black Knight, Lancelot & the Dragon's Quests

The Tournament against the Black Knight, the Quest for Lancelot's Armor and the Dragon's Quest are Combat Quests.

When on a Combat Quest, you may, as your Heroic Action of choice, play a single Fight card on any empty card spot on the Knights'side.

The cards you play must eventually form a specific combination (2 pairs of distinct values in the Black Knight's Tournament, a full house in the Quest for Lancelot, and 3 three-of-a-kinds in the Dragon's Quest), so your choice of Fight cards may be limited, or may constrain future cards played here.

A Combat Quest ends the moment its last White (or Black, if in the Progression of Evil phase) empty spot is filled. The sum of all White cards played on the Quest is compared to the sum of the Black cards played there.

To protect the identities of both the innocent and a potential Traitor, all the Black cards that were played on the Quest must be shuffled together before revealing them to compute their sum.

If the White Fight cards have the greater total value, the Quest is won; otherwise it is lost.

BLACK KNIGHT

LANCELOT

DRAGON

The Quest for Excalibur

To win Excalibur, you must progressively move Excalibur to your side of the river.

To move Excalibur one spot closer to your side, you may, as your Heroic Action of choice, discard any one White card face down from your hand onto the White discard pile.

Once Excalibur reaches the last spot on your side of the river, the Quest is won, its victory spoils granted. Excalibur is placed on the Coat of Arms of the Knight who completes the Quest.

The Quest for the Holy Grail

To win the Holy Grail, you must cover every single spot on this Quest with a Grail card.

To progress in your search for the Holy Grail, you may, as your Heroic Action of choice, play a single Grail card on the first empty spot closest to the Holy Grail miniature.

If all card spots are filled, remove the closest Despair (or possibly Desolation) card instead, and discard both cards.

If you lay the 7th Grail card on the last spot on the board, the Quest is won, its victory spoils granted, and the Holy Grail goes on your Coat of Arms.

The Saxon and Pict Wars

To win one of the Saxon or Pict Wars you must complete a "straight" series of Fight cards with values from 1 to 5, before the Forces of Evil are able to place four Saxon or Pict figures in that war.

To fight the Saxons or Picts, you may, as your Heroic Action, play a single Fight card on the first available card spot in that War.

If there are no cards yet in play on that War, you must play a 1 as the first Fight card on this Quest. The value of each succeeding Fight card played must be exactly 1 point higher than the last card played, so that cards laid on the Quest form a "straight" of increasing values from 1 to 5.

Playing the fifth and final Fight card in a War wins that Quest. If four Saxon or Pict figures are placed on the battlefield before you play the fifth card, the Quest is lost.

c. Playing a Special White card

Special White cards are easily identifiable by their Special White symbol.

Special White card symbol

Convocation | Fate | Heroism | Lady of the Lake | Messenger | Piety | Reinforcements | Clairvoyance | Merlin

To play a Special White card, read its text aloud and apply its effect immediately, then discard the card onto the White discard pile.

You may never play more than one Special White card per turn.

If you play **SIR GALAHAD**, you may use your Special Power to play this Action for free. In this case, you must pick another Heroic Action to play as your normal Action.

d. Healing yourself

To Heal yourself and gain one Life point, simply discard three identical cards (e.g. 3 Grail cards, or 3 Fight cards of the same value) and turn your dice over to the next value up. You may heal yourself above your initial 4 Life points, but never above 6.

e. Making an Accusation

Accuse a fellow Knight of being a Traitor to force him to immediately reveal his Loyalty card to all of you.

You do not need to be in the same location as the Knight you accuse of this treachery.

If you are the Traitor, you may choose to falsely accuse a Knight of being the Traitor for the sole purpose of sowing confusion (and turning a Black Sword over to your cause).

If the Knight you accused turns out to be Loyal, turn a White Sword (if any) over to its Black side on the Round Table. If there is no White Sword on the Round Table yet, the (wrong) accusation has no effect.

If the Knight you accuse is the Traitor, add a new White Sword to the Round Table. The Traitor is now unmasked and must follow the instructions on the back of his Coat of Arms. See The Traitor in Appendix 1 of the Book of Quests for more details.

Important Notes

- This Action only becomes available once there are at least 6 Siege Engines around Camelot or at least 6 Swords of any color on the Round Table.
- Each Knight may choose this Action only once during the entire game.

Additional Heroic Actions: Sacrifice

Once per turn, you may decide to exert yourself beyond reason, sacrificing one of your Life points in exchange for a second Heroic Action. Immediately reduce your Life points by 1, and perform this second Action.

Important Note

You may never perform the same Heroic Action twice in the same turn; the second Action must always be a different one.

For instance, you could move to join the Quest for Excalibur using your first Heroic Action, then sacrifice a Life point to discard a White card and move Excalibur one space closer toward your side.

If such a sacrifice brings you down to zero Life points, you can find the inner resources required to perform this one final Action, but you will die immediately thereafter, regardless of this Action's outcome (i.e. even if this Action wins a Quest which would give you a new Life point). Only the Holy Grail could save you from certain death provided it had been won in an earlier Quest!

Additional Heroic Actions: The Knights' Special Powers

With the exception of Percival and Kay, all other Knights may only use their Special Power during their respective Heroic Action phase. Percival uses his during his Progression of Evil Phase, and Kay may use his out of turn, as soon as a Quest ends.

You may use your Special Power before or after your Heroic Action. If you choose to perform two Heroic Actions, you may even use your Special Power in between them.

The rule forbidding the same Heroic Action from being performed twice during the same turn remains in effect.

The only exception is SIR KAY, who may play an additional Fight card when he finishes a Fight against Lancelot, the Dragon, the Black Knight or a Siege Engine, after having had a chance to see the value of the Black cards he's fighting against.

If, for instance, as Sir Galahad, you use your Special Power to play a free Special White card, you cannot opt to play a second Special White card as your mandatory Heroic Action during the same turn.

Ties

All ties in the game, including:

- Fights against Siege Engines;
- Fights against the Black Knight;
- Fights in Lancelot's and the Dragon's Quests;
- And ties between White and Black swords on the Round Table at the Game's end;

are always resolved in favor of the forces of Evil and the Traitor. A stalemate is never good enough for the Knights!

Game end

The Game ends immediately with a loss for all the Loyal Knights if there are:

a. 12 Siege Engines surrounding Camelot;

b. 7 or more Black Swords on the Round Table;

c. or all the Loyal Knights (Traitor excepted) are dead;

In addition, the game stops immediately after the first Action in which a 12th Sword is laid on the Round Table.

If the Traitor is still alive and undetected at this point, he reveals his Loyalty card, and two White Swords on the Round Table are now turned over to their Black side.

Important Note

If several Swords are laid at once during the game's final Action, the game may end with more than twelve Swords on the Round Table.

The Black and White Swords on the Round Table are then tallied up separately. If the number of White Swords laid is strictly greater than the number of Black ones, the loyal Knights win the game. Otherwise, the forces of Evil win, along with their treacherous friend, if any.

Any Knight (including the Traitor) who dies during the game is considered to win a posthumous victory if the side he had pledged allegiance to wins the game.

Advanced and optional rules

Joining in Mid-Game

If a player wishes to join a game in mid-play, he simply draws one of the remaining Coat of Arms and Loyalty cards, and sits to the immediate left of King Arthur (or the player who started the game, if King Arthur is not in play). He then sets his Life dice to 4, draws 5 White cards from the top of the White draw pile, places his miniature in Camelot and waits for his turn to arrive.

If a player wishes to leave a game, he is considered to have immediately met a premature death. (see Losing a Life point p. 12)

Expert Rules

After a few victories, the bravest among you may want to experiment with any of the following variants:

The Squire's Challenge

Any veteran player looking for a bigger challenge may opt to start the game as a simple squire, with no Coat of Arms or Special Power, equipped solely with his Life dice - set to 4 as usual - and a starting hand of 5 White cards and a single Merlin.

When a Quest is won, one (and only one) of the Squires present on it will earn his Knighthood. The players can decide which among them becomes a Knight. If no agreement can be reached, the Squire whose action won the Quest is the one who is made Knight. He then becomes a full-fledged Knight, receiving a Coat of Arms and the Special Power that goes with it.

Once you truly master this challenge, consider having your Squire start the game with 3 Life points and fewer white cards in hand.

The Traitor Among Us

Instead of dealing Loyalty cards from the 8 available, take only as many Loyal cards as there are players around the table, add the Traitor card, shuffle and distribute. This makes the game quite a bit harder; While there are no guarantees there is a Traitor in your midst, the probability of one increases dramatically, especially for smaller numbers of players.

Three Brave Knights

When the Knights are few, the challenge becomes increasingly greater for the chivalrous amongst you. With only 3 players at the table, we strongly recommend you heed the Recommendations for first-time play on page 8 of this rulebook and initially attempt the Quests without a potential Traitor in your midst.

Only once you have become confident in your skills should you consider adding the potential Traitor back into the mix. The Traitor won't appear that frequently amongst your small group (only 3 chances out of 8) but, when he does, his presence will turn out to be devastatingly effective.

As such, any player dealt the Traitor card must place special emphasis on playing his role not only by the rules, but also in the spirit of the game. In Shadows over Camelot, the Traitor's challenge is to defeat the Loyal Knights through deception and deviousness, not to simply crush his opponents by openly flaunting his true nature through an obvious string of overt, evil moves.

To encourage and facilitate this type of play, in a three-player game, the players should not look at their Loyalty cards when they are distributed at the beginning of the game; instead, the players should wait until at least 6 Swords have been laid on the Round Table before taking a peek at their Loyalty card.

Suspicion will now begin to cast its long shadow on Camelot, while the challenges for the Loyal Knights remain significant, regardless of whether one their own was suddenly seduced by the promises of the evil side.

Online Play

While we currently have no plan to create an online version of Shadows over Camelot, we invite you to join our incredible online community of players and test your skills against fellow players from around the world, 24 hours a day, in some of our most famous games: Ticket to Ride Online, Gang of Four Online, etc…

Here is your Days of Wonder Online Access Number:

To use it, simply visit www.shadowsovercamelot.com and click on the New Player Signup button on the home page. Then just follow the instructions.

You can also discover our many other Days of Wonder games by visiting us on the web at www.daysofwonder.com

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