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Game: <b>CAMELOT LEGENDS</b> Pub: <b>©2004 Z-MAN GAMES</b>	<b>v1.1</b> <b>Oct 2007</b>
Page 1: <b>Rules summary</b> Page 1: <b>Player reference card</b>	
For best results, print on card, laminate and trim to size.	

# CAMELOT LEGENDS

## Setup

Place the 3 **Location cards** and the 3 **Special cards** face up in the main playing area.

Icons on the Location cards indicate the Abilities which are the most useful at those Locations.

Shuffle the 3 **Final Events** and place 1 of them face down in the main playing area.

Shuffle the main **Event Deck** (including white, blue and if desired, red icon events) and stack a number of Event Cards on top of the Final Event card as follows:

**2 players:** 17 Events; **3 players:** 20 Events; **4 players:** 23 Events.

The remaining Event Cards and the 2 Final Events are permanently removed, unexamined, from play.

Shuffle the **Character cards** and deal 5 to each player as their starting hands, then place the remainder in a face down stack beside the Event deck.

Shuffle together one **Reference card** for each player, including the card with the **Pendragon Symbol**. Deal each player a face up card. The player with the Pendragon Symbol will go first.

Each player chooses either blue, red, yellow, or green—this is the side of the Locations where each player will play his Characters during the game.

Starting with the first player and continuing clockwise, each player now plays 2 regular Characters (to either one or two Locations) or one *Lord of Camelot*, beside the appropriately colored side of the Location(s) of his choice.

## Sequence of Play

### 1. Draw Event Card

The active player must draw the top Event card.

**Special Events** are resolved immediately and discarded.

**Location Events** are placed face up on their corresponding Location, beside any other Events already there, to a maximum of 3 Events. Events exceeding this number are discarded.

**Heraldic Events** are placed in the play area, covering any previous Heraldic Events. They give a bonus to a specified Ability to the Knights of one Allegiance.

**Bidding Events** The player drawing the Event decides whether to bid 1 Character face up (from his hand or one of his Companies on the table) or to pass. The player to his left now decides whether to bid 1 Character or pass, and so on clockwise. When the bid returns to a player who previously passed, that player can now choose to bid a Character, or to pass again.

Bidding continues one Character at a time until all players have passed consecutively or all players have bid the maximum number of Characters as specified on the Bidding Event.

The player that bid the Characters with the highest combined total in the Event's specified Abilities wins the Bidding Event. Character optional text cannot be used to boost Ability scores.

All Characters bid to the Event are discarded. If there is a tie, the Bidding Event is discarded along with all the Characters bid. A player need not bid the maximum number of Characters in order to complete a Bidding Event.

If no one bids any Characters at all, discard the Bidding Event and proceed with the game.

### 2. Use Optional Card Text

Card text including the work 'may' is optional and can only be used once per turn in this phase (or, in special circumstances, during your opponent's turn).

The **Threat icon** indicates that the Character possesses an Ability that may allow him to discard an opponent's Character at the same Location.

The **Romance icon** indicates that the Character possesses an Ability that may allow her to affect an opponent's male Character at the same Location.

### 3. Complete Location Events

The active player checks to see if any of his Companies have met the **Requirements** for any Location Events (lower right hand corner of Location Event card) and if so, takes the Event and places it in his **Victory Display** area in full view.

A player may complete several Location Events per turn as long as each one is at a different Location.

The Characters at that Location must possess combined Ability Scores in the appropriate Abilities that equal or exceed the listed Requirements. If 2 different Abilities are listed, *both* requirements need to be fulfilled.

### 4. 2 Card Actions

The active player performs 2 of the following actions in any order (or the same action twice):

**Draw a Character:** Draw a new Character from the Character deck and add it to your hand. A Character with a Shield in the upper left corner is a **Knight**, and the shield indicates the Knight's **Allegiance**. A player's **hand limit is 5 cards**, and cards may not be voluntarily discarded.

**Play a Character:** Play a Character Card from your hand to a Location on the table. A player *must spend 2 Actions to play a Lord of Camelot*. A group of Characters belonging to the same player at the same Location is called a **Company**. There is a **Company Limit of 6 Characters** per Location for each player.

**Move 1 or 2 Characters:** Move 1 or 2 Characters from one Location to any other Location, as long as the Company Limit is not exceeded. 2 Characters moved together as part of the same Action must begin and end their movement together.

## Special Cards

There are three Special Cards: **The High King**, **Excalibur**, and **The Love Potion**.

When a Character receives a Special Card (usually as the result of an Event), place it beneath the Character so the title and text of the Special Card can still be seen. That Character now gains the Card's special ability.

Additionally, the player who controls the Character earns **bonus Victory Points** if that Character is still in possession of the Card by the end of the game.

If the Character is discarded or returned to a player's hand during the game, return the Special Card to the main playing area, face up.

If another Character is instructed to obtain the same Special Card, the current owner must surrender control of the card.

When a Character obtains the **High King** Special Card, the player controlling that Character gains a third Card Action whenever that Character is at Camelot. The bonus Action is acquired as soon as the Character becomes the High King at Camelot (or whenever that Character moves to Camelot from another Location).

The bonus Action is lost as soon as the Character loses the title or moves away from Camelot. Note that the Character can choose to move away from Camelot as his third Action.

## Winning the Game

When the **Final Event** is drawn, it is placed face up beside the main playing area and treated it as a **Special Location** where Characters can be played and moved.

Note that card text using the term **Main Location** refers only to *Camelot*, *Cornwall*, and the *Perilous Forest*, not Special Locations.

As soon as the Final Event is resolved, the game ends. The game can end even while unresolved Location Events remain elsewhere on the table. All Characters scheduled to be discarded at the end of the turn (as well as any Special Cards placed on those Characters) are removed before Victory Points are totaled.

Each player now adds up the points in his Victory Display and on any Special Cards his Characters still possess. **The player with the most Victory Points wins the game.**

# CAMELOT LEGENDS

## TURN

- 1 **DRAW EVENT CARD**
  - Place **Location** and **Heraldic** Events
  - Resolve **Bidding** and **Special** Events
- 2 **USE OPTIONAL CARD TEXT**
  - Each '**may**' ability can be used once per turn
- 3 **COMPLETE LOCATION EVENTS**
  - Ability scores of Company must equal or exceed Requirements
- 4 **TWO CARD ACTIONS**
  - Draw a Character
  - Play a Character
  - Move 1 or 2 Characters

## ABILITY ICONS



## ALLEGIANCES



## LORDS OF CAMELOT

