



RULEBOOK

OVERVIEW

You are one of the Knights of the Round Table, and have joined in the legendary Quest for the Holy Grail. With any luck, your name and deeds will be retold throughout the ages, possibly even in a film released in the mid 1970's. It's a smashing film with some lovely acting, and quite a few references to swallows and coconuts. Have you seen it? Honestly, you could be watching it right now....

The person responsible for writing these rules has been sacked. The rules have been completed in an entirely different style at great expense and at the last minute.

Venture to far off lands, battle the Black Knight, catapult cows, hurl insults, and complete Quests to prove that you are the most valorous Knight of all.

COMPONENTS

Warning: Contents may have settled during transport



70 Grail cards



20 Quest cards



5 Knight cards



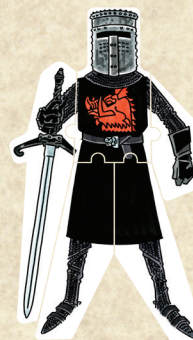
21 Follower cards



5 Knight Meeples and corresponding Valor Markers



1 Black Knight Meeple



5 Black Knight sections



1 Cow Meeple



1 Catapult

- 1 Piece of torn shrink-wrap
- Any air released when the box was first opened

SET UP

1. Befriend at least one other board game enthusiast.
2. Place the board within reach of all Players and separate the cards into three decks: Grail cards, Quest cards, and Follower cards. Place them face down next to the board, with space for discard piles next to the Grail deck and the Quest deck. The discard pile for the Follower deck is the "Cart of the Dead," and should be placed near the Village next to the board. If any of these decks run out of cards during the game, shuffle the discard piles to reform the deck.
3. Place the five Black Knight sections near the board, with the trunk and the limbs of the Black Knight face up, creating the Black Knight's body.
4. Place the Black Knight meeple at the *Black Knight's Crossing Space* on the board.



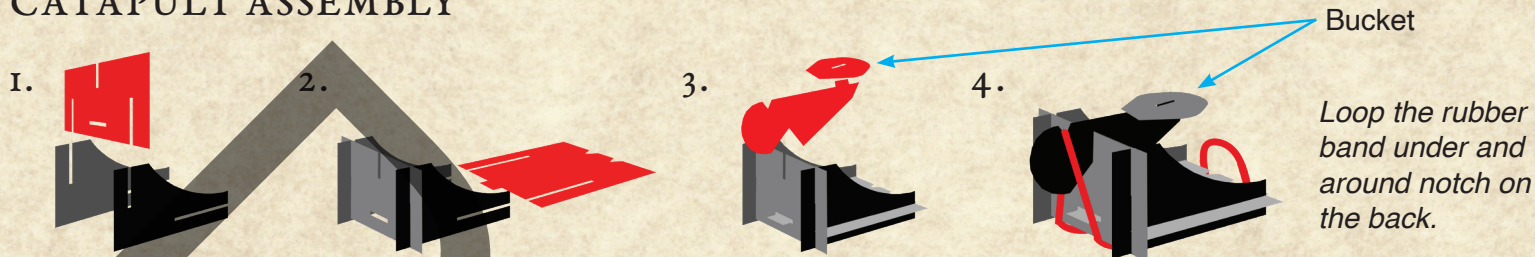
1 Quad-fold Board

- Deal one Follower card face up in front of each Player.
- Deal two Grail cards and two Quest cards to each Player, face down. Players may look at their cards. The Grail cards make up their "Hand."
- Assemble the catapult (see page 4). Using the catapult, each Player must Launch a Knight Meeple towards *Camelot* (see "Launch" on page 4). The Player whose Knight lands closest to *Camelot* will be the starting Player. Place the catapult next to the board.
- Place the King Arthur Knight card face up in front of the starting Player. Every other Player must choose a Knight card to place in front of them, either side face up.
- Each Player places their corresponding Knight Meeple on the *Camelot* Space of the game board and their Valor marker at the start of the Valor Track that runs around the board.



Each Player receives 1 Follower card, 2 Grail cards, 2 Quest cards, and 1 Knight card

CATAPULT ASSEMBLY



OBJECT

The object of the game is to prove your valor. Keep track of your Valor points by moving your Valor marker along the Valor Track. The Player who has the most Valor points at the end of the game wins.

TERMS

Graill cards make up your Hand. They can only be used in Challenges or Quests, except for Cow cards, which can be used at any time. You cannot have more than 12 Graill cards in your Hand. *See page 8 for details.*

Follower cards show which adventurers have joined your party. Place your Follower cards face up in front of you. Each of these cards represent a Follower that gives you an extra ability. Whenever you discard a Follower, place it on the Cart of the Dead (start a pile next to the board near the Village Space). *See page 10 for details.*

Quest cards show your personal Quests. Each card shows where you must go and what you must do to complete the Quest. You can obtain more Quests from the God space on the board. *See page 5 for details.*

Launch (a cow or yourself): Hold the base of the catapult down with one hand and point it in the direction you would like it to Launch. Using your other hand, place the Meeple on the flat, round space of the catapult that represents the Bucket (see image above). Pull back the Bucket while keeping the Meeple in place. Release the Bucket to Launch the Meeple towards your intended target. You can place the catapult anywhere outside the game board.

Torch: Each time you Torch another Player, you gain 1 Valor point. Players who are "Torched" must discard a Follower card of their choice or, if they have no Follower, a Graill card of their choice from their Hand. If you Torch your own Knight Meeple, you must also suffer the damages but do not gain a Valor point.

PLAY

The first player is King Arthur. Turns continue in clockwise order. On your turn, take the following steps:

1. Draw a Graill card at the beginning of your turn. The Hand limit is 12 Graill cards. If an Action ever forces you to have more than 12 cards, immediately discard down to 12 cards after drawing (you choose which cards to discard).
2. Take up to four Actions. *See ACTIONS on page 5.*
3. If the opportunity arises at any time during your turn, you may enter a Challenge or use one of your Followers. *See page 10 for details.*

ACTIONS

Each of the following counts as one Action (you can take up to four Actions per turn):

- **Move one Space:** You may move your Knight Meeple along the path shown on the board to a connected Space. You may move more than once during your turn by using multiple Actions.
- **Take the Action on the Space you occupy:** At any point during your turn, you may take the Action of the Space that you are currently on. You may NOT take the Action of any Space more than once per turn. You may take the same Action on two consecutive turns, but only if you leave the Space and then return to it.

For example, if Erin takes the Action at the Market on their turn, they may not take the Market Action on their next turn, unless they leave the Market to visit another Space (e.g. the French Castle) and then return to the Market. For further explanation of specific Spaces, see page 13.

- **Quest:** You may Quest during your turn. Questing ends your turn and you may take no further Actions after attempting a Quest. *See below for more on Questing.*

QUESTING

Gain Valor points and other rewards by Questing. To Quest, you must be at the Space shown on your Quest card. Use one Action to Quest. Questing ends your turn, so you may not take any more Actions after attempting a Quest.

There are two types of Quests: **Grail Quests** and **Adventure Quests**. Grail Quests have a number at the top of the card, while Adventure Quests do not.

ADVENTURE QUESTS

Complete the requirement explained on the Quest card and then go to the Space indicated on the card to claim your reward. Take the Quest Action and then discard the Quest card and gain the rewards indicated on the card. For the *Kingdom of Mercia* and *Castle Aargh* Quests, you must complete the requirement **after** drawing the Quest card.

*For example, in the Adventure Quest on the right you must win three Challenges (see page 10) **after** drawing the Quest. Challenges you won before drawing this card do not count towards completion. Use the Quest Action with your Knight Meeple at the Castle Aargh Space to complete the Quest and earn your reward. The reward for this Quest allows you to move your Valor marker 1 space forward on the Valor Track and draw 5 Grail cards. Then discard the Quest card.*

This is the task you must complete to finish the Quest.

After completing this task, use the Quest Action when your Knight Meeple is at this Space to collect your reward.

This is your reward.



Adventure Quest card

GRAIL QUESTS (WITH NUMBERS)

Grail Quests are essential to gaining the Valor points you will need to win and they offer additional rewards as well. Unlike Adventure Quests, Grail Quests require you to go head-to-head with the other Players in a quick card battle (explained below).

When attempting a Grail Quest, you are the “Quester,” and all other Players are the “Defense.” The Defense represents the dangers you face on your Quest. Each Grail Quest card shows the Quest Goal, the Space where the Quest must be attempted, the number of Grail cards the Defense draws, and what the Quester will gain in the case of triumph or defeat.

The Quest Goal

The Space where you must attempt the Quest.

The number of Grail cards the Defense will draw

If you (the Quester) win the Quest, this is your reward.

If the Defense wins the Quest, you (the Quester) get this consolation prize. All players in the Defense earn 1 Valor point.



Grail Quest card

OBJECTIVE FOR GRAIL QUESTS

The Quester and the Defense each build a Stack of Grail cards (see right), totaling the numbers shown in the upper right corner of each card. To win the Quest, you must build a Stack with a sum closest to the Quest Goal (shown at the top of the Quest card) without exceeding it (“busting”).

In the example (above), the Quest Goal is 9. The Stack (right) has a current total of 8. Place cards in your Stack to total 9 or lower. The closer you get to 9, the better chance you have of winning the Quest.

SET UP FOR GRAIL QUESTS

1. As the Quester, you will use the Grail cards in your Hand and any Followers with relevant abilities for Questing. All other Players (the Defense) must put their Grail cards and Followers aside for the duration of the Quest. They should tuck them under their Knight card and retrieve them at the end of the Quest.
2. The Player to the left of the Quester will draw the number of Grail cards written on the Quest card. The Defense will share this Hand and choose, as a group, which card(s) to play on their shared turn during the Quest.
3. The Defense will take the first turn, followed by the Quester. Play continues back and forth until the end of the Quest.

Example (right): Erin has decided to attempt the Castle Anthrax Quest as their last Action on the Castle Anthrax Space. All other players tuck their cards underneath their Knight cards. Morgan, who is left of Erin, draws 8 Grail cards for the Defense. These cards are hidden from Erin, but all the other players can look at them and will choose together which cards to play on their shared turn during the Quest. As the Quester, Erin will use their own Grail cards and Followers.



Stack



Quest card

PLAY DURING GRAIL QUESTS (See page 16 for Sample Quest)
Do ONE of the following on your turn:

1. **Play a Grail card on your Stack:** Place the card face up on your Stack so that you can see the numbers of all cards added. Each Quest will have two Stacks, one for the Quester and one for the Defense. Always play your cards in order and never tuck them underneath other cards. In the example (right), the 5 is the most recent card added to the Stack.
2. **Take the Action on a Grail card from your Hand:** Take the Action shown on the bottom of the card, and then discard the card (do NOT add it to your Stack).
3. **(Quester only) Use the Action of one of your Followers:** Certain Followers have abilities that will help you during Quests. Take the Follower Action and flip over the Follower to mark it as used. You may not use it again during this Quest. The Defense does not have access to their Followers.
4. **Rest:** If you Rest, you cannot take any more turns in the Quest. You may Rest if you have at least one card in your Stack. Once you Rest, your opponents can no longer affect your Stack or change the Quest Goal (see below for further detail).

Place the first card in your Stack face up on the table.

When adding new cards to your Stack, place them face up on top of previously played cards like this, so that the numbers, Shields, and Angels on the top of all cards are visible.



Stack

Continue taking turns back and forth. You may not skip your turn. If you don't want to take another turn, you must Rest.

When the Quest ends, the side with a Stack Total closer to the Quest Goal without going over (busting) wins the Quest. The Quest will end in one of the following ways:

- **If the Defense or the Quester Rests on their turn, the other side may take two more turns, but may not take Actions affecting the Quest Goal or their opponent's Stack.** Remember, you cannot Rest if you took another Action that turn. If either side Rests with exactly the Quest Goal, they win immediately and the Quest ends.
- **If the Defense or the Quester runs out of cards (including unused Followers for the Quester), the other side may then take two more turns, but may not take Actions affecting the Quest Goal or their opponent's Stack.** If either side runs out of cards with their Stack totaling exactly the Quest Goal, they win immediately and the Quest ends.
- **If the Defense or the Quester ends their turn with a total that is higher than the Quest Goal (busts), the other side automatically wins.**

*If **your opponent** takes an Action that pushes your Stack Total higher than the Quest Goal, you have until the end of your next turn to lower your Stack Total or change the Quest Goal so that your Stack is no longer higher than the Quest Goal. If **you** take an Action on your turn that pushes your Stack over the Quest Goal, you bust and lose the Quest immediately.*

TRIUMPH AND DEFEAT

If the Quester wins the Quest, they receive everything listed under **TRIUMPH** on the Quest card. Discard the Quest card.

If the Defense wins, each Player in the Defense earns 1 Valor point and the Quester receives everything listed under **DEFEAT**. If defeated, keep the Quest card, as you may attempt this Quest again on a future turn. In either case, the Quester gains points for their Angel icons (see "Angels" on the next page).

GRAIL CARDS

Grail cards will aid you during the Quest in various ways:

NUMBERS/ACTIONS: Most Grail cards have a number in the top right corner and an Action on the bottom of the card. As explained previously, when playing one of these cards, you may choose to add the card to your Stack to add the numeric value to your Stack Total **OR** you may take the Action on the card immediately and then discard the card. Some cards do not have an Action and can only be added to a Stack when played.

If an Action forces your opponent to do something, it will not count as their turn (for example, if you play an Action forcing your opponent to play a card, they still get to take a turn after playing that card).

If an Action requires you or your opponent to use the numeric value of a card (either to add it to a Stack or otherwise) and a card without a number is revealed (Relic or Cow cards), immediately discard it and replace it with a new card. If you are forced to play from your hand and have no remaining Grail cards, play the top card(s) from the Grail deck.

SHIELDS: Some cards have a Shield in the top left corner, pointing up or down. If these cards are added to a Stack, the Shield protects this card from Actions against it, as well as **one card** immediately above or below it (depending which way the Shield is pointing). This applies to cards in your own Stack as well—neither you nor your opponent can affect cards protected by Shields in any Stack. **The only way to affect cards protected by Shields is with Excalibur (a Relic card).**

ANGELS: Some cards have an Angel Icon in the top left corner of the card. At the end of a Quest, Angels in the Quester's Stack give them extra Valor points, even if they lose the Quest. These points can only be gained by the Quester, not the Defense.

TRIUMPH: Each Angel alone is worth 1 Valor point. Pairs of consecutive Angels are worth 3 Valor points. Angels can only be counted as part of one pair.

DEFEAT: Each Angel is worth 1 Valor point.

In the example (right), the Quester earns 4 Valor points for their Angels if they win, and 3 if they are defeated.

If you choose to add this card to your Stack, add this number to your Stack Total.

This is a useless bit of fun.

So is this.

Oh! Here's something important. If you choose to use the card's Action, take the Action shown here and then discard the card immediately. Do NOT add it to your Stack.



Grail card

These two cards in the Stack are protected by the Shield that points down.

The Quester receives one Valor point for this Angel.

These two cards in the Stack are protected by the Shield that points up.

Since these two Angels are together in the Stack, the Quester receives 3 Valor points if they win the Quest, and 2 if they lose.



NI & IT CARDS: Some cards say “Ni!” or “It!” for their Action. You may play a “Ni!” card during an opponent’s turn to block an Action from any Grail card (except a Relic card) that targets your Stack, Hand or the Quest Goal. Your opponent can then play an “It!” card to override your “Ni!” card and the original Action will take place.

“Ni!” cards are the only cards blocked by “It!” cards. You cannot use “Ni!” cards to override an “It!” card. “Ni!” and “It!” Actions do not count as turns during a Quest, as they are a reaction to an opponent’s Action. All cards must be discarded after use.

Example 1: The Quester plays a Grail card on their turn that forces the Defense to remove a card from their (the Defense’s) Stack. The Defense plays a “Ni!” card in response, blocking the Grail card. Both cards are discarded and it is now the Defense’s turn.

Example 2: The Quester plays a Grail card on their turn that forces the Defense to remove a card from their (the Defense’s) Stack. The Defense plays a “Ni!” card in response, blocking the Grail card. The Quester then plays an “It!” card to override the Defense’s “Ni!” card. The Defense takes the Action from the original Grail card and removes a card from their Stack and discards it. They then discard the original Grail card, the “Ni!” card, and the “It!” card. It is now the Defense’s turn.

RELICS: Relics are special Grail cards with unique Actions. There are five Relic cards: **Killer Rabbit of Caerbannog**, **Trojan Rabbit**, **Holy Hand Grenade**, **Shrubbery**, and **Excalibur**. They cannot be blocked by a “Ni!” card. They can only be blocked by the **Shrubbery** Relic. Relics cannot be added to a Stack, since they do not have a numeric value. *For explanation of specific Relic cards, see page 15.*

In some cases, you may be forced to draw and/or play a Grail card on your Stack or otherwise use its numeric value. If a Relic card is revealed, immediately discard it and replace it with a new Grail card.

COWS: “*Fetchez la vache!*” “Cow” cards allow you to Launch (see TERMS on page 4) the Cow Meeple. These are the only cards that can be used outside of a Quest or Challenge (but feel free to use them during a Quest or Challenge as well!). You can play them at any time and they are a free Action, even during a Quest. **Once you’ve used your Cow card, immediately discard it and draw a new Grail card to replace it.** You may play multiple Cow cards in a row.

If your Cow hits the Black Knight Meeple or another Player’s Knight Meeple, gain 1 Valor point per hit. If a Player’s Knight has been hit by a cow, they must discard a Follower of their choice (place it on the Cart of the Dead). If they do not have a Follower, they must discard a Grail card of their choice from their Hand. **Players at the Camelot Space are not affected by Cows and no points are awarded for the hit.** If your Knight Meeple is hit **when playing as the Defense during a Quest**, do not discard a Follower. Discard a Grail card from the Defense’s collective Hand, instead.

During a Quest, Cow cards cannot be added to a Stack, since they do not have a numeric value. *In some cases, you may be forced to draw and/or play a Grail card on your Stack or otherwise use its numeric value. If a Cow card is revealed, immediately discard it and replace it with a new Grail card.*

By the way, if you hit your own Knight with a Cow, you suffer the same damages, but do not gain a Valor point. “You English pig-dog!”



“Ni!” card



“It!” card



Relic card



Cow card

FOLLOWERS

As the game progresses, you will collect a party of adventurers that will assist you. Each Follower card offers a specific ability that you can use to your advantage, either during a Quest or while taking Actions on the board. When collecting Followers from Quests or from Spaces around the board, lay them face up in front of you.

Many Followers' abilities can only be used once per **turn**. Others can be used once per **round**, meaning the ability can be used on an opponent's turn as well. Flip the card to mark it as used, unless otherwise stated on the card. A flipped Follower cannot be used. Flip all Followers back to their unused side at the start of your turn to show you have access to their abilities again. If you are the Defense during a Quest, you do not have access to your Followers.

All discarded Follower cards should go on the Cart of the Dead. When the Cart of the Dead is emptied by a Player using the *Village Space's* Action, shuffle the Follower cards back into the Follower deck.

CHALLENGES

If you occupy the same Space as another Player or the Black Knight, a Challenge may take place. Challenges do not count as Actions. Challenges **cannot** take place at the *Camelot* Space.

CHALLENGING ANOTHER PLAYER:

If two or more Players ever occupy the same Space (except *Camelot*), any of those Players can choose to Challenge another Player at that Space. If you want to Challenge another Player, declare it out loud. No other Challenge can be declared until this Challenge is resolved. This can happen at any time while two Players share the Space, except during a Quest or the Last Scene (page 12). Challenges only occur between two Players. A Challenge cannot occur between the same two Players more than once per turn. **If no one declares a Challenge, nothing happens.**

If you or your opponent declares a Challenge, take the following steps:

1. If you enter the Challenge with no Grail cards, draw two Grail cards.
2. You and your opponent each choose one Grail card (anything but a Cow card) from your Hand and place it face down in front of you.
3. Reveal your chosen cards simultaneously.
4. The highest card wins, EXCEPT that 1's beat 5's. Relic cards beat all other cards, and the Shrubbery Relic beats all other Relics. If the two numbers match (or both are Relic cards, but not the Shrubbery Relic), repeat steps 1-3 until there is a victor. *Note: You cannot choose to take the Action on the Grail card, it must be played as a number.*

This is a portrait of your Follower. Don't they look dashing?

Here's something someone said one time.

And here is what they can do for you in the game (the only part of this card that actually matters).



Follower card

5. Discard all cards played during the Challenge.

If you win a Challenge: Gain 2 Valor points.

If you lose a Challenge: Run away! Retreat to a connected Space of your choice (this does not cost an Action) and choose a Follower to discard (place it on the Cart of the Dead). If you do not have a Follower card, discard a Grail card of your choice from your Hand.

THE BLACK KNIGHT

The Black Knight starts the game at the *Black Knight's Crossing*. The first Player whose Valor marker reaches or exceeds any of the Black Knight icons on the Valor Track (at 5, 10, 15, and 20 points) must draw a Quest card and move the Black Knight to the Space indicated on the card. Discard the Quest card.

*Only move the Black Knight the **first** time each Black Knight icon is reached or passed by a player. If you draw the Space the Black Knight currently occupies, replace it with a new Quest card and move the Black Knight there.*

If you occupy the same Space as the Black Knight (even if it is not your turn), he will Challenge you immediately. Challenges with the Black Knight are the same as Challenges with other Players (see page 10), with the following exceptions:

- Play a card from your Hand **first** and then reveal the top card from the Grail deck as the Black Knight.
- If there is a tie, the Black Knight automatically wins.
- If a Cow card is drawn for the Black Knight, immediately replace it with a new card.

You can only enter a Challenge with the Black Knight once during your turn, so you may not enter a Space occupied by the Black Knight if he has already Challenged you that turn. If forced to encounter the Black Knight a second time during your turn, you must run away to a connected Space (this does not cost an Action).

If you win: Gain 1 Valor point and take an arm or a leg (your choice) from the Black Knight's body. Extra limbs are always useful! Place it in front of you. You now have the ability shown on the back (you may use it once per turn). If you encounter the Black Knight and he has no limbs left, there will still be a Challenge but you will not earn a limb (you will still earn 1 Valor Point). You cannot take the Black Knight's trunk at any time.

At the end of the Challenge, reveal a Quest card and send the Black Knight to the indicated Space. If you draw the Space that the Black Knight currently occupies, draw for a new Space.

If you lose: Run away! Retreat to a connected Space of your choice (this does not cost an Action) and discard a Follower card of your choice (place it on the Cart of the Dead). If you do not have a Follower card, discard a Grail card of your choice.



Black Knight



Black Knight
limbs and trunk

THE LAST SCENE & GAME END

THE LAST SCENE

The Last Scene is triggered when a Player receives a certain number of Valor points based on player count (see below). Finish the round, so that everyone will take an equal number of turns during the game. This means that the Last Scene will begin at the start of King Arthur's next turn.

Number of Players	When the Last Scene is triggered
2	When either player reaches 26 Valor points
3	When any player reaches 21 Valor points
4-5	When any player reaches 16 Valor points

After the round is complete, the Player who initially triggered the Last Scene immediately draws two cards and takes the first turn in the Last Scene. Turns continue in clockwise order.

The Last Scene is the same as a Quest, except that each Player is playing as a Quester and the Quest Goal is 15. Each Player builds their own Stack using the Grail cards from their Hand. Everyone has access to their Followers. If you play an Action against an opponent, you must choose one opponent to target.

When any Player Rests or runs out of cards, all other Players get two more turns, but may not affect the Quest Goal or the Stack of any Player who has Rested or run out of cards. If a Player busts at the end of their turn, they can take no more turns and the Scene continues. If a Player Rests or runs out of cards with a Stack Total of exactly 15, they win immediately and the Last Scene ends.

The Player that gets the closest to 15 without busting wins the Last Scene. They receive 7 Valor points.

In a 3 Player game, the runner-up receives 5 Valor points. In a 4-5 Player game, the runner-up receives 5 Valor points and the second runner-up receives 3 Valor points as well. Players who bust receive no Valor points. There is no punishment for losing the Last Scene.

GAME END & SCORING

The game ends as soon as the Last Scene is complete.

Players will receive 1 Valor point for each Follower they control at the end of the Last Scene. Some Relic cards also offer Valor points and other rewards if Players still have them in their Hand after the Last Scene is completed (this is explained on said cards). If you reach the end of the Valor Track, continue by moving back to the "1" Space and progressing from there. Your final Valor point total will be the final space you land on, plus 35.

The Player with the most Valor points wins the game! Congratulations! You are promptly arrested for the death of Frank the Historian and all the other chaos you caused during this game.

In the case of a tie: All Players will take turns Launching the Cow to hit each others' Knight Meeples, starting with the tied Player with the most remaining cards and continuing clockwise. If either of the tied Players hit another Player, they

immediately win the game. However, Players who are behind can catch up by hitting other Players. They receive 2 Valor points for each hit. If any Player passes the tied Players on the Valor Track, they immediately win the game. (For example: if two Players are tied at 20 points, the first Player to reach 21 Valor points or above immediately wins the game.) During this time, your Knight is **not safe anywhere**, including *Camelot*.

ADDITIONAL EXPLANATION

SPACES

Black Knight's Crossing: Reveal the top card from the Grail deck. Whatever number is on that card, your opponents must discard all the cards they have in their Hand with that number. If you reveal a Relic or Cow card, discard it and draw again.

Bridge of Death: Taking an Action at the Bridge of Death is similar to entering a Challenge with the Black Knight (see page 11), except that if you win, you gain 2 Grail cards, 1 Follower, and you may instantly move from the *Bridge of Death* to *Castle Aargh* (this move doesn't cost you an additional Action). This is the **ONLY** way to use this path besides completing the Bridge of Death Quest. You may not move from *Castle Aargh* to the *Bridge of Death*. If you lose, discard a Follower (place it on the Cart of the Dead), but do not run away. If you do not have a Follower, discard a Grail card of your choice.

Camelot: If you have no Followers, you may draw one Follower card and place it face up in front of you. Knight Meeple at this Space cannot enter a Challenge, and nothing will happen if they are hit by a Cow.

Castle Anthrax: Move a Player's Knight Meeple or the Black Knight two Spaces on the board in the direction of your choice. This may lead to a Challenge.

The Cave of Caerbannog: Draw 1 Grail card. Every Player with more than 6 Grail cards must discard 1 Grail card.

French Castle: Launch the Cow Meeple 3 times. If another Player's Knight Meeple or the Black Knight Meeple is hit, the same effects will take place as when using a Cow card (see page 9).

Frozen Land of Nador: Discard **one** of your Followers on the Cart of the Dead. Gain 2 Valor points.

Market: Push your luck! Announce a number from 1-5. Reveal cards from the top of the Grail deck. You may reveal as many cards as you want, but if you ever reveal the number you announced, then all cards drawn must be discarded. If you choose to stop before you flip the number you announced, you may take all the revealed cards into your Hand.

Swamp Castle: Call a number from 1-5. Reveal three cards from the top of the Grail deck. If any of the cards are the number you called, collect all three cards. If not, discard them all.

Town Square: Launch your Knight Meeple like a Cow Meeple to the Space you'd like to visit. If your Knight doesn't land on a Space, put it on the nearest Space. If it is off the board, Launch again. If it hits another Meeple, nothing happens.

Village: Remove all cards from the Cart of the Dead and gain 1 Valor point for each card. Shuffle them back into the Follower deck.

Where Tim Lives: Shuffle all discarded Quest cards back into the Quest deck. Reveal four Quest cards from the Quest deck. If the Black Knight or any Players' Knight Meeples are on those Spaces, they have been Torched (See TERMS on page 4). Discard the Quest cards.

FOLLOWERS

Black Beast of Argh: When you share a Space with an opponent or the Black Knight, you can avoid a Challenge with them and force them to run away, regardless of whether or not they declare a Challenge. Send them two Spaces in the direction of your choice. This may happen once per round and doesn't have to be on your turn.

Bridgekeeper: Play one Grail card from your Hand face down in your Stack without showing the card to any other Players. This card is automatically a Shielded card and cannot be targeted. This card's numerical value is added to your Stack, just like all other cards in your Stack.

French Cow: Launch a Cow Meeple once at the beginning of each Quest or Challenge. If another Player's Knight Meeple or the Black Knight Meeple is hit, the same effects will take place as when using a Cow card (see page 9). Do not flip this card over as it may happen more than once per round.

Peasant Mob: Once per round, if you share a Space with an opponent who is higher on the Valor Track than you, you can force them to lose 1 Valor point. This can only happen on your turn. If there is more than one Player on the Space you occupy, you choose which Player loses a Valor point.

Police Sargent: During your turn, place this card on top of another Player's Follower to block that Follower's ability until you remove the Police Sargent. On your next turn, you can choose to keep the Police Sargent there or move them to another Follower to block their ability instead. If their Follower is discarded, place the Police Sargent face up in front of you until you can use it again.

Prince Herbert: This Follower has two options. You can discard four Grail cards to kill another Player's Follower (no more than once per turn) and discard their Follower on the Cart of the Dead. Or you can discard two Grail cards and Prince Herbert to steal the Follower of your choice from another Player. Take their Follower card and put it face up in front of you and place Prince Herbert on the Cart of the Dead.

Witch: Once per turn, you may use the ability of another Player's Follower. Use the ability indicated on the card as if it was your Follower. You may use the ability of a Follower that is currently flipped over as well.

Tim the Enchanter: Once per turn, reveal the top card on the Quest deck. If the Black Knight or any Players are on that Space, they have been Torched (See TERMS on page 4).

QUESTS

Caves of Caerbannog: In order to complete this Quest, you must go to the *Cave of Caerbannog* with four Followers and take the Quest Action.

Kingdom of Mercia: To complete this Quest, you must successfully hit other Players' Knight Meeples and/or the Black Knight with a Cow a total of three times, either using the *French Castle* Space/Quest, the French Cow Follower, or Cow cards in your Hand. You must do this after obtaining this card. Once this has been finished, go to the *Kingdom of Mercia* and take the Quest Action.

Fields of Filth: In order to complete this Quest, you must go to the *Fields of Filth* with 12 Grail cards in your Hand. At the *Fields of Filth*, you must take the Quest Action and discard four Grail cards from your Hand.

French Castle: If you win this Quest, Launch the Cow 2 times. If another Player's Knight Meeple or the Black Knight is hit, the same effects will take place as when using a Cow card (see page 9).

Where Tim Lives: In addition to the rest of your reward, you may Torch two Spaces when you win this Quest. Shuffle all discarded Quest cards back into the Quest deck. Reveal two Quest cards from the Quest deck. If the Black Knight or any Players' Knight Meeples are on those Spaces, they have been Torched (See TERMS on page 4).

GRAIL CARDS

All cards that affect the Quest Goal: There are two types of cards that allow you to change the Quest Goal by revealing Grail cards and either adding them or subtracting them from the Quest Goal. To remember your change, place the Grail card face up to the right of the Quest card to show that that numeric value has been added to the Quest Goal, or to the left of the Quest card to show that the numeric value has been subtracted.

Reveal the top card on the Grail deck. Your opponent must remove any cards with that number from their Stack: For example, if you reveal a 4, your opponent must remove all fours from their Stack, unless they are protected by a Shield. Discard the revealed card and all removed cards.

Draw a card from the Grail deck and play it on your Stack. If it is an odd number, you must repeat this Action until it is an even number: For example, Erin draws a 1. They add it to their Stack and, because 1 is an odd number, they draw again. Then they draw a 5. They add it to their Stack and, because 5 is an odd number, they draw again. Then Erin draws a 4. They add it to their Stack and end the turn because 4 is an even number.

Swap this card with one card of your choice in your opponent's Stack. Add your opponent's card to your Stack: Because you are replacing a pre-existing Grail card in your opponent's Stack, you must put this card in the same location in the Stack as the original. When adding your opponent's card to your Stack, place it in the front as usual (see page 7). As always, Shielded cards cannot be targeted.

Swap a card from your Stack with a card from your opponent's Stack. Because you are replacing pre-existing Grail cards in both your and your opponent's Stacks, you must put both cards in the same location in each Stack as the original. As always, Shielded cards cannot be targeted.

Excalibur: Discard a card from your or your opponent's Stack, **even if it is protected by a Shield**. If you still have this card in your Hand at the end of the game, gain 2 Valor points immediately. Remember, Excalibur is the ONLY card that can affect Shielded cards.

Holy Hand Grenade: Discard two adjacent cards in your or your opponent's Stack. If you still have this card in your Hand at the end of the game, the player of your choice will lose 2 Valor points immediately.

Shrubbery: You can play the Shrubbery to block any Action taken against your Hand, your Stack, or a Quest Goal. This is the only card that can block the Actions of Relic cards, and an "It!" card cannot override it. If you use the Shrubbery to block an Action, gain 1 Valor point. If you use it to block an Action from a Relic card, gain 2 Valor points. The Shrubbery is the only card that *always* wins during a Challenge.

Trojan Rabbit: Call out a number between 1 and 5. You and your opponent (including all opponents during the Last Scene) must remove all cards with that numeric value from their Hand and place them in a pile. You can choose one of these cards to keep and put in your Hand. Discard the rest.

SAMPLE QUEST

Erin attempts the *Black Knight's Crossing* Quest. All other Players place their Hand and Followers under their Knight Card. They make up the Defense. The Defense draws 5 Grail cards. Erin, the Quester, draws a Grail card, since Sir Ector is one of their Followers. The Quest proceeds as follows:

1. The Defense always goes first. They play a 3 and add it as the first card in their Stack. It has a Shield pointing up. There are no cards above it, so it is the only card protected by this Shield.
2. The Quester plays a 5 and adds it as the first card in their Stack.
3. The Defense adds a 4 as the second card in their Stack by playing it on top of their 3.
4. The Quester plays a card and uses its Action. The Action allows them to remove the highest card from their opponent's Stack, forcing the Defense to discard the 4 from their Stack. The Quester discards the card they played.
5. The Defense adds a 5 to their stack. It becomes the second card in their Stack, on top of their 3.
6. The Quester plays a card to remove a card from the Defense's Stack and targets their 5. The Defense plays a "Ni!" Card and blocks the Quester's card. The Quester's card and the "Ni!" card are discarded, but the 5 is safe.
7. The Defense plays a card to force the Quester to discard a card from their Hand. The Quester discards a card and the Defense discards the card they played. The Defense has run out of cards with a Stack Total of 8. This means that the Quester has two more turns to get their Stack Total higher than the Defense's total. Because the Defense has run out of cards, the Quester can no longer take any Actions against the Defense's Stack or the Quest Goal.
8. The Quester plays a card and uses its Action to draw two cards from the deck and add them to their Stack. They draw a 2 and a 5 and this increases their Stack Total to 12, which is over the Quest Goal (11). Because The Quester took an Action on their turn that pushed their Stack Total over the Quest Goal, they bust and the Defense wins the Quest.
9. The Quester gets 1 Valor Point for the Angel in their Stack and 2 Grail Cards (listed under Defeat). Each member of the Defense gets 1 Valor Point for defeating the Quester. *See right images for the final Stacks.*



Sir Ector



Quest



Defense's Stack
at Quest end



Quester's Stack
at Quest end

CREDITS

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