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Game: **SHADOWS OVER CAMELOT**

Pub: **Days of Wonder (2005)**

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v2

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Print on card (**ensure you are printing at 100% scale**) laminate and trim to size.

SHADOWS OVER CAMELOT

Setup

Set up the boards (for the *Lancelot* and *Dragon* board, Lancelot's side is faceup) and place the **Relic** miniatures on their respective boards.

Each player randomly takes a **Coat of Arms** and introduces himself and their Special Power to the group. Place your **Life Die** set at 4 on the Coat of Arms and your miniature at the Round Table.

Give one **Merlin** card to each player then shuffle the **White**, **Black** and **Loyalty** cards into decks. Deal 5 White cards to each player and place the rest on the board. Deal one Loyalty card to each player who secretly looks at it and places it under his Coat of Arms. Unused Loyalty cards are put away unseen.

Each player selects one White card and places it on the Round Table. Players discuss how these cards should be shared.

King Arthur begins the game and play proceeds clockwise.

Cards are usually played faceup. All cards played must be *discarded* facedown.

If a White or Black deck ever runs out, shuffle the discards of BOTH decks into fresh decks.

All TIES in the game are always resolved in favour of Evil.

Collaborating

Declarations of intent, resources and capabilities can be discussed as long as comments are non-specific and in character and do not refer to specific values.

Game Turn

1 Progression of Evil

You must choose one of the following 3 actions:

- draw a Black card, read it and apply its effects;
- add a Siege Engine around Camelot; or
- lose a Life Point.

2 Check End of Game Conditions

3 Heroic Actions

You must choose one (or more in special cases) of the following 5 actions:

- move to a new Quest;
- perform an action related to the Quest you're on;
- play a Special White Card;
- Heal yourself; or
- Accuse another Knight.

4 Check End of Game Conditions

Progression of Evil

Draw a Black Card

Draw the top card, read it aloud and apply its effect.

A **Special Black** card can be cancelled if you and/or your fellow Knights collectively play 3 Merlin cards.

A **Standard Black** card is played faceup on its corresponding Quest (the last one played on a Quest can be cancelled by a Merlin card).

Lancelot and *Dragon* cards are placed on whichever of these Quests is currently in play.

A *Black Knight*, *Lancelot* or *Dragon* card may be played facedown (not read aloud) to hide its value. This allows the player to draw a free White card.

If the Quest on the card is no longer in play, a Siege Engine is added to Camelot instead.

Losing a Life Point

Points can never go below 0 or above 6. Do not reveal your Loyalty if you die.

Heroic Actions

Moving to a New Quest

Each move to a new Quest requires an Action. Movement between the areas of Camelot (Siege Engines and the Round Table) does not.

Performing a Quest-Specific Action

If a Quest's End Conditions are met, move all Knights on the Quest back to the Round Table (at no cost), apply the Quest's Victory or Defeat consequences, and discard the cards played on the Quest.

Playing a Special White Card

Read the card aloud and apply its effect. You can never play more than one Special White card per turn.

Healing Yourself

Discard **3 identical cards** and go up a Life Point.

Making an Accusation

This can only be done if there are at least 6 Siege Engines around Camelot or at least 6 Swords on the Round Table. Each Knight may choose this Action only once during the entire game.

Accuse a Knight of being the Traitor. Reveal his Loyalty card; if Loyal, turn a White Sword on the Table to its Black side. If a Traitor, add a White Sword to the Table. The Traitor turns his Coat of Arms over and follows the instructions there.

Additional Heroic Actions: Sacrifice

Once per turn, a Knight may sacrifice a Life Point for an additional Heroic Action.

You can never perform the same Heroic Action twice in the same turn.

Quests

You must play specific combinations of cards to win Combat Quests. If a Solo Quest is abandoned all White cards played so far are discarded.

Tournament vs the Black Knight

Perpetual, Solo, Combat Quest.

Quest for Lancelot *Solo Combat Quest.*

Lancelot's Armour: When drawing a Black card, the owner may draw the top two and keep one, placing the other at the bottom of the deck. Unlike other relics, Armour remains with the Traitor even if unmasked.

Dragon's Quest *Group Combat Quest.*

Appears only after Lancelot's Quest has been finished.

Quest for Excalibur *Group Quest.*

Discarding a White card while on the quest moves Excalibur one step closer to the Knight's side. A Merlin card cannot be used to cancel a move. The Knight triggering the last move receives Excalibur, even if not on the Quest. **Excalibur:** Adds +1 to the outcome of any combat quest (including vs Siege Engines) the owner is on. At any point the owner may choose to sacrifice it to cancel ANY Black card drawn.

Quest for the Holy Grail *Group Quest.*

The Dark Forest card is played next to the Quest, not in on the track. **Holy Grail:** If a Knight falls to 0 Life Points and is about to die, the owner may restore him to 4 points. The Grail then vanishes.

Pict and Saxon Wars *Perpetual Group Quests.*

If a 4th figure is placed on a War, that War is lost.

Camelot

Round Table: A Knight may stay at the Table and draw 2 White cards (unless he already has 12 or more cards).

Siege Area: A Knight may remove an Engine by playing as many Fight cards as desired and then rolling under the total value. If the roll is equal or greater, the Knight loses a Life Point.

Game End

The game is lost if one of the following happens:

- Camelot surrounded by 12 Siege Engines
- 7 or more Black Swords on the Round Table
- All Loyal Knights killed.

Otherwise, after the first Action in which a 12th Sword (or more) is laid on the Table. If the Traitor is still alive and undetected, he reveals his Loyalty card and turns 2 White Swords to Black.

The game is won by the loyal Knights if there is a majority of White Swords.

SHADOWS OVER CAMELOT

Merlin's Company

Setup Modifications

Shuffle the 16 new Travel cards to form a **Travel deck**, placed facedown off the board.

Place the **Merlin** figure next to the deck; he does not enter the board until the first *Merlin Travels* card is drawn.

Add the 14 new **Black cards** to the original game's Black cards and the 23 new **White cards** to the original White cards.

Then proceed with the game's normal set-up.

New Knights

King Arthur is always present; first assign his Coat of Arms at random to one of the players.

When drawing Knights, you may now either:

- Replace the entire set of original Knight's Coat of Arms (including *Sir Bedivere*, but excluding *King Arthur*) with the 7 new Knights (*Sir Bors*, *Sir Caradoc*, *Sir Gaheris*, *Sir Gareth*, *Sir Geraint*, *Sir Lamorak* and *Sir Owain*) before drawing Knights at random from this new set of Coat of Arms; *or*
- Select the Knight of your choice (old or new), provided that no two Knights are the same Coat of Arms color.

Use the **Knight figure** that matches the color of your Coat of Arms.

Merlin

Once certain events occur, **Merlin** moves onto the board and starts traveling from Quest to Quest, lending help to the Knights as follows:

- Once during each player's turn, when his Knight is on the same Quest as Merlin, the player may choose to **draw a White card from the draw pile**. This draw is a free Action and does not count toward his Heroic Action(s) for the turn.
- In addition, whenever Merlin travels to a Quest that is no longer in play (*Quests for Excalibur*, *the Holy Grail*, and *Lancelot & the Dragon*), **the drawing of a corresponding Black card does not trigger the addition of a Siege Engine** around Camelot. The Black card drawn is discarded, with no effect.

Travels and the Travel Deck

Each time a Knight chooses to move to a new Quest as a Heroic Action during his turn or through the use of his Special Power (*Sir Tristan*), he must first declare where he wishes to move, then **draw a Travel card** from the Travel Deck and apply its effect before potentially completing his move and reaching his intended destination.

No other moves in the game trigger the draw of a Travel card; only those made by a Knight as a Heroic Action during his turn or through the use of his Special Power.

Nothing Happens ... nothing happens. The Knight completes his move and successfully reaches the Quest of his choice.

Merlin Travels The Knight successfully reaches the Quest of his choice and Merlin's figure is moved to his side on this new Quest. Merlin is not a Knight and may travel to join a Knight on any Quest, including a Solo Quest.

Vision The Knight moves to the Grail Quest instead of his intended destination. If the Grail Quest is no longer in play, there is no effect and the Knight may complete his move as if he had drawn *Nothing Happens*.

Charged!, Lost! or Ambushed! The Knight must successfully complete the challenge described on the card or suffer the consequences and immediately end his turn.

Captured! The Knight is captured and held for ransom. He remains in place and can no longer play (place the card under the Knight's figure) until one of his companion Knights spends one of his Heroic Actions to discard a Special White card and free him.

A Knight cannot free himself, nor participate in any game action until freed by another.

If an unmasked Traitor is still captured at game end, he cannot reveal himself, nor turn White swords into Black ones.

Once the effects of a Travel card have been completed, place it in a discard pile. If the deck runs out, shuffle all the discarded Travel cards to form a new deck (do not reshuffle it for any other reason).

Disposing Black cards for Completed Quests

When Black cards are drawn that relate to a Quest that is no longer in play, they are now permanently removed from the game, rather than discarded.

Drawing such a card still leads to the addition of a Siege Engine around Camelot, whenever applicable.

7 and 8 player games

The game now accommodates up to 8 players (7 Knights and King Arthur). However in **7 and 8 player games, add the second Traitor card** to the mix of Loyalty cards at the start of the game.

The 2 Traitors do not know who the other might be, or even if another one is present in the group or not.

At game's end, if there is one undiscovered Traitor, he will have to turn over 2 White Swords to the Black side.

If there are 2 undiscovered Traitors, they now turn over 3 White Swords to the Black side. If they win, they revel together in their treachery...