Stack Card	Stack Card	Stack Card
Stack Card	Stack Card	Stack Card
Stack Card	Stack Card	Stack Card

The Forest
The Forest
1
1

Each Bear gets +1 strength in encounters in The Forest

The Crypt
The Crypt
2
2

Each Vampire gets +1 strength in encounters in The Crypt

The Pirate Ship
The Pirate Ship
3
3

Each Pirate gets +1 strength in encounters on The Pirate Ship

The Forest
The Forest
1
1

Each Bear gets +1 strength in encounters in The Forest

The Crypt
The Crypt
2
2

Each Vampire gets +1 strength in encounters in The Crypt

The Pirate Ship
The Pirate Ship
3
3

Each Pirate gets +1 strength in encounters on The Pirate Ship

Castle
Castle
4
4

The game ends when both Knights have reached the Castle

Knight's Training Stack

Do not shuffle until after Knight's Training. See back for list of cards in the Knight's Training Stack

4 Goal Points

2 Goal Points

2 Goal Points

2 Goal Points

2 Goal Points

2 Goal Points

2 Goal Points

2 Goal Points

2 Goal Points

2 Goal Points

2 Goal
Points

2 Goal
Points

2 Goal
Points

2 Goal
Points

4 Goal
Points

4 Goal
Points

4 Goal
Points

4 Goal
Points

4 Goal
Points

4 Goal
Points

4 Goal
Points

4 Goal
Points

4 Goal
Points

4 Goal
Points

4 Goal
Points

6 Goal
Points

6 Goal
Points

6 Goal
Points

6 Goal
Points

6 Goal
Points

6 Goal
Points

| Shark | Shark | 1 Strength 2 if paired with Bear | Shark | Shark | 1 Strength 2 if paired with Bear | Shark | Shark | 1 Strength 2 if paired with Bear |

Shark / **Shark** — 1 Strength, 2 if paired with Bear

Shark / **Shark** — 1 Strength, 2 if paired with Bear

Shark / **Shark** — 1 Strength, 2 if paired with Bear

Ninja / **Ninja** — 1 Strength, 2 if paired with Pirate

Ninja / **Ninja** — 1 Strength, 2 if paired with Pirate

Ninja / **Ninja** — 1 Strength, 2 if paired with Pirate

Pirate / **Pirate** — 1 Strength, 2 if paired with Ninja

Pirate / **Pirate** — 1 Strength, 2 if paired with Ninja

Pirate / **Pirate** — 1 Strength, 2 if paired with Ninja
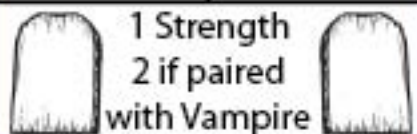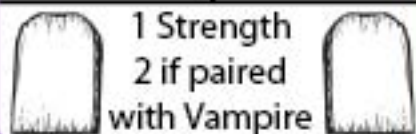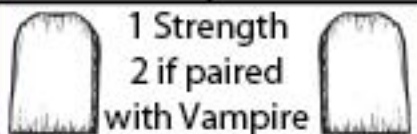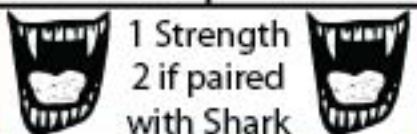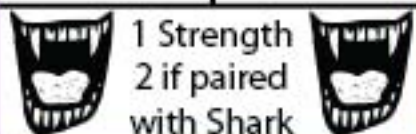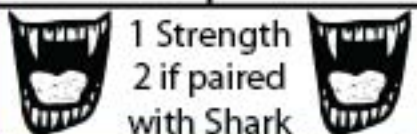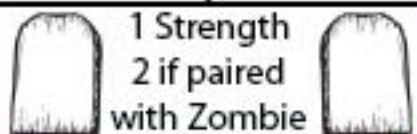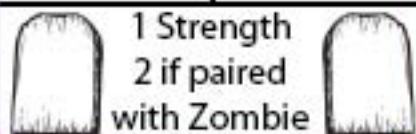
Zombie / **Zombie** 1 Strength 2 if paired with Vampire	**Zombie** / **Zombie** 1 Strength 2 if paired with Vampire	**Zombie** / **Zombie** 1 Strength 2 if paired with Vampire
Bear / **Bear** 1 Strength 2 if paired with Shark	**Bear** / **Bear** 1 Strength 2 if paired with Shark	**Bear** / **Bear** 1 Strength 2 if paired with Shark
Vampire / **Vampire** 1 Strength 2 if paired with Zombie	**Vampire** / **Vampire** 1 Strength 2 if paired with Zombie	**Vampire** / **Vampire** 1 Strength 2 if paired with Zombie
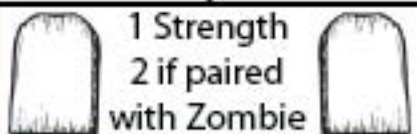
In Space / In Space — 4 | 4
Discard the next 4 cards in this stack

In Space / In Space — 3 | 3
Discard the next 3 cards in this stack

In Space / In Space — 2 | 2
Discard the next 2 cards in this stack

Kung Fu / Kung Fu
Items do not add to your strength this encounter

In Space / In Space — 1 | 1
Discard the next card in this stack

In Space / In Space — 2 | 2
Discard the next 2 cards in this stack

Kung Fu / Kung Fu
Items do not add to your strength this encounter

Pigeon / Pigeon
0 Strength (Still a monster)
Earn 1 less Valor Point for winning this encounter

Pigeon / Pigeon
0 Strength (Still a monster)
Earn 1 less Valor Point for winning this encounter

Card	Card	Card
With Laser Beams / **With Laser Beams** — 1 · Add 1 strength to a monster in this encounter · 1	**With Laser Beams** / **With Laser Beams** — 1 · Add 1 strength to a monster in this encounter · 1	**With Laser Beams** / **With Laser Beams** — 2 · Add 2 strength to a monster in this encounter · 2
Lurking / **Lurking** — 1 · Put the next card on the bottom of this stack · 1	**Lurking** / **Lurking** — 2 · Put the next 2 cards on the bottom of this stack · 2	**Surprise!** / **Surprise!** — 2 · Put the 2 bottom cards from this stack on top · 2
Surprise! / **Surprise!** — 1 · Put the bottom card from this stack on top · 1	**Force Field** / **Force Field** — 2 · +2 Strength to your knight when equipped · 2	**Force Field** / **Force Field** — 2 · +2 Strength to your knight when equipped · 2

Sword / Sword

+1 Strength to your knight when equipped
(1) (1)

Sword / Sword

+1 Strength to your knight when equipped
(1) (1)

Sword / Sword

+1 Strength to your knight when equipped
(1) (1)

Shield / Shield

+1 Strength to your knight when equipped
(1) (1)

Shield / Shield

+1 Strength to your knight when equipped
(1) (1)

Shield / Shield

+1 Strength to your knight when equipped
(1) (1)

Castle 4	Castle 4	Knight's Training Stack:	Princess	Princess
The game ends when both Knights have reached the Castle		Ninja Sword Shark With Laser Beams (1) Kung Fu Shield Lurking (2) Wrapped In Bacon Pigeon In Space (1) Force Field Bear	The first Knight to reach the Castle takes the Princess	

The Forest 1	The Forest 1	The Crypt 2	The Crypt 2	The Pirate Ship 3	The Pirate Ship 3
Each Bear gets +1 strength in encounters in The Forest		Each Vampire gets +1 strength in encounters in The Crypt		Each Pirate gets +1 strength in encounters on The Pirate Ship	

The Forest 1	The Forest 1	The Crypt 2	The Crypt 2	The Pirate Ship 3	The Pirate Ship 3
Each Bear gets +1 strength in encounters in The Forest		Each Vampire gets +1 strength in encounters in The Crypt		Each Pirate gets +1 strength in encounters on The Pirate Ship	

Card	Left text	Right text	Label	Value
1	Kill a Pirate On a Pirate Ship	Kill a Pirate On a Pirate Ship	Your Knight	2 / 2
2	Kill a Bear in The Forest	Kill a Bear in The Forest	Your Knight	2 / 2
3	Kill a Vampire In the Crypt	Kill a Vampire In the Crypt	Your Knight	2 / 2
4	Encounter a Kung Fu Pigeon!	Encounter a Kung Fu Pigeon!	Either Knight	2 / 2
5	Encounter a Shark With Laser Beams	Encounter a Shark With Laser Beams	Either Knight	2 / 2
6	Put an "In Space" In Space	Put an "In Space" In Space	Either Wizard	2 / 2
7	Put a Pigeon In Space	Put a Pigeon In Space	Either Wizard	2 / 2
8	Lose to a Ninja in The Forest	Lose to a Ninja in The Forest	Other Knight	2 / 2
9	Lose to a Shark On the Pirate Ship	Lose to a Shark On the Pirate Ship	Other Knight	2 / 2

Card	Text	Type	Value
1	Lose to a Ninja-Pirate / Lose to a Ninja-Pirate	Other Knight	4 / 4
2	Lose to a Bear-Shark / Lose to a Bear-Shark	Other Knight	4 / 4
3	Lose to a Pigeon / Lose to a Pigeon	Other Knight	4 / 4
4	Make a Surprise! Ninja / Make a Surprise! Ninja	Either Wizard	4 / 4
5	Make a Lurking Pigeon / Make a Lurking Pigeon	Either Wizard	4 / 4
6	Encounter a Pigeon with Laser Beams / Encounter a Pigeon with Laser Beams	Either Knight	2 / 2
7	Encounter a Zombie Pigeon / Encounter a Zombie Pigeon	Either Knight	2 / 2
8	Encounter a Pigeon Wrapped In Bacon / Encounter a Pigeon Wrapped In Bacon	Either Knight	2 / 2
9	Lose to a Zombie In The Crypt / Lose to a Zombie In The Crypt	Other Knight	2 / 2

Lose to an encounter by more than 5	Lose to an encounter by more than 5	Other Knight
⑥	⑥	

Lose the last encounter	Lose the last encounter	Other Knight
⑥	⑥	

Beat a monster w/ Kung Fu and Laser Beams	Beat a monster w/ Kung Fu and Laser Beams	Your Knight
⑥	⑥	

Beat a Vampire-Zombie	Beat a Vampire-Zombie	Your Knight
⑥	⑥	

Beat a Ninja-Pirate	Beat a Ninja-Pirate	Your Knight
⑥	⑥	

Beat a Bear-Shark	Beat a Bear-Shark	Your Knight
⑥	⑥	

Lose to a Vampire-Zombie	Lose to a Vampire-Zombie	Other Knight
④	④	

Wrapped In Bacon / Wrapped In Bacon
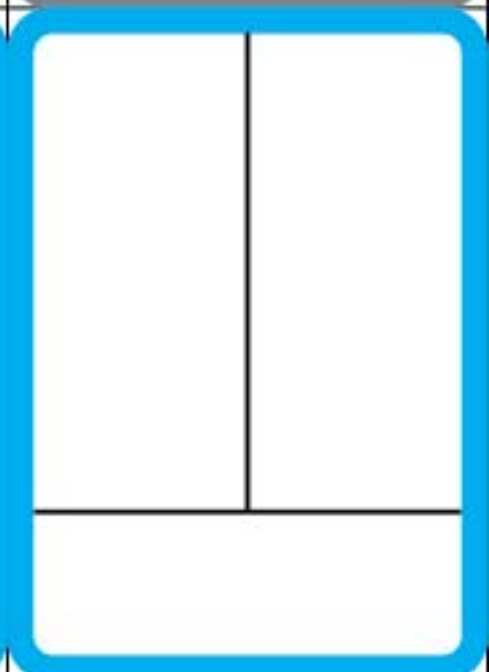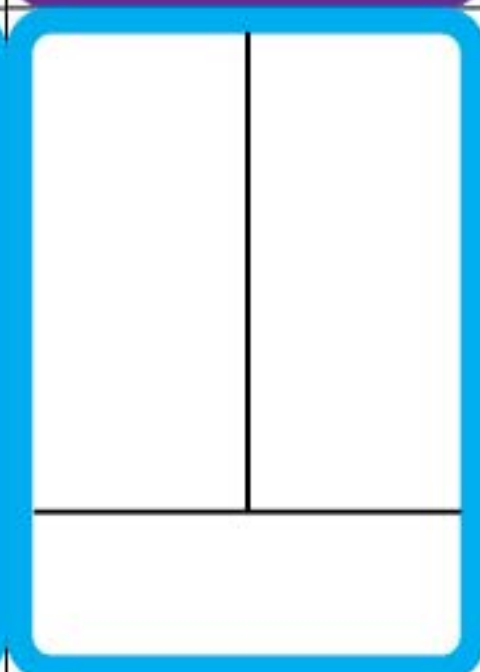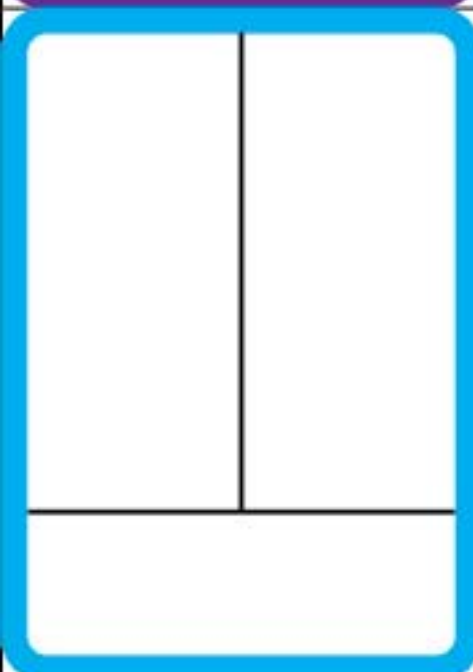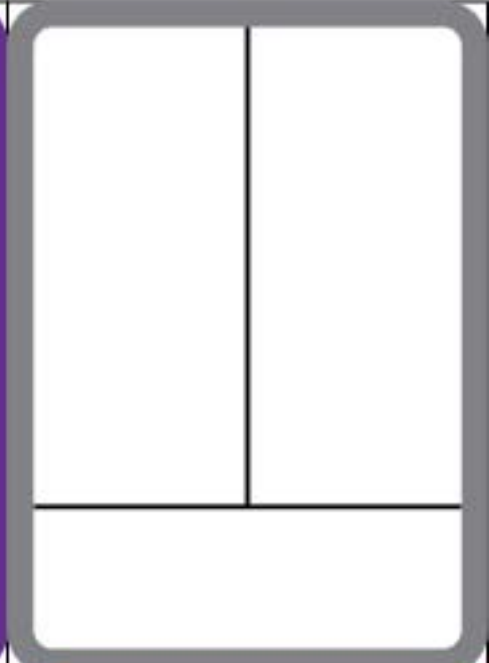
Earn +1 Valor Point if you kill monsters this encounter

Wrapped In Bacon / Wrapped In Bacon

Earn +1 Valor Point if you kill monsters this encounter

Swap

This card is not played on a stack.

Choose two stacks; switch the top card on both of these stacks. After use, discard this card.

Swap

This card is not played on a stack.

Choose two stacks; switch the top card on both of these stacks. After use, discard this card.

Pigeon / Pigeon

0 Strength (Still a monster)
Earn 1 less Valor Point for winning this encounter

Valor Point

+1 Strength to your knight during battle

+1 Goal Point after reaching the castle

Valor Point

+1 Strength to your knight during battle

+1 Goal Point after reaching the castle

Valor Point

+1 Strength to your knight during battle

+1 Goal Point after reaching the castle

Valor Point

+1 Strength to your knight during battle

+1 Goal Point after reaching the castle

Valor Point

+1 Strength to your knight during battle

+1 Goal Point after reaching the castle

Valor Point

+1 Strength to your knight during battle

+1 Goal Point after reaching the castle

Valor Point

+1 Strength to your knight during battle

+1 Goal Point after reaching the castle

Valor Point

+1 Strength to your knight during battle

+1 Goal Point after reaching the castle

Valor Point

+1 Strength to your knight during battle

+1 Goal Point after reaching the castle

CMS.608 / CMS.864 Game Design
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