

Ivanhoë

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While King Richard, the Lion-heart, is held prisoner, his brother John seizes the English crown. But John is corrupt. He is constantly raising taxes, and does not respect the feudal order. Exasperated, the English nobles decide to attack the royal castles and to release themselves from the yoke of the tyrant.

You play the various nobles who oppose John the Landless. The goal of the game is to take the control of Prince John's castles, thereby gaining the most victory points for yourself.

Game Contents

66 Soldier Cards (16 knights, 16 infantrymen, 16 crossbowmen, 16 archers, Ivanhoë and Locksley)

5 Castle Cards and 1 Dungeon Card

5 Markers with the names of the castles

6 Noble Cards

30 Banner Markers, with the banners of the various nobles (6 sets of 5 banners)

6 Crown Markers (5 duke's crowns and 1 king's crown)

Ivanhoë contains 3 sets of game rules. The basic rules are for younger children, the intermediate rules are for the family, and the advanced rules for experienced players.

Setting up the Game

To start, each player chooses the card of a noble, and places it in front of him. Each player then takes the 5 banners corresponding to the noble they have chosen, and places them on the noble card on the side showing the noble at war (in the appropriate boxes). Place the five castle cards and the dungeon card in the center of the table. Leave some free space alongside each castle (see the illustration on the back of the box). Place the markers showing the castle names on the appropriate castle cards.

Shuffle the charts and deal the face down. The number of cards each player gets depends on the number of players.

- With 6 players – 1 card each
- With 5 players – 2 cards each
- With 3 or 4 players – 6 cards each.

The remaining cards make up the draw deck

The youngest player begins the hand, and play proceeds clockwise.

Basic Rules

Course of a Hand

All of the players who have at least 10 victory points at the end of a hand win. Each castle gives victory points to the player who controls it according to the number on the appropriate castle card. It is thus possible to have several winners for each hand.

A player turn consists of 4 phases:

1. Draw two new cards.

On his turn, the player must draw the top two cards of the draw deck, and add them to his hand.

2. Exchange a card.

The player whose turn it is must offer one of his cards to exchange with the other players. All of the other players may propose a card in exchange for the card on offer. All cards are fully visible to all players. The player whose turn it is chooses which trade to make. If no other players propose a card in exchange, the player must discard the card he offered. The card is placed in the dungeon.

Example 1: Tom picks an archer and an infantryman and adds them to the 2 cards in his hand. He offers to exchange a crossbowman. Sandra proposes a knight and Richard proposes an archer. Tom wants the archer, and makes the exchange with Richard.

Example 2: Taking the situation in Example 1, but this time only one player offers a card in exchange for Tom's crossbowman. Tom is obliged to make the exchange even if he doesn't want the card offered.

Example 3: Taking the situation in Example 1, but this time nobody offers a card in exchange for Tom's crossbowman. Tom must discard the crossbowman in the dungeon and does not get anything in exchange.

3. Attack a castle.

- A player can attack only one castle in each of his turns.
- A player is never obliged to attack.
- To attack a castle, the player must have in hand an army made up soldiers of the same type (carrying all the same emblem), and which outnumbers the army which is defending the attacked castle. You thus need cards with all the same emblem.
- The army which defends a castle is made up of the soldier cards which were placed at the castle in the course of play. At the beginning of the game, the castles are not defended, and one soldier is enough to conquer them.

Example 1: Tom has an army made up of 4 soldiers with the same emblem, he may attack a castle defended by 3 (or fewer) soldiers.

- The player launching an attack places his soldier cards on one side of attacked castle. All the soldier cards defending the castle are thrown into the dungeon.
- The player then takes one of his banners and places it on the first box of the castle. If one or more other banners were already on the castle, they all are shifted one box towards the dungeon.
- The castle is controlled by the player whose banner occupies box 1 of the castle card (the box with the crown).
- The player controlling the castle takes the marker bearing the name of the castle (even if the marker is currently held by another player), and places it in the center of his noble card.

Example 2: Sandra uses an infantryman to attack a castle without a defender. Sandra places her infantryman beside the castle and places one of her banners on first box of the castle. She takes the marker with the name of the castle and places on her noble card.

Example 3: Later, Tom attacks the castle defended by Sandra's infantryman with three soldiers carrying the same emblem. He places his three soldiers beside the castle and throws Sandra's infantryman into the dungeon. He moves Sandra's banner to the second box on the castle card, and places one of his banners on the first box. He then takes the plate with the name of the castle from Sandra, and places it on his own noble card.

- Attacking a castle containing one of your banners.
If you have a banner in a castle, but don't control the castle, you may launch an attack on this castle as normal. In this case, you do not place a second banner on the castle card. Simply take the banner that is already on the castle card, and place it in the first box. Don't forget to shift the other banners towards the dungeon.

4. Discarding

A player's hand size is limited according to the number of players.

- For 6 players : 6 cards
- For 5 players : 8 cards
- For 3 or 4 players : 10 cards

If a player has excess cards in his hand at the end of his turn, he must discard the excess to the dungeon. After completing these 4 phases, the player's turn is finished. Now, the player to the left takes his turn.

Additional Rules

- a) **The Ivanhoë and Locksley Cards**
Ivanhoë and Locksley can belong to any army. These cards may take the place of any other soldier card.
- b) **The Dungeon**
A banner which ends up in the dungeon box of a castle card is removed from the castle card and placed on the dungeon card. This banner is lost to the player for the rest of the game.
- c) **Gaining points**
Each castle gives victory points to the player who controls it according to the number shown on the castle card and on the castle marker. For example, York is worth 7 points to the player whose banner occupies the first box on the York castle card.

End of the game

When there are no more cards in the draw deck, the game continues until no players can launch an attack. During this phase, each player is obliged to attack on his turn. If a player cannot launch an attack against a castle, he discards all of his cards to the dungeon.

Once all players have discarded all their cards, the hand is complete, and points are calculated.

Each player adds up the points shown on the castles he controls. Each player who scores at least 10 points wins. Each winner receives a duke's crown marker, except for the player scoring the most points, who receives the king's crown. If you play several hands, the first player to get the king's crown twice wins the game.

Intermediate Rules

A player turn consists of 4 phases:

1. Draw two new cards.
Proceed as in the basic rules.
2. Exchange a card.
Proceed as in the basic rules.
3. Attacking a castle
To attack a castle, the player must have in hand an army made up of soldiers sharing one characteristic in common, and which outnumbers the army defending the attacked castle. The soldiers are considered to share a common characteristic if they are of the same type (infantrymen, archers, crossbowmen or knights) OR if they have the same emblem. Although each card has two characteristics, only one need match. There is no advantage to having both characteristics match. Properly constituted armies attack as in the basic rules.

Example 1: Tom has an army made up of 4 archers with various emblems; he can attack a castle defended by 3 or fewer soldiers.

Example 2: Sandra has an army of 3 soldiers of different types, but who all have the same emblem; she can attack a castle defended by 2 or fewer soldiers.

Special Cases

- a) Attacking a castle which you control
A player may attack a castle which he already controls. In this case, the player discards all of the defending cards to the dungeon, and replaces them with the attacking cards without adding or moving his banner.
 - b) Attacking a castle which contains one of your banners.
If you have a banner in a castle, but do not control it, you have an advantage when attacking to take control of the castle. Your partisans in the castle will help you, and you need only to equal (not exceed) the number of defending cards. Move your banner to the first box and shift all the others toward the dungeon.
4. Discarding
Proceed as in the basic rules.

Additional Rules

Proceed as in the basic rules.

End of the Game

Proceed as in the basic rules.

Optional rule

If you prefer to have a single winner for each hand, you can declare the player has the most points at the end of the hand to be the sole winner.

Advanced Rules

Course of a Hand

The player with the most victory points at the end of a hand wins the hand. Each castle gives victory points to the player who controls it according to the number on the appropriate castle card. The players play in turn. A player turn consists of 3 phases: draw two cards, exchange a card, and attack a castle. Attacking a castle is optional.

1. Draw two new cards.

On his turn, the player must draw the top two cards of the draw deck, and add them to his hand. In this version of the rules, there is no limit on the number of cards which a player may hold.

2. Exchange a card.

The player whose turn it is must offer one of his cards to exchange with the other players. All of the other players may propose a card in exchange for the card on offer. All cards are fully visible to all players. The player whose turn it is chooses which trade to make. If only one other player proposes a card in exchange, the offering player must accept the exchange. If no other players propose a card in exchange, the player must discard the card he offered. The card is placed in the dungeon, and the offering player does not receive anything in exchange.

3. Attack a castle.

- A player can attack only one castle in each of his turns.
- A player is never obliged to attack.
- To attack a castle, the player must have in hand an army made up of soldiers sharing one characteristic in common, and which outnumbers the army defending the attacked castle. The soldiers are considered to share a common characteristic if they are of the same type (infantrymen, archers, crossbowmen or knights) OR if they have the same emblem.
- The army which defends a castle is made up of the soldier cards which were placed at the castle in the course of play. At the beginning of the game, the castles are not defended, and one soldier is enough to conquer them.

Example 1: Tom has an army made up of 4 archers with various emblems; he can attack a castle defended by 3 or fewer soldiers.

Example 2: Sandra has an army of 3 soldiers of different types, but who all have the same emblem; she can attack a castle defended by 2 or fewer soldiers.

- The player launching an attack places his soldier cards on one side of attacked castle and takes all of the soldier cards defending the castle into his hand.
- The player then takes one of his banners and places it on the first box of the castle. If one or more other banners were already on the castle, they all are shifted one box towards the dungeon.
- The castle is controlled by the player whose banner occupies the highest numbered, occupied box on the castle card. The player controlling the castle takes the marker bearing the name of the castle and places it on his noble card.

Example 3: Sandra uses an infantryman to attack a castle without a defender. Sandra places her infantryman beside the castle and places one of her banners on box 1 of the castle card.

Example 4: Later, Tom attacks the castle defended by Sandra's infantryman with three archers. He places his three archers beside the castle and takes Sandra's infantryman into his hand. He moves Sandra's banner to box 2 on the castle card, and places one of his banners on box 1. Sandra still controls this castle.

- A player may attack a castle which already contains one of his banners. The attack is resolved as usual. However, a player may not attack if he has no banners in reserve. After drawing two cards, making an

exchange (if possible) and attacking a castle (optional) the player's turn is over. The player to the left now takes his turn.

Additional Rules

- a) **The Ivanhoë and Locksley Cards**
Ivanhoë and Locksley can belong to any army.
- b) **he Dungeon**
A banner which ends up in the dungeon box of a castle card is removed from the castle card and placed on the dungeon card. A player may recover his own banners from the dungeon by discarding 3 cards for each banner reclaimed. The discarded cards are placed in the dungeon.
- c) **Gaining points**
Each castle gives victory points to the player who controls it according to the number shown on the castle card and on the castle marker. For example, York is worth 7 points to the player who controls it. Remember: the player whose banner is located in the highest numbered, occupied box on the castle card controls the castle.

End of the Game

When there are no more cards in the draw deck, the game continues until no players can launch an attack. During this phase, each player is obliged to attack on his turn. If a player cannot launch an attack against a castle, he discards all of his cards to the dungeon.

Once all players have discarded all of their cards, the hand is complete, and points are calculated. Each player adds up the points shown on the castles he controls. The player with the highest total wins the hand and receives a crown. If more than one player gets the high score, each receives a crown. If you play several hands, the player who gains the most crowns is declared the Grand Champion.