

## Knight at the Inn

24 hour game contest BGG

Players: 2

Play Time: 20-30 mins

Ages: 8+

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Playtester and Moral Support: Gemma Sellars

### Introduction

After a lengthy conflict, the knights of two rival families the knights of Ravenscar Keep and the House of La Fleur D'Or, are returning home to their ancestral lands. It is a long trek and their appetites for conflict and hardship spent, all they care for is a warm inn to rest each night (even if it means sharing a roof with their rivals) and to eventually make it home to their wives and children and to feast in the hall of their king. Their forces fractured into groups following a messy war, they march homewards, staying each night in one of the many inns on the road home, but each inn has only so many rooms and if the inn is full or there isn't room for everyone, they will have to go elsewhere. Which faction will be the first to have all their knights return home?

### Components

16 **Knight** Tokens – 8 blue and 8 red

1x Lone Knight (1 knight represented by a single shield), 1x Patrol (2 knights), 2x Vanguard (3 knights each), 2x Rearguard (4 knights each), 1x Flank (5 knights), 1x King's (6 knights)

9 **Inn** Cards – values 5 to 11

1 Red **Castle** card

1 Blue **Castle** card

### Set Up

Shuffle the 9 **inn** cards and place them face up on the playing surface in a 3x3 grid.

Place the two **castle** cards at opposite ends of the grid so that the opponents castle is in front of each player.

Each player take the 8 **knights** of their colour (Their colour being that of the **castle** opposite them). The two stacks of **knights** are shuffled and placed in a pile faced down where they can be reached by their respective player.

Both players reveal their top **knight** token, the player with the lowest value token goes first, in a tie the second token is revealed and the player with the lowest token goes first, if still tied, the oldest player goes first.

### Rules

Two player compete to move their **knights** from the start point to the **castle** at the far side of the play area. Players take it in turn to draw new **knight** tokens and place them in play and/or move an existing **knight** token. **Knight tokens** may only move to an **inn** card if their number is less than or equal to the number of free spaces at the **inn**.

### Placing Knights at Inns

Once in play, a **knight** token must always be placed on a single **inn**, each **inn** has a capacity printed on it representing the number of **knights** the **inn** can accommodate. Each **knight token** has a value for the amount **knights** in their group.

A **knight** token can move into an **inn** if their value is less than or equal to the **inns** capacity, minus

the values of any **knight tokens** already staying at that **inn**.

If more than one **knight** token is placed on an **inn**, only the top **knight** token may be moved. The lower **knights** are considered to be covered and cannot be moved until the **knight** tokens covering them have left.

**Knights** tokens must be placed in an orientation such that the small triangle on the coloured border is pointing towards that player's home **castle**.

### First Turn

Starting with the first player, each player takes their top two **knight** tokens and places them on any of the three **inns** that form the row furthest from their home **castle**. **Knight tokens** can be placed on any of the three starting **inn** cards providing there is sufficient free space for that token.

Example: Arthur draws a King (6) and a Patrol (2), he cannot place his King on the 5 **inn** so he places it on the 7 **inn**, next he takes his Patrol, it cannot fit on the 7 **inn** now that the King is there, he places it on the 9 **inn**. Anne draws a Rearguard (4) and a Flank (5), she places them both on the 11 **inn**.

Players then cannot move their **knight** tokens until their second turn, at which point the normal order of play is followed.

### Order of Play

Players take it in turn to do one or both of the following:

1. Draw a new **knight** token
2. Move a **knight** token

Players can look at the top **knight** token in their own draw pile whenever they like.

Players can choose to do one or both of these actions each turn with the following exceptions:

- They CANNOT draw a **knight** token if they have three **knights** of their colour (including covered **knights**) in their start row.
- They CANNOT draw a **knight** token if the next knight in their pile will not fit into any of the three **inns** of their start row
- They MUST draw a **knight** token if they have 1 or 0 **knight** tokens (including covered **knights**) in their start row
- They MUST draw a **knight** token if all their in-play **knights** are covered
- They CANNOT move a **knight** if there are no legal moves available to them, in this case they must either draw a new **knight token**, or if they cannot draw a **knight** token for any reason listed above, forfeit their turn and pass to the other player.

#### 1. Draw a knight token

When players take this action, they may take the top **knight** token from their pile and place it into play in any of the three **inns** on their start row that have enough room for that token.

**Knights** cannot be moved on the same turn that they are drawn.

#### 2. Move a knight token

Regardless of whether or not they have drawn a **knight**, players can move one **knight** token of their own colour to any adjacent **inn** according to the large arrows displayed on that **knight** token, provided there is space at that **inn**.

Players cannot move any covered **knight**.

#### Moving a knight onto their castle

Players can move their **knight** onto their **castle** provided they are adjacent to it and that **knight** token large arrows allow for the move. **Knights** cannot be placed or moved onto their

opponents castle.

**Knights** that make it to their castle cannot be again moved for the rest of the game, but either player may look through the **knights** that have reached either **castle**.

### Special movement – Royal Push

Each **knight** can move according to the large arrows displayed on that token.

The **King 6 knight token** however, has a special movement which counts as one move the same as the rest of the tokens.

The **king token** can perform a **Royal Push** move to push one or more cards off an **inn** and take their place. The move is only possible in the direction of the double arrows displayed on the **King knight token**. A royal push can be performed if the following conditions are met:

- There is 1 or more **knight** token in an adjacent **inn** above or to the side (not diagonally or behind) of the **king**.
- There must be enough space at an **inn** which the **King** could push the **knight** token onto in a straight line.
- Once pushed, there must be enough space in the **inn** for the **king** token to be placed there as though it were making a normal move.

#### Note

- The opposing players king cannot be pushed.
- **King** tokens can still be moved in the direction of the double arrows without performing a **royal push**.
- The **king** can be moved normally to cover a knight if there is space and the player chooses to do so. The royal push can be used to move as many or as few knights as the player chooses.

Example: William wants to make a **royal push** move, his **blue king** is adjacent to an **inn** of value 10 holding a red 1, blue 5 and red 2 value **knight** tokens (bottom to top), there is an empty 7 **inn** on the other side. Firstly he moves the red 2 into the 7 **inn**, but his **king** still cannot fit, he moves the blue 5 **knight** token onto the 7 **inn**, covering the red 2. There is no space to move the final red 1, he now moves his blue **king** into the 10 **inn**, covering the red 1.

### Winning the Game

The game can end in any of the following ways:

- All of one players **knights** reach their **castle**.
- Stalemate—Both players cannot make any legal move.

If a player places all their **knights** on their home **castle** first, they are the winner.

If the game ends in a stalemate, The player with the highest total from all the **knight** token values in their **castle** wins. In case of a tie, the player with the highest total **knight** tokens in their **castle** wins, in case of a further tie, the player with the most visible or moveable **knight** tokens is the winner.

If it is still a draw (and I'm not sure that is even possible) and everything is equal, then you draw and I encourage you to play again as a decider.