

# Good Knight!

*A Quest Bidding Game*



*Designed by Lance McColgan*

v.2.2

## Introduction

Hundreds of years ago, the mighty Roman empire left the island shores of Cabalia. In the absence of their imperial order, the land fell into a dark age. After generations of stagnation, a handful of families have risen from the ashes and sought to build a royal kingdom.

At present, five royal houses stand to compete with each other for the loyalty of the people. For the first time in centuries, the land is now ripe for a new kingdom. Whichever family can prove themselves the most honorable will be sure to win both the loyalty and service of the entire land.

The quest for honor will not be easy, however. The land has become a dangerous place, with fearsome beasts roaming the countryside. New lands must be explored and powerful artifacts must be found and recovered. This is no simple task just anyone can handle.

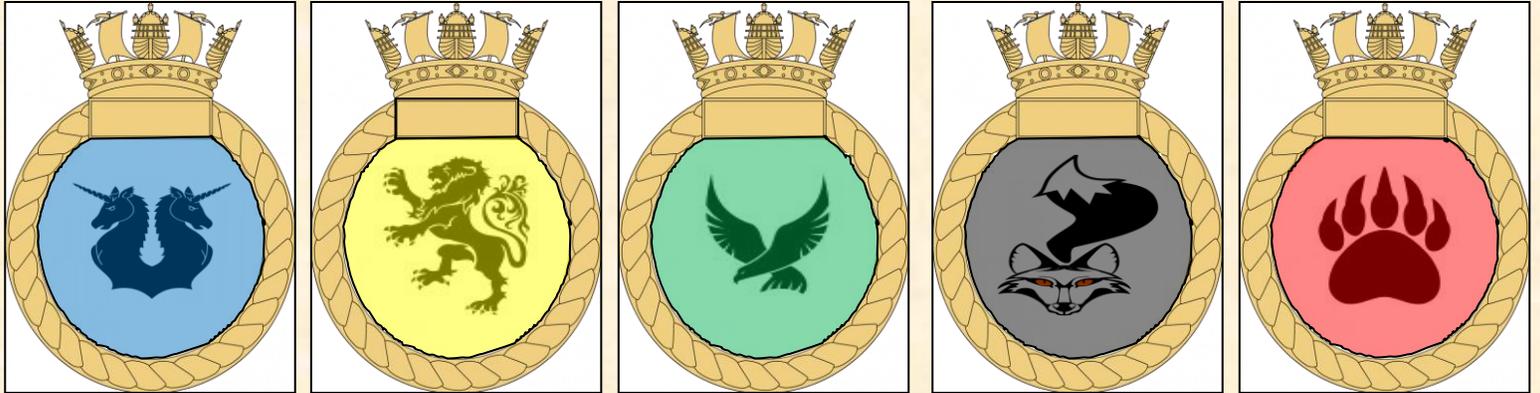
That is why each of the families have sought a royal champion: a knight errant who will brave the perils and bring honor to their name. Do you have what it takes to be such a champion? Can you finally bring unity to a long forsaken land? Can you be... a

## **Good Knight?**

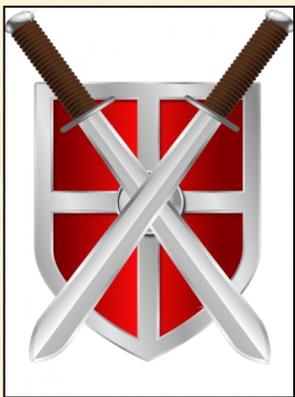
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# Components



5 Role Cards (& tokens)



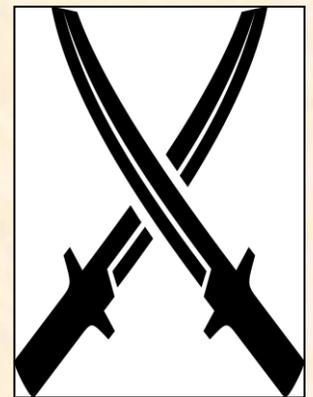
31 Quest Cards



3 Good Knight Cards



25 Training Cards



15 Duel Cards



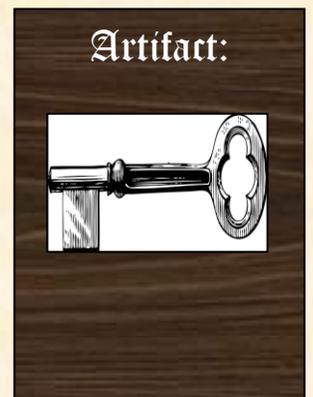
48 Forge Cards



18 Fate Cards

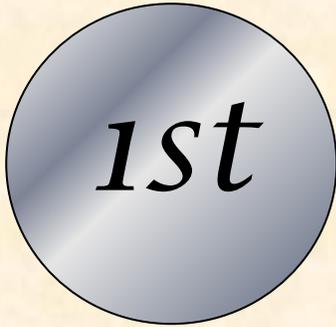


70 Market Cards

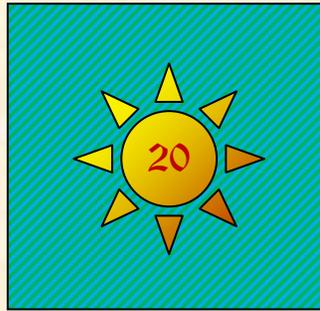


31 Artifact Cards

# Components cont.

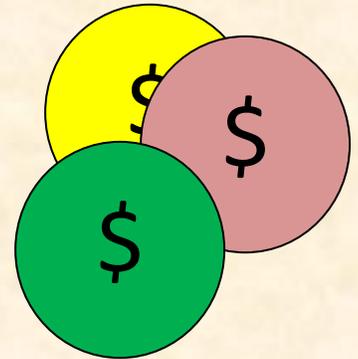


First Bidder Token

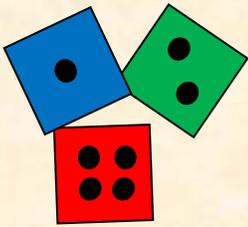


Honor Tokens

(10, 20, 40, & 100)

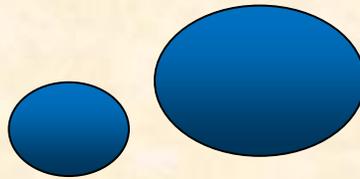


Coins/money



Dice

(r/g/b/y/bk)



Reputation

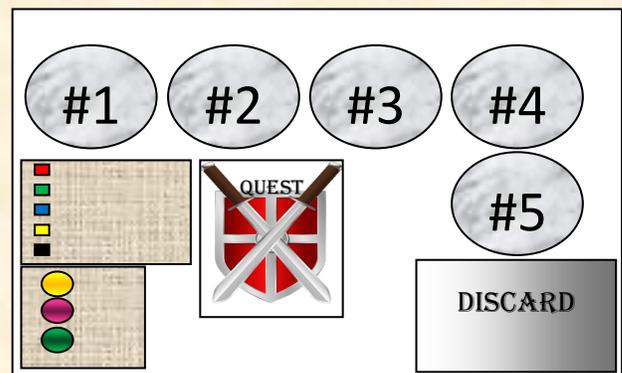
(small/large)



12 Ally Cards

|                |               |
|----------------|---------------|
| <u>MARKET</u>  | <u>NAME</u>   |
| <u>ALLY</u>    | <u>CASTLE</u> |
| <u>DUEL!!!</u> | <u>FORGE</u>  |

Action Board



Quest Board

# Setup

**#1.** Place the Action Board directly below the Quest Board.

**#2.** Randomly select five tier 1 quest cards, five tier 2 cards, and three tier 3 cards. (Tiers are indicated by the  /  /  diamond in the lower right corner.) Add a Good Knight card to each tier, then shuffle each facedown pile separately. Create the quest deck by placing the tier 1 pile on top of the tier 2 pile, and tier 2 pile on top of the tier 3 pile. Then place the entire pile on the quest board.

**#3.** Remove the 5 Peasant cards from the Ally deck, and deal one to each player. Then shuffle the remaining Ally cards and place them next to the "Gain an Ally" space on the action board. (Any unused Peasant cards are removed from the game.)

**#4.** Shuffle the remaining decks of cards and place them next to the appropriate spaces on the action board. (For example, the Fate deck goes directly to the right of the "Make a Name for Yourself" space, and the Market deck goes directly to the left of the "Visit the Market" space.)

**#5.** Have each player choose a role and take the corresponding role card and token, as well as 10 reputation and 10 gold.

**#6.** Roll dice to determine who starts the game with the first bidder token.

**#7.** Reveal the top 5 forge cards and place them directly under the Action Board.

# Overview

The first player to gain at least **200 honor** wins the game. Honor is gained through the successful completion of quests.

The game is divided into 4 main phases: the Bidding Phase, the Quest Phase, the Action Phase, and the Refresh Phase.

In the Bidding Phase, players bid their reputation to determine in what order they proceed through the Quest and Action Phases.

In the Quest Phase, players attempt to complete the active quest by rolling the appropriate skill dice. Successful rolls immediately grant the player honor and other rewards listed on the quest card; failed rolls result in no honor or rewards.

After the Quest Phase is resolved (i.e. all players have rolled for the quest), the Action Phase begins. In the Action Phase, players choose spaces on the action board to help improve their skills for the next quest. Once a space is chosen, it cannot be filled by any other players for the rest of the round.

After the Action Phase is over, a new round begins by completing the Refresh Phase. In this phase, cards are refreshed and the 1st bidder token passes clockwise. The phase ends by flipping over a new quest card and starting a new Bidding Phase. Play continues as such until one player gains 200 or more honor, at which point the game ends **immediately!**

# Bidding Phase

The bidding phase begins after flipping over the top card of the quest deck. A quest card will look something like this:



Each quest will have victory conditions that need to be met. Each victory condition relies on one or more of the following skills: **strength**, **agility**, **cunning**, **courage**, and **stealth**. In order to successfully pass a quest, a player must roll equal to or above the number listed for the particular skill(s) with the appropriate skill dice. In the example shown above, a player would need to roll either a minimum of 5 in strength, or a minimum of 4 in cunning as well as a 3 in courage.

If a player rolls high enough to meet the selected victory conditions, then he/she completes that quest and immediately gains the honor and gold listed on the card. The very first player to pass the quest also gets to take the underlined artifact. (These artifacts can be sold in the market during the action phase to raise some additional gold.) **No one else** can take the artifact: only the **first** player to pass the quest can do so.

## Bidding

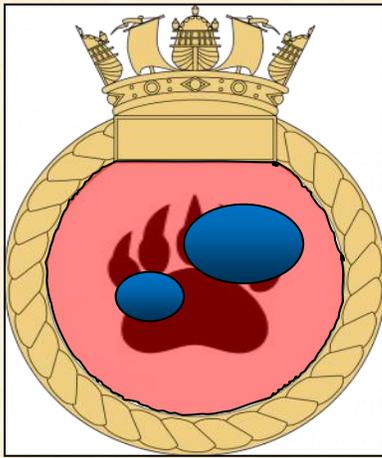
Once a quest card is flipped over, players begin to bid for the turn order. Players bid with their reputation (small tokens = 1, and large tokens = 5). If players have reputation to bid, they must bid at least one. **There can be no tie bids.** If a player cannot bid without tying, then he/she must bid 0. If multiple players are forced to bid nothing, then order is determined amongst them by whoever has the most money (most money goes first, etc.). Bidding starts with the player with the "first bidder" token and proceeds once around the table clockwise. Players may bid any amount they desire, provided that it does not tie with another player's bid. Reputation that is bid is placed on the respective player's role card until all other players have finished bidding. Turn order is then marked on the quest board with the appropriate role tokens, and bid reputation is returned to the bank.

### For example:

A quest card is flipped over, and Mark holds the first bidder token. Mark has 10 reputation that he can possibly bid. Mark (playing as red) happens to be good at **strength**, so this will probably be an easy quest for him. In this case, it would make sense for him to try being the first player to attempt the quest -- he will likely be able to win the thick hide first.



So, Mark decides to bid 6 reputation. He places that much reputation on his role card...



*Mark's bid of 6 reputation*

and play continues clockwise to Ben. Ben (who is playing as yellow) is not so good at any of the skills listed on this card, so there little incentive for him to waste his reputation on this quest to try getting the artifact. He has some reputation in his possession, however, and he must bid something. So, he decides to only bid 1 reputation. He places that much reputation on his role card, and play continues clockwise to Susan. Susan (playing as blue) happens to be fairly good in **cunning**, so she is willing to risk more in this bid. She cannot bid 6 or 1



*Ben's bid of 1 reputation*

reputation, so she decides to bid 5 reputation. She places that much reputation on her role card, and play continues clockwise to Christopher. Unfortunately, Christopher (playing as black) has no reputation to bid, so he must bid 0. Play then continues clockwise to Jenna. Jenna (playing as green) only has one reputation in her possession, and she cannot tie Ben's bid of 1. So, she is also forced to bid 0. (She has more money than Christopher, though, so she will come before him in the bidding order.) The bidding then ends because it has passed once around the table. The players then take their role tokens and place them on the "bidding order" track on the quest board. All the bid reputation on their role cards are then returned to the reserves, at which point the Bidding Phase ends and the Quest Phase begins.



*Resulting bid order:*

*Mark with 6, Susan with 5, Ben with 1, Jenna with 0 (more money), and Christopher with 0 (less money)*



# Quest Phase

Once the bidding order has been determined, players then take turns rolling the appropriate dice to try completing the quest. (See page 7 for more detailed information on quest cards.) At the start of the game, players roll d6s for skills. (This can be changed throughout the course of play, though.)

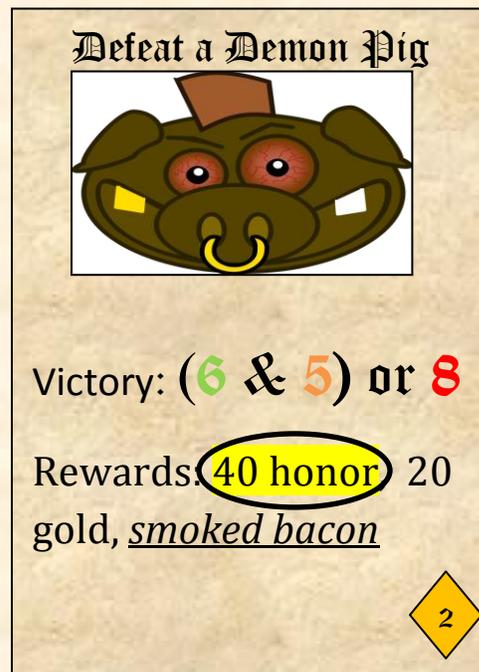
If a player's roll is not high enough, he/she can apply any bonuses they have to raise the value of their roll. If the roll is still not high enough after bonuses have been applied, then the quest is failed for that player and play continues to the next player in order. Even if the quest is passed successfully, all players get a chance to attempt the quest. Once all players have attempted the quest, place the quest in the discard pile on the quest board. Play then continues to the Action Phase.

## Good Knight! Cards

Inside every tier of difficulty, there is a Good Knight card. (On the back, they look like normal quest cards.) When they are turned over, set them aside and draw a new quest card. This new quest is worth double the honor listed on the card. For example:



*When this Good Knight card is drawn....*



*This quest is worth 80 honor.*

# Action Phase

## *Basic Concepts*

Once the Quest Phase is over, the Action Phase begins. Before anything else happens, money and reputation are dealt out based on *allies* (see page 15) . Then, based on the bidding order, players take turns removing their role tokens from the bidding track and placing them on an open space in the action board. Once a space is chosen its action is resolved immediately, before any other players place their tokens. If a space is already occupied by a player's token, no other player can choose that space. (See page 19 for exceptions.)

There are six possible spaces to choose from:

|                              |                                 |
|------------------------------|---------------------------------|
| <u>VISIT THE MARKETPLACE</u> | <u>MAKE A NAME FOR YOURSELF</u> |
| <u>GAIN AN ALLY</u>          | <u>TRAIN AT THE CASTLE</u>      |
| <u>DUEL!!!</u>               | <u>VISIT THE FORGE</u>          |

Each of these spaces will help in some aspect of the game, and will be explained in more detail. Once all players have finished choosing spaces and resolving actions, play proceeds to the Refresh Phase.

## *Making a Name for Yourself*

### *MAKE A NAME FOR YOURSELF*

*Gain 5 reputation  
and draw a fate card.*

Choosing this space immediately grants you 5 reputation from the reserves. You also draw a fate card, which looks like this:



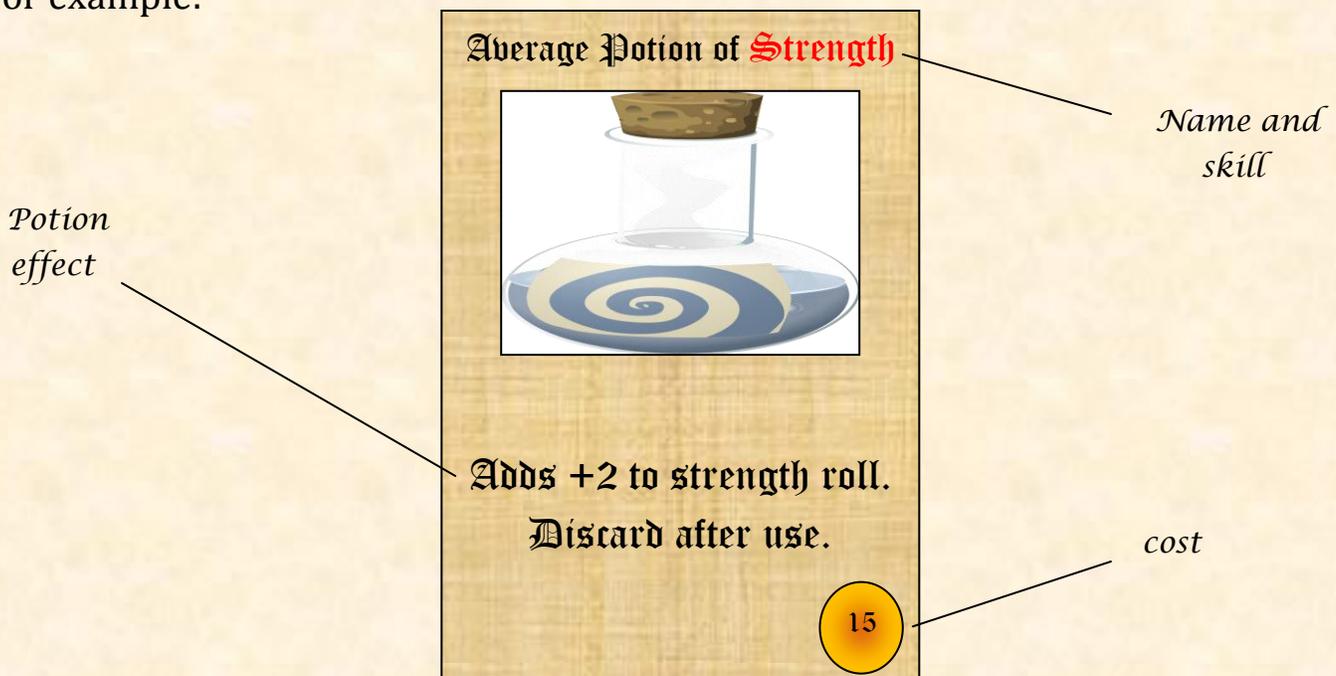
Fate cards have a wide range of effects -- all of them beneficial to one degree or another. When a fate card is drawn, it does not need to be played immediately, though it may be if desired. It is often wise to hold onto a card until an opportune moment. These cards can be kept throughout the whole game, and can be played at any point during your action phase. Once these cards are used, discard them next to the fate deck. If there are no more fate cards to draw from, reshuffle the discard pile to replenish the draw deck.

# Visiting the Marketplace

## VISIT THE MARKETPLACE

*Reveal top 3 market cards;  
purchase up to 3 items and/or  
sell artifacts*

Choosing this space will allow you to visit the marketplace to shop for helpful potions and/or sell artifacts you have gained from quests (or elsewhere). When you choose this space, reveal the top 3 cards in the market deck. Any of these three may be purchased. Cards in the market deck will be some sort of potion that will boost your skills if used. For example:



This potion would give an immediate, one-time boost of +2 to any roll of **strength**. Potions can be held for as long as one wishes, and there is no limit to the amount of potions a player can hold. When a potion is played, however, it is discarded after use. Potions cannot be resold in the market, and neither can they be traded to other players (but they can be taken -- see page 16 for dueling).

# Visiting the Forge

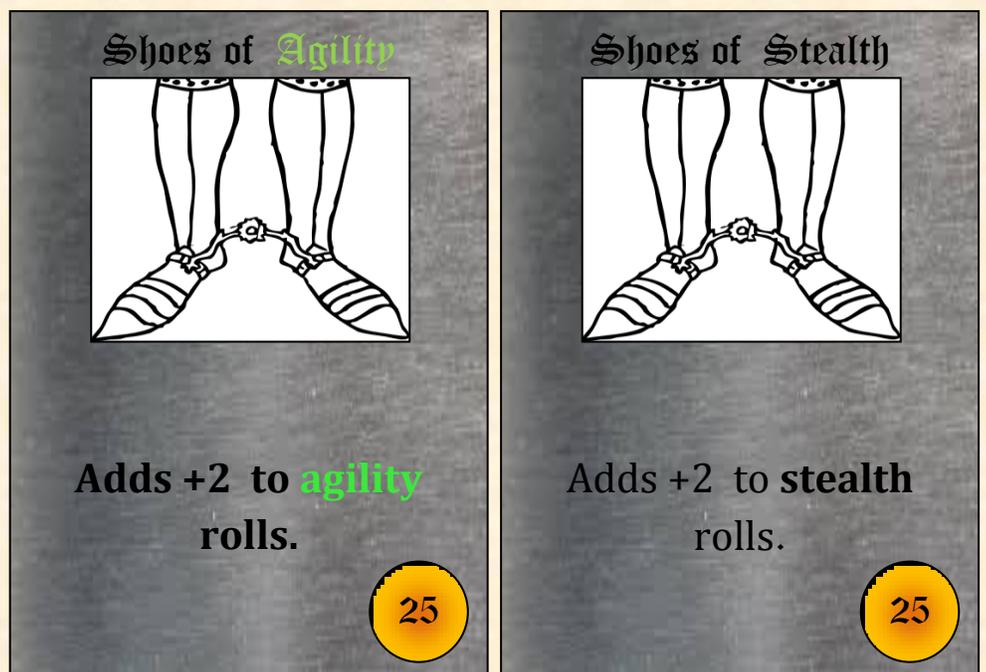
## VISIT THE FORGE

*Purchase up  
to 2 available forge cards.*

Choosing this space allows you to visit the forge to buy forged items. Unlike market items, forged items provide a permanent bonus in a skill (provided that you still possess the card). Once purchased, forged items cannot be resold or traded. (They can be taken, however -- see page 16 for dueling.)

At the beginning of the game and during each Refresh Phase, the top 5 cards of the forge deck are laid out underneath the Action Board. Visiting the forge allows you to purchase up to 2 of these available items. Any cards leftover at the end of the action phase are put at the bottom of the draw deck.

**IMPORTANT:** There are 7 main types of forge cards: helmets, gauntlets, breastplates, leggings, shoes, shields, and swords. Only one of each type can be held by a player at a time. If a player purchases a type that he/she already has, then he/she must discard the old item. For example, one cannot possess both the shoes of agility and the shoes of stealth at the same time.



## *Training at the Castle*

### *TRAIN AT THE CASTLE*

*Choose any training card to purchase.*

*(COST: 10 gold, 5 reputation)*

Choosing this space allows you to permanently upgrade one of your skills for a fee of 10 gold and 5 reputation. You may choose which skill you upgrade. With the first training card in a skill, you roll a d12 for that skill instead of a d6. With the second training card, you roll a d-20. You can only have two training cards for each skill. Training cannot be taken away from you: once you have it is yours for the rest of the game.

## *Gain an Ally*

### *GAIN AN ALLY*

*Reveal top 2 ally cards, choose 1*

*or*

*collect 25 gold*

Choosing this space allows you to either collect a onetime lump-sum of 25 gold, or to choose an ally card. At the beginning of the game, every player starts with a "Peasant" card. This card provides 5 gold and 5 reputation at the beginning of every action phase. When upgrading to a new ally, draw the top 2 cards of the ally deck; choose 1 card, and place the other one at the bottom of the deck. You can only have one ally at a time, but you can change allies as often as you are able. Even if you already have an ally, you can still collect the lump-sum of 25 gold. After upgrading, Peasants are not returned to the Ally deck, but are removed from play.

# Dueling

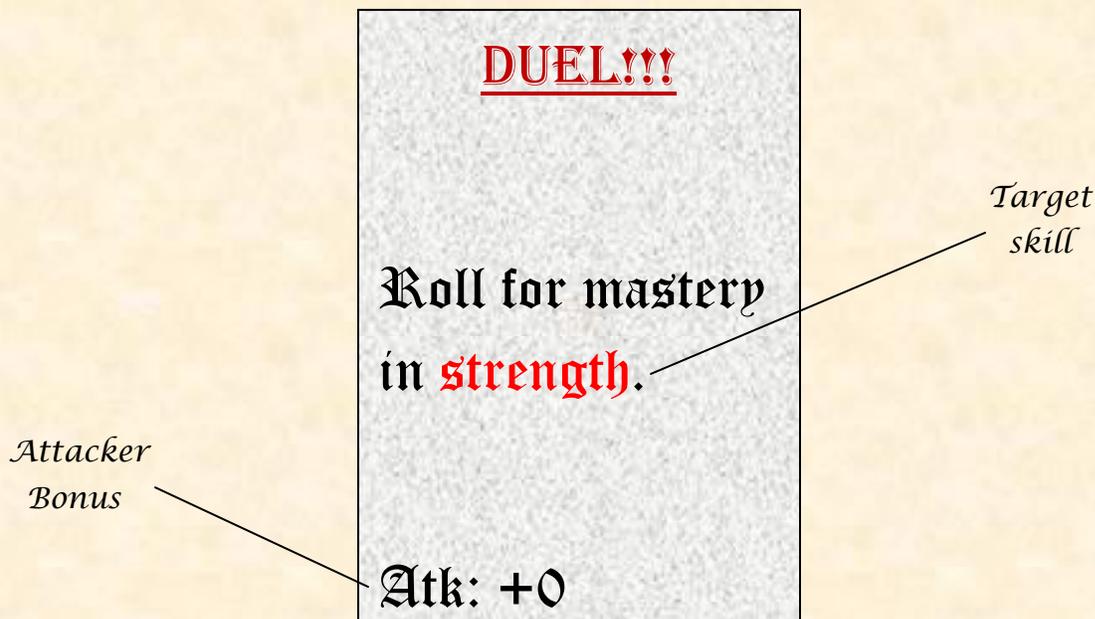
## DUEL!!!

*Challenge an opponent to a duel  
(100% gold or 50% rep, 20 honor, all  
artifacts, 2 market items, or 1  
forged item)*

By choosing this space, you can duel another player in an attempt to take something from them. You can only duel one opponent per round. First, declare who you wish to duel. Then, declare what you will be dueling them for -- you may duel players for all of their gold, half of their reputation (rounded down), 20 of their honor, all of their artifacts (including those from the fate deck), up to 2 of their market items, or 1 of their forged items. If you win the duel, you immediately receive that reward from the loser. The defender cannot refuse to participate in a duel, but instead offers a counterproposal -- if the defender wins, he/she takes the reward he/she counter-proposed. Such counterproposals can include any of the rewards listed above. In the event of a tie, players roll again.

Once the terms of the duel have been established, the attacker draws the top 3 cards of the duel deck. One card is played, while the other 2 go to the bottom of the deck.

Duel cards consist of 2 parts: the skill to be rolled for, and the attacker's bonus.



Whatever card is played, both attacker and defender roll dice equivalent to their ability in that particular skill. Forged items and training can be used in a duel -- market items cannot.

For example: Ben decides to duel Mark by playing this card: Both Ben and Mark will roll their dice as if they were rolling for cunning on a quest: any forged items in cunning they possess will add to their rolls in this duel. Any training in cunning that they have will also be applied to their rolls. Any family entitlements will also be applied to this roll (see page 19). In addition to these bonuses, Ben would gain an additional bonus of +1 because of the attacker bonus listed on the card. Whichever one rolls the highest value after bonuses are applied wins the duel and gains his reward.

**DUEL!!!**

**Roll for mastery  
in *cunning*.**

**Atk: +1**

**NOTE:** Even if a player is being dueled for a forged item, he/she can still use that item in question to help in the duel until it is lost. Even shields can be used in duels.

# Refresh Phase

After the last player takes their turn in the action phase, the Refresh Phase begins. During this phase, three main things happen to set up play for the next round:

## **#1. The forge cards are refreshed.**

Any remaining forge cards at the bottom of the action board that were not purchased are put at the bottom of the forge deck. Five new forge cards are drawn from the top of the forge deck, and placed at the bottom of the action board.

## **#2. The First Bidder token is passed clockwise.**

## **#3. The next Quest Card is drawn.**

Once these actions have been taken, play begins again at the Bidding Phase. Play continues to cycle through the Bidding, Quest, Action, and Refresh Phases until one player gains 200 honor. As soon as this happens, play ends immediately and the winner is declared.

**NOTE:** It is possible to win the game in the Action Phase by winning a duel for a player's honor.

# Family Entitlements

On the back of each role card is a list of "family entitlements." These entitlements are perks that are bestowed upon you by your patron family. Each family gives you 3 entitlements:

**House Bluehelm**

Entitlements:

- +1 to all rolls in **cunning**.  
*A +1 bonus to that family's skill*
- Legendary sword of **cunning** costs no reputation.  
*Legendary swords of the family's skill cost no reputation to purchase at the forge*
- full access to: castle.  
*Full access to a particular spot on the action board*

Full access to a space allows a player to choose that space even if it is already occupied by another player. For instance, the entitlement shown above would grant this player full access to the "Train at the Castle" space on the action board. Even if the castle was occupied, this player could still choose it.

A further effect of full access is that another player can occupy a space even if it is already occupied by its full access player. For example, if John had full access to the castle and put his token there, one other player could place his token there too. For all intents and purposes, it is as if John was not even there.

# Acknowledgements

The awesome clipart used for this prototype was obtained from [openclipart.org](http://openclipart.org), [publicdomainvectors.org](http://publicdomainvectors.org), and [wpclipart.com](http://wpclipart.com).

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## DISCLAIMER

This game is only a prototype. As such, rules and images are subject to change. Nothing in this rulebook should be construed as the final version of **Good Knight!**

## *Contact Information*

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Also, feel free to email [mccolgan9976@gmail.com](mailto:mccolgan9976@gmail.com) for questions and comments.

