

# I Challenge Thee...

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## Goal of the Game

Earn the most honor to win the game! Traverse the board, take in a squire, and duel!

## Setup Rules

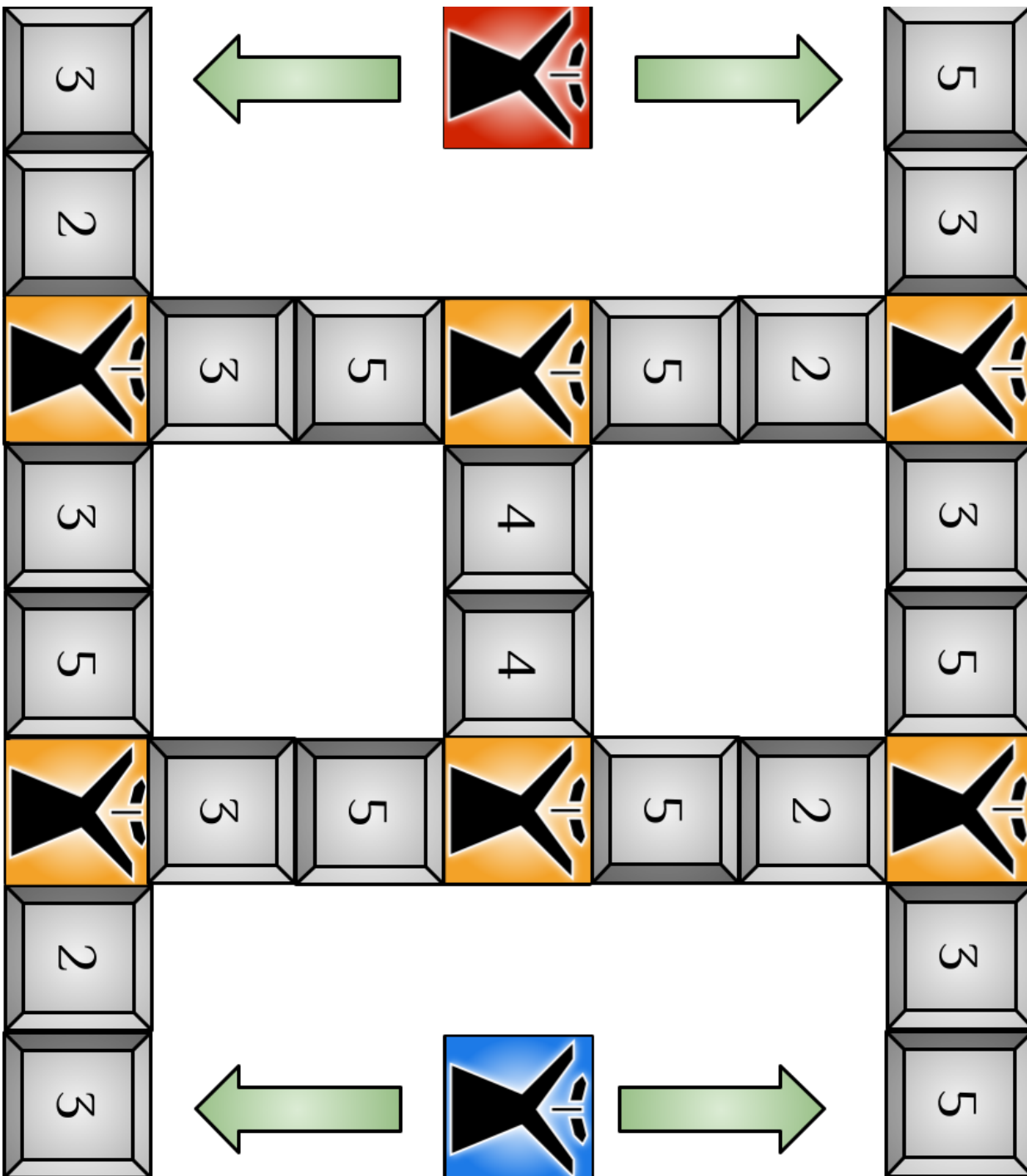
Decide on what color pawn to play as (red or blue, grey helmets). Set the board in between two players with their appropriate colored side facing themselves. Each knight pawn starts on the crossroad icon of their color. Grab the appropriate colored scoreboard and a writing utensil (this is where you will keep score). You can also hold onto a brown helmet of the appropriate background color, but note this is a squire piece, not a knight. Each player can have their own D6 or they may share one.



## Gameplay Rules

- The **starting player turn is determined by who gets the highest dice roll on the D6.** From the start, the player rolls the dice to determine their movement. They'll go either up or down, then they finish the rest of their movement.
- **Movement:** On player turn, the player rolls the dice for their knight first, moves the full number of spaces, and then they roll for their squire should they have one
- If a **knight lands on a number**, that is the number of Honor (H) they add onto their scoreboard.
- If a **knight lands on a crossroad**, their turn automatically ends.
- If a **knight gets 3H**, they **can choose to sacrifice that 3H to summon a squire that acts as a second knight** (must be on the player's turn and limited to 1). However, the H they earn is the numbered space halved rounded up and they cannot issue challenges with an enemy knight, only an enemy squire. On player turn, the knight rolls for movement and moves before the squire does. The only way to dismiss an enemy squire is by landing on them with your knight. Knight's can resummon their squire after 3 rounds.
- A **challenge can be issued only when a player knight lands on another player knight (must be a value space)** Challenges prompt a Roll-Off in which both knights will roll for the higher number. The winner gets double the points of the space value while the loser loses the standard value of that space. If **an enemy squire lands on the opposing squire that is also on the same value space**, it issues a challenge but at half value.

## End Condition Rules

The first player to earn a total of 50 Honor wins the game.



 **Scoreboard** 

*Cheat Sheet*  
 Goal: 50 Honor  
 Squire Summon: 3 Honor

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