

EASTERN WARRIORS, MEDIEVAL LEGENDS, & EVENTS

FIRST DRAFT RULEBOOK

The following rules apply only to the mini-expansions (available from BlueFoxGames.com). Add one or more (or even all) of these expansions to the base game for extra fun. We recommend that you play the base game a few times before adding them.

Each card is marked with two dots on the corners for easy sorting...

COMPONENTS



EASTERN WARRIORS

2 Samurai, 2 Ronin

MEDIEVAL LEGENDS

2 Robin Hood, 2 Joan of Arc, 1 King Arthur,
2 Merlin, 1 Beowulf, 1 Lief Erikson, 1 William Tell

EVENTS

1 Crusade, 1 Feat, 1 Joust, 1 Plague

The following base cards are included to balance out the deck if there are too many expansions mixed in:

3 Peasants, 2 Soldiers, 1 Knight, 1 Castle, 1 Archer,
1 Ninja, 1 Dragon

Exclusive card: TORCH!



EASTERN WARRIORS

SAMURAI

When a rival attacks you with either a COMMON or UNIQUE attack, play a SAMURAI to immediately deflect the attack. Your rival must then use the deflected attack card against a different rival. If he cannot use it (all other rivals have fortifications that his card is unable to attack), he must discard it.

RONIN

Play a RONIN to attack an unfortified rival for 2 cards from their hand (of their choice).

MEDIEVAL LEGENDS

FIRST DRAFT RULEBOOK

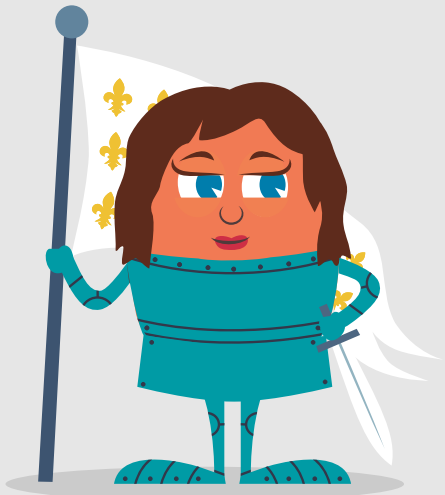
ROBIN HOOD

Take 2 gems from the richest player (or someone tied for the richest) and give them to the poorest player (or someone tied for poorest). If you are the richest player, you might not want to play this card just yet... or you might want to...



JOAN OF ARC

Play Joan of Arc to blindly pick a card from a rival's hand. If it is a COMMON card, it immediately attacks them (bypassing fortifications). Your rival may not respond to this attack. If the card you pick is not a COMMON card, put the card into your hand to use later.



KING ARTHUR

Take the top five cards from the draw pile (face down), and shuffle KING ARTHUR into them. Spread them out on the table face down. Starting with the player who played KING ARTHUR and continuing clockwise until there are no more cards, each player blindly picks one card at a time adding the card to their hand. The player who picks KING ARTHUR must reveal him and gets to take whatever is remaining of the six cards. Discard KING ARTHUR.



MERLIN

Take one card from each rival and add them to your hand. Then, choose your least favorite cards from your hand and give one back to each rival.



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BEOWULF

Anytime a rival attacks you with a DRAGON, defeat (discard) the DRAGON and blindly pick two cards from your attacker's hand. Your rival cannot respond.



WILLIAM TELL

Place William Tell in the center of the table. Beginning with the player to your left and taking turns, each of your rivals must flick one of their gems toward the card. You get to keep the two gems that landed farthest away from the card. All other players may each take back their gem.

If you are playing with only 3 players, each rival should flick 2 of their gems. Take the two farthest away, even if they belong to the same person.

Note: If any rival has no gems, they are exempt from participating in this challenge.



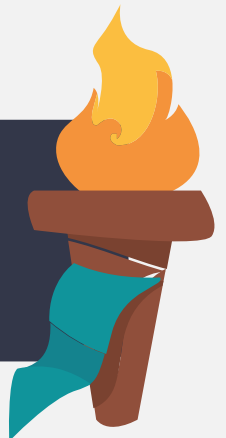
LEIF ERIKSON

All rivals must discard two of their cards (their choice). Unstoppable.

EXCLUSIVE

TORCH

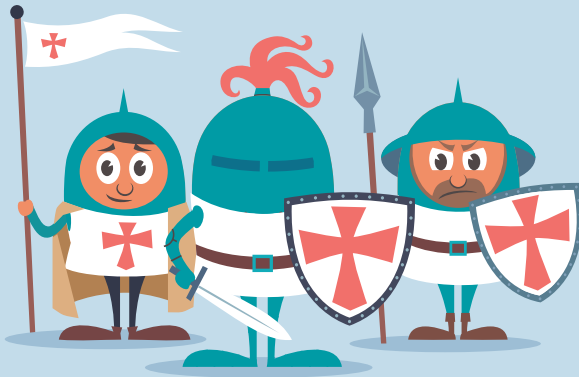
If a rival attacks you with a LADDER or CATAPULT, play a TORCH to burn it. Your rival may continue attacking you with another LADDER or CATAPULT if they choose to.



EVENTS

Shuffle the event cards into the main deck. You will know when an EVENT card surfaces because they have different backs than the other cards. EVENTS affect all players at the same time.

When an event surfaces, keep it face down, placing it beside the draw pile until the current player's turn is finished. Next resolve the EVENT, beginning with the player who just finished their turn and continuing clockwise.



✝ CRUSADE

Optionally, each player may send any ONE COMMON card off to join the crusade (including KINGS or QUEENS). They are rewarded by drawing as many cards as indicated by the strength on the card they sent.

Example: If you send a KING 4, draw 4 cards. If you send a PEASANT 1, draw one card.



🍷 FEAST

Take as many cards from the discard pile as there are players and lay them out for everyone to see. Take turns picking one to add to your hand until all players have taken a card.

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🏰 JOUST

All players must place ONE card face down in front of them. Only COMMON cards (PEASANTS, SOLDIERS, KNIGHTS, and KINGS) can compete in the joust. If a player doesn't have any of these cards, or doesn't want to use any, they must put down another card (but they will lose it). Players simultaneously reveal their cards and the card with the highest strength wins the tournament and gets to take three of the participating cards. All unchosen cards are discarded.

If there is a tie for the win, tied players must play another card face down and again simultaneously reveal them. Continue until a player wins. If both players run out of cards that can compete then the JOUST is a draw and no one gets cards.

Note: You can also play a PRINCESS or a QUEEN to spectate in the JOUST. SPECTATING has two advantages. After the JOUST, they always get to 1) put their PRINCESS or QUEEN back in their hand, and 2) in case of a tie, SPECTATORS may decide who won.



☁ PLAGUE

Taking turns, each player draws one card from the player to their left. If it is a living thing, it dies and gets discarded. If it is a non living thing (like a LADDER, CASTLE, etc), it is returned to its owner (who avoided the PLAGUE... this time).