

Tournament 3

Three Fighting Cards are turned over and lined up on the table. In this tournament, the three battles are held one by one. Each player has to think about the three battles, and to decide on the best way to distribute the cards available for the three battles. At the end of the third battle players may replace their cards by taking new ones from the bank.

A piece of advice: turn over the Fighting Cards that are not being used in this game, then you will be able to see better which tournament is going on at the moment.

Tournament 4

Four Fighting Cards are turned over and lined up for the fourth and final tournament of the game. Now you have to consider all four battles at the same time, and decide how to distribute your cards for all four battles, in order to collect as many points as possible. All the battles are played one after the other as before.

Advice: **Sort out all your cards in the order in which you are planning to use them in the game. Don't forget, you do not have to participate in all the tournaments; sometimes it's better to skip one battle and play in the next with stronger cards (it's more efficient to play in one tournament with three cards than in three tournaments with one card).**

THE END OF THE GAME

The game is over when all four tournaments have been held. Then all the players count up the points they have won in all ten battles.

THE FINAL RECKONING

Only Knight Card points are counted: 2, 4, 6, 8.

Force Cards do not count.



Children who can count up to 100 and over will find it easy to count the points.

Advice to younger players: count the points on your cards up to 20, and then put the cards in separate piles. Then count the piles, and add the remaining cards.

The player who won the highest number of points on his Knight Cards is the winner.

POSSIBILITIES FOR CHANGING THE RULES AND THE LEVEL

If a player accidentally plays a card which does not match the conditions of the battle, he has to take the card back!

The Poor Knight may be played at various levels of complexity. For example, depending on the age of the children and their experience, you can omit at the beginning Force Cards marked with the - symbol; or you can use only Force Cards with low numbers. Also, in order to make it easier, you may play several times at the beginning only tournament 1 or 2, and then play with three or four Force Cards.

And now: good luck in the grand tournament of the Knights!



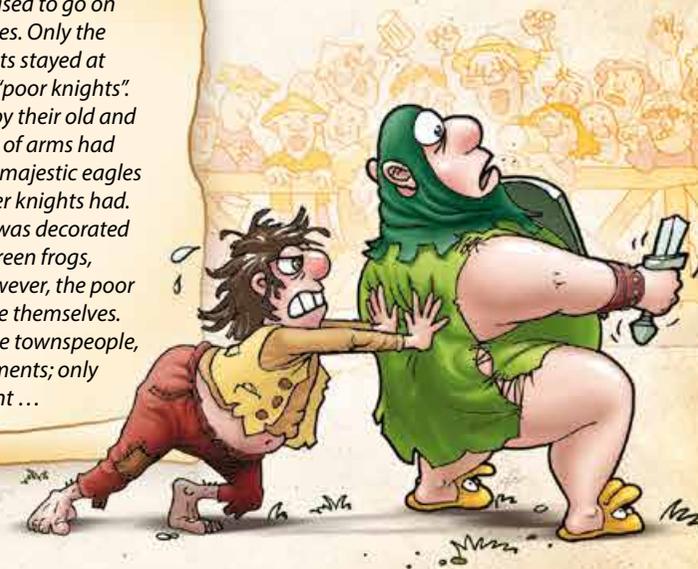
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THE POOR KNIGHT

Illustration: Gediminas Akelaitis

The Poor Knight is an educational card game for 2 to 6 players aged 6 years and older. The game develops their concentration skills, planning and mental calculation. In addition, children learn to recognise shapes, colours and their relationships, and to use the skills they have acquired in the game.

During the Middle Ages, the knights who were really brave and noble used to go on adventures in foreign countries. Only the less brave and hard-up knights stayed at home. These were called the "poor knights". They were easily recognised by their old and rusty armour, and their coats of arms had none of the golden lions and majestic eagles that the coats of arms of other knights had. A poor knight's coat of arms was decorated with plump chickens, slimy green frogs, sleepy snails and rabbits. However, the poor knights also wanted to amuse themselves. Therefore, to the delight of the townspeople, they often organised tournaments; only the rules were slightly different ...



THE SET INCLUDES:

- 104 large cards
 - 72 Knight Cards (18 x 4 of various kinds)
 - 26 Force Cards (6 x 4 of one kind and 2 dragons)
 - 6 The Knight did not Arrive! Cards
- 24 small Fighting Cards (6 x 4 of various kinds)

Total: 128 cards

Knight Cards

These cards have various pictures of Knights, on which the shape and the colour of the shield, as well as the picture of the animal on them, indicate the strength of the Knight.

Shapes of the shield: triangular, square, hexagonal, round.

Colours of the shield: blue, yellow, red, green.

Animals: chicken, frog, rabbit, snail.

Numbers: the numbers 2, 4, 6 and 8 on the Knight Card indicate the strength of the Knight: the higher the number, the stronger the Knight.





Force Cards

These are marked with the symbol + or -. Force Cards with the + symbol strengthen the Knights participating in the battle (by adding the number indicated on the Force Card to the total amount). Force Cards with the symbol - weaken him (the number indicated on the card is deducted from the total amount of each Knight).

If several players put down a card with the - symbol, the direct relation is always taken into account ("minuses" of separate players are not added up).

Example: Player A puts down cards of 12-point-strong Knights and a -3 Force Card, player B puts down cards of 10-point-strong Knights and a -4 force card, and player C puts down cards of 14-point-strong Knights. Player A weakens the cards of player B ($10-3=7$), and player B weakens the cards of player A ($12-4=8$). Player A gets 8 points, and player B gets 7 points. So player A is stronger. Now compare player A with player C. Player C gets 11 points ($14-3=11$). Player A has 12-point-strong Knights, so he is the winner of this tournament.

Note: Force Cards cannot play without Knight Cards!

The Knight did not Arrive! Cards

If you have no Knight Cards with the corresponding features of the Fighting Card(-s), or you do not want to participate in this battle (you want to wait for a later battle), put down the Knight did not Arrive! Card. This means you are not taking part in the battle. However, by the end of the battle, if you wish, you may change the card: for example, you may give back a weak 2-point Knight, and get from the bank a new card.



Fighting Cards

Each Fighting Card indicates one or two features that the Knight has to match in order to participate in the battle. **Important!** The Knight Card must always match at least one of the two Force Card features (when the Force Card has two features): for example, the colour or shape of the shield.

The distinctive features are as follows:

- The colour of the flag (= shield colour)
- The shape of the shield
- The animal in the coat of arms on the shield



THE AIM OF THE GAME

The aim of the game is to collect as many points as possible during the four rounds of the tournament.

GETTING READY FOR THE GAME

The Knight Cards and Force Cards must be well shuffled and dealt out to the players. The first player to deal is the one whose birthday is soonest. Each player gets six cards and one The Knight did not Arrive! Card from the box. If there are only two players, each of them gets seven cards and one The Knight did not Arrive! Card. If there are six players, they get five cards each and one The Knight did not Arrive! Card. The remaining Knight Cards and Force Cards make up the bank. They are turned face-down and placed in the middle of the table.

Note: If any player does not have at least one card with a Knight after the cards have been dealt out, or during the game after giving out the cards (he has only Force Cards), all his cards (except for the The Knight did not Arrive! Card) must be changed by putting them at the bottom of the bank and taking new ones from the top.

THE GAME

The game consists of a tournament of four rounds. During the first tournament, one battle takes place; in the second, two battles; in the third three; and in the fourth, four. In total, there are ten battles during the game ($1+2+3+4=10$) in which each player tries to get as many points as possible. The points are counted up at the end of the game, when all ten battles in the four tournaments are over and the winner is announced.

Tournament 1

One Fighting Card is turned over for everybody to see. Among the cards you have, find the Knight Cards which match at least one feature on the Fighting Card. These Knights may take part in the battle. If you have at least one of these Knights, you may add one or more Force Cards and strengthen the Knight.

Example

There is a green flag and a chicken on the Fighting Card that has been turned over. Therefore, a Knight with a green shield or a chicken on the coat of arms may take part in the battle. The shape of the shield of the Knights taking part in this battle is not important.



All the players put their Fighting Cards on the table and cover them with their hands, so that the others cannot see how many cards they have put down. When all the players have put their cards on the table, they turn them over and start counting the strength of the Knights by adding the points, and announce the total out loud. The player who has the highest number of points wins this first tournament. He collects the Fighting Cards of all the players, and keeps them in his own pile. These cards have now been taken out of the game. The points on the cards will be added up at the end of the game. If two or more players get the same number of points, the winner is the player who has the fewest cards for that number of points. And if even this number happens to be the same, all the players put their cards into their own piles. Players who played The Knight did not Arrive! Card take this card back. They may use it in any battle when they are unable or unwilling to fight.

The first tournament is over. All the players take from the bank as many cards as they have played (for example, if you put three cards down on the table, you must take three new ones).

Tournament 2

Two Fighting Cards are turned over and lined up on the table. Each player has to consider which Knight card and Force card will take part in the first and/or the second battle (as there are Knights matching the features of both fighting cards). Each battle is played in the same way as in the first tournament. The difference now is that players may take from the bank (from the top of the deck of cards) as many cards as they need to have 6 or 7 cards in their hands, in the case there are two players.

Example

There is a hexagonal shield on the picture of one of the Fighting Cards (battle 1). All Knights with a hexagonal shield may participate in this battle. There is a square shield and a snail on the picture of the second Fighting Card (battle 2). All the Knights matching at least one of these two features may participate. A Knight with a green shield and the number 8 may participate in either the first or the second battle, as he can match both features, so the player must decide which would be better.

