TOURNAMENT AT AVALON RULEBOOK



FOREWORD

In this game the magic of Avalon and its inhabitants surround heroes from Arthurian legend. While seemingly chaotic, this game supports deeper player strategy via your unique card powers, tuning your hand by passing cards, sidestepping combat by Feinting cards, as well as informal diplomacy or alliances between players. Table talk and player banter is encouraged!

Tournament at Avalon is the stand-alone sibling game to *Tournament at Camelot.* All of the components from both games are interchangeable. You may combine the Character card choices and Godsend card decks for expanded variety, and can play *Tournament at Avalon* cards using *Tournament at Camelot* rules, or vice versa.



QUICK START GUIDE

for those who have played *Tournament at Camelot*



SAME MECHANICS

as *Tournament at Camelot*

- **GAME SETUP** including distributing Protagonist / Companion cards with Character specific tokens, Player Area, and Health card setup
- **CONSTRUCTING THE WEAPONS DECK** using *Avalon* Special Weapon cards
- **DEALING THE CARDS**
- **PLAYING THROUGH THE MELEES** within the Combat Phase, with rules differences noted below
- **DETERMINING INJURY** due to Weapon Hits at the end of the Combat Phase
- **THE GODSEND PHASE** prior to beginning the next Combat Phase

DIFFERENT MECHANICS

from *Tournament at Camelot*

- **FEY CHANGELINGS:** After shuffling and dealing cards—but before the Combat Phase begins—each player passes three cards of their choosing to the player next to them. Begin by Passing LEFT and alternate the direction of Passing between Tourney Rounds.
- **ENCHANCED ALCHEMY:** Players may choose to play **Alchemy** cards at any time, including in place of basic Weapon cards of the *Lead Suit* which may be in their hand. If the lead player uses an **Alchemy** card to begin a Melee, all following cards played are considered "in-suit".
- **LOCATION CARDS:** Come into play as directed by the *Nimue* Protagonist card, the *Ring of Stones* Godsend card, and the *Chaos of Battle* Game Variant.
- **SWIFT END:** The Combat Phase ends when a Melee is about to begin, but a player has no Weapon cards remaining in hand.

To play using* Tournament at Camelot *rules, do not pass* Fey Changeling *cards. Place the* Guinguemar *Godsend card on the table - it applies to all players, denoting that Enhanced Alchemy is not in effect.

GAME OBJECTIVE

Characters from Arthurian legend participate in a Tournament to determine who is the most powerful in the realm. Taking card tricks equates to receiving battle Injury during a Tournament. Players compete to take the fewest tricks, and direct Injury to their opponents by forcing them to take tricks. The game ends when one or more players reach ZERO Health. The player with the most remaining Health wins the Tournament.

GAME COMPONENTS

1. CHARACTER CARDS (20)



10 PROTAGONISTS + 10 COMPANIONS

Protagonists and Companion cards represent personas or items from Arthurian legend with unique powers that affect gameplay.

2. HEALTH CARDS (12 cards + 6 markers = 6 sets)



Each player receives a set of 2 cards and 1 token to track Heath values from 400-0.

3. BASIC WEAPON CARDS (15 cards from 4 suits = 60)

The tools of Tournament combat. These will make up a player's hand of cards, and will be played into the tricks (Melees) to inflict Injury onto opponents.

4. ALCHEMY (15)

Alchemy cards are similar to Basic Weapon cards, but are a wild suit. At the time it is played, an Alchemy card will match the current Lead Suit in play.

5. SPECIAL WEAPON CARDS (9)



Mists of Avalon (3), Morgan le Fay (3), Apprentice Sorceress (2), and Merlin (1) card with a special card-back.

6. GODSEND CARDS (26)



Godsend cards provide special help to players with the least Health. Each Godsend card has a unique power, with instructions written on the card.

7. TOKENS (12)



8. LOCATION CARDS (5)



GAME SETUP

1. TOURNEY FIELD

a. Form the **Weapons** deck by shuffling together all **Basic Weapons** cards, all **Alchemy** cards, and the *Mists of Avalon, Morgan le Fay,* and *Apprentice Sorceress* **Special Weapon** cards. (Never shuffle the *Merlin* card into the Weapons deck). Place the Weapons deck to one side of the playing area facedown, along with space for discards.

b. Shuffle together all the **Godsend** cards to form the Godsend deck and place it to one side of the playing area facedown, along with space for discards.

c. Keep Location cards in the box until they are needed. (The *Nimue* and *Ring of Stones* cards are used in conjunction with Locations).

d. Players should form a central space with room for playing cards into Melee, surrounded by areas for each player's game pieces.

e. Place the Weapon Card Passing Token on the table.

2. SET UP EACH PLAYER'S AREA

a. Each player receives one **Protagonist** card, its paired **Companion** card, and any tokens needed for their pair. Players may choose their Character set, select randomly, or choose by whatever method the group prefers. Players should stack their Protagonist card on top of its Companion card, covering everything except the *Threshold for Use* area at the bottom of the Companion card. Companion cards are not active until the *Threshold for Use* value is reached on the player's **Health** card.



b. Give each player a set of Health cards and a **Health Marker**. Players should agree on the amount of starting Health for the game. The default value for regular play is 400 (blue *Robust* card). Begin with 300 (green *Stable* card) for shorter games. Place Health cards on the table visible to all players, with Health tokens on the agreed starting Health value.

c. Reserve space around Character and Health cards for tokens, the Weapon Hits pile, and Godsend cards received during gameplay. The **Weapon Hits** pile is the stack of **Weapon** cards collected in battle from lost tricks that will later turn into Injury.

3. RANDOMLY DETERMINE THE DEALER

The player to the left of the Dealer is the Lead Player and will start play, as defined in the **HOW TO PLAY** section.

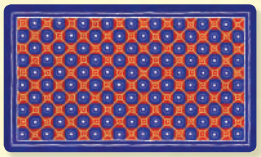
GAME SETUP FOR A 4-PLAYER GAME



GODSEND deck

Area designated for GODSEND CARDS

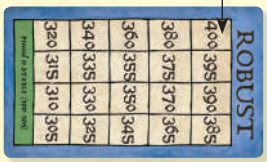
WEAPONS Draw Deck



Area designated for DISCARD PILE

PLAYER #1

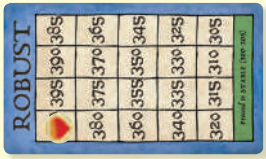
Place Health token on starting point





WEAPON CARD PASSING token

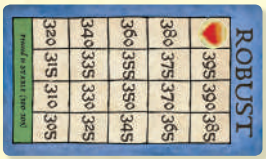




PLAYER #2

PLAYER #4

NOT USED





ARTHUR PENDRAGON always begins with a USED/ NOT USED token





PLAYER #3

HOW TO PLAY

Tournament at Avalon is a trick-taking game played in a series of **Tourney Rounds**. During the Tourney Round Combat Phase, **Weapon cards** are played from each player's hand into a **Melee** to form a trick of cards. Taking card tricks, also called "losing a Melee," equates to receiving battle Injury. Players compete to take the fewest tricks, and to give Injury to opponents by forcing them to take tricks.

Tournament at Avalon game play occurs in four main sections, or Phases: Dawn, Combat, Dusk, and Godsend.

NOTE: Some Protagonist, Companion, & Godsend cards have powers that trigger or are played at specific times. Follow card directions to resolve card powers at the correct time. If conflicting card effects occur simultaneously, the player with the lowest Health chooses the order in which they resolve.

- DAWN PHASE -

1. The **TOURNEY ROUND BEGINS** – Set Protagonist & Companion card powers and tokens to their unused state.
2. The Dealer shuffles the Weapons Deck and deals 12 cards to each player.
3. **FEY CHANGELINGS:** After receiving cards, but before the Combat Phase begins, everyone PASSES three cards of their choosing to the player next to them. Pass Left in Tourney Round 1, Pass Right in Tourney Round 2; continue alternating directions between Tourney Rounds.
4. Use the **Weapon Card Passing Token** to track both the Dealer for the Tourney Round and card passing direction.



- COMBAT PHASE -

1. The player to the left of the Dealer is the Lead Player, and begins the first Melee by playing a card from their hand into the center of the table. The suit of the first card played into Melee is the Lead Suit.
2. Continuing clockwise, each player plays a card from their hand. Players MUST "follow suit" by playing cards whose suit is the same as the Lead Suit.
   - **a.** Players may choose to play an Alchemy card or a Special Weapon card instead of a Basic Weapon card – these card types always play as "in-suit".
   - **b.** Whenever a card is played that matches the NUMBER value of another card in play, both cards enter a **Feint** and cannot lose the Melee.
3. If a player is unable to follow the Lead Suit or make a legal play (such as with an Alchemy card), that player is **Shamed** out of the Melee.
   - **a.** That player chooses a card from their hand and places it faceup in the Weapons Discard pile and immediately takes 5 points of Injury, moving their Health marker accordingly.
   - **b.** Special Weapon cards may be played at anytime – players may Shame for not following suit while saving Special Weapons to play in a later Melee.

4. The player with the LOWEST valued Weapon card loses the Melee.
   - **a.** All cards played in the Melee determine Weapon Hits Injury – the losing player places them in their Weapon Hits pile in their Player Area.
   - **b.** The losing player becomes the new Lead Player and will play the first card into the next Melee.
   - **c.** If all Weapon cards in a Melee are Feinted, no one loses the Melee. Set aside the cards and play the next Melee with the same Lead Player. The loser takes the Weapon Hits from both Melees.
   - **d.** Exception: If one or more *Morgan le Fay* cards was played into Melee, then the Highest valued card loses. *(Special Weapons, page 12).*
5. Continue playing through Melees – **The Combat Phase ends when a Melee would be played, but one or more players have no cards remaining in hand.** This is usually 12 Melees, but may be less due to the influence of other cards.

NOTE: In cases where card powers modify or conflict with rules written here, defer to the card powers. Card powers are designed to create specific, unique conditions, and always supersede basic rules.

- DUSK PHASE -

1. Players discard all unused Weapon cards in their hands, or special cards that may have been placed under Character cards during the Tourney Round.
2. Players tally their INJURY taken from cards in their Weapon Hits pile, subtract the Injury total from their current HEALTH score, then mark the new score on their Health Card.
   - **a.** Standard Basic Weapon and Alchemy cards are worth 5 Injury points each.
   - **b.** Poisoned Basic Weapon are worth 10 Injury points each.
   - **c.** *Apprentice Sorceress* cards are worth 10 Injury points each.
   - **d.** *Morgan le Fay* and *Mists of Avalon* cards are worth 25 Injury each.
   - **e.** Apply any card powers in play which modify Injury from Weapon Hits. Weapon card Injury can only be doubled once by card power abilities.
3. Each player is given one last chance to use any unused Godsend cards in play, or any once per Tourney Round Protagonist / Companion powers.
4. The player with the lowest Health becomes the new Dealer. Place the Weapon Card Passing Token in front of this player. The next Combat Phase will begin with the player to the Left of the Dealer.
5. Proceed to the Godsend Phase. The player with the highest Health shuffles all cards from the Weapon Discard pile back into the Weapons deck.

NOTE: When a player(s) reaches ZERO Health or less, the game ends immediately. This usually happens when Injury is tallied in the Dusk Phase, but may occur during the Combat Phase due to Shame or other immediate Injury effects. The player with the most Health wins the game!

- GODSEND PHASE -

Godsend cards provide ***help for the most injured players.*** At the start of this phase, discard old Godsend cards before selecting new Godsend cards.

WHO GETS A GODSEND CARD?
Godsend card selection happens in three cycles, based on Health totals from the end of the Dusk Phase. Within each cycle, if more than one player should receive a card, start with the most injured player and proceed to the least injured player. In a tie, the most injured player is the one closest to the left of the previous Dealer.
The healthiest player NEVER receives a GODSEND card in this way.

1. The player(s) with the most Injury receive Godsend cards **as per the chart below**. Each Tourney Round, the number of players receiving cards increases.

GODSEND CARD RECIPIENT CHART (3-4 PLAYERS)

Tourney Round 1:	only the most injured player receives a card
Tourney Round 2:	two most injured players receive a card
Tourney Round 3+:	three most injured players receive a card

GODSEND CARD RECIPIENT CHART (5-6 PLAYERS)

Tourney Round 1:	two most injured players receive a card
Tourney Round 2:	three most injured players receive a card
Tourney Round 3:	four most injured players receive a card
Tourney Round 4+:	five most injured players receive a card

GODSEND CARD RECIPIENT CHART (7-8 PLAYERS)
— Only use in *Chaos of Battle* Game Variant —

Tourney Round 1:	three most injured players receive a card
Tourney Round 2:	five most injured players receive a card
Tourney Round 3:	seven most injured players receive a card

2. Any player who is 100 or more Health behind the least injured player receives an additional Godsend card; Card selection begins with the most injured player.
3. Any player who is 200 or more Health behind the least injured player receives an additional Godsend card; Card selection begins with the most injured player.

PICKING GODSEND CARDS:

1. Flip over the top two cards and place them beside the Godsend deck.
2. Players receiving Godsend cards may take one of the faceup cards OR draw a facedown card from the top of the Godsend deck.
3. Play Godsend cards immediately (on yourself or opponents), unless the card says otherwise. Players put cards faceup in front of them in their Player Area.
4. Immediately replace a claimed faceup card with a new one from the deck.
5. After all players have selected their cards, discard unchosen faceup Godsend cards and return to the Dawn Phase.

NOTE: If an immediate effect causes a player to lose Health, do NOT recalculate who receives Godsend cards this phase.

- GAME END -

The game ends when at least one player reaches ZERO Health. The player with the most Health remaining is declared the victor! If this occurs in the middle of a Tourney Round, end the game immediately and determine the winner. Ties share the win.

- EXAMPLE: RESOLVING A MELEE -



1. **PLAYER 1:** Leads with the 14-Arrows card. Each opponent must play an Arrows or Alchemy card if they have one.
2. **PLAYER 2:** Chooses to play the 13-Alchemy, even though they had Arrows cards in their hand.
3. **PLAYER 3:** Plays Mists of Avalon, which discards the 13-Alchemy. At the time Mists of Avalon was played, 13-Alchemy was the lowest value
4. **PLAYER 4:** Plays the 8-Arrows card.
5. **PLAYER 5:** Has no Arrows or Alchemy cards, so discards the 2-Sorcery card and immediately suffers 5 Injury for Shaming.

Player 4 Loses this Melee. Player 4 is the *Sir Percival* Protagonist, so may give the 14-Arrows card and 8-Arrows card to opponents during the Dusk Phase.

- EXAMPLE: TALLYING WEAPON HITS INJURY -

These are the cards in Player 4's Weapon Hits pile at the end of the first Combat Phase.

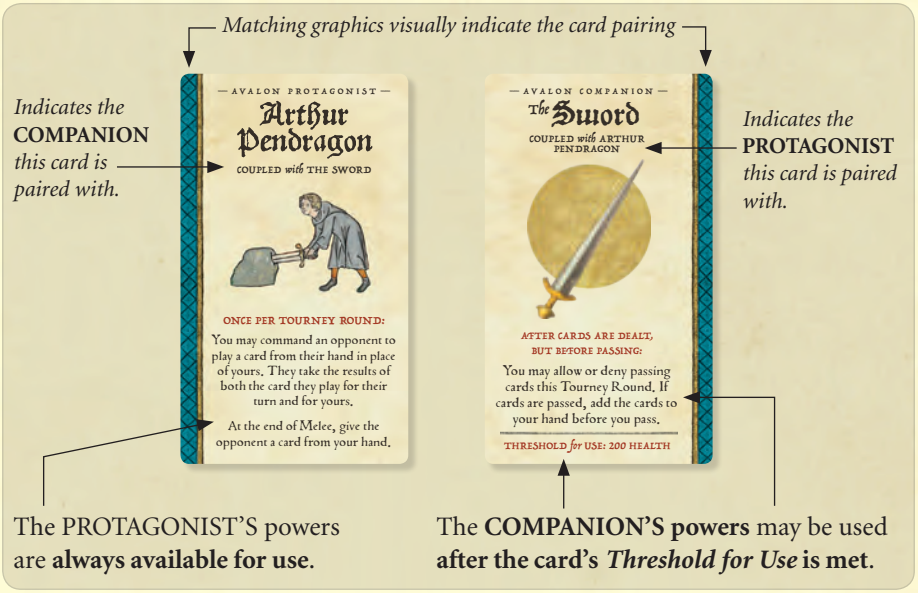


0 points *25 points* *0 points* *10 points* *5 points* *5 points* *5 points*

Player 4 uses *Sir Percival's* card power to give the 14-Arrows to Player 1 and the 8-Arrows to Player 3. Player 4's TOTAL INJURY for this round is **50**.

CARD ATTRIBUTES

1. **CHARACTER CARDS:** Protagonist and Companion cards represent personas or items from Arthurian legend. Every player receives a Protagonist and its paired Companion card during game setup.



- Each Character card has a unique power (written on the card) that a player can use to affect gameplay. When and how a specific power is used is also indicated.
- Players keep the same pair of Character cards for the entire game.
- At the beginning of the game, Protagonist powers are immediately available. Companion powers are locked.
- Each Companion card has a *Threshold for Use* value, shown at the bottom of the card. When a player's Health is equal to or less than the Threshold for Use, the card is immediately unlocked.
- Companion powers can activate in the middle of a round if an immediate damage effect such as Shame causes a player to reach the Threshold for Use.
- Once a Companion card is unlocked, it remains unlocked for the rest of the game, even if the player recovers Health and goes back above the Threshold.
- The back of each Character card has information about that character or item. It is included for general interest, and does not affect game play.
- Players using *Arthur Pendragon, Sir Galahad, Sir Lionel, Armor of Avalon, The Lion* and *The Elf Knight* Protagonist/Companion cards also receive token(s) that are used to help track power use.







2. **HEALTH CARDS:** These cards track how much Injury (damage) players have received throughout the game. Health cards should be kept visible at all times. Each player receives a set of 2 two-sided cards and a Health marker to track Health values from 400-0.

CARD #1



Side A



Side B

CARD #2



Side A



Side B



Health Marker

3. **WEAPONS DECK:** Weapon cards are the basic tools of combat between players. Cards from the Weapons Deck will make up a player's hand, and will be played into the Melees to inflict Injury onto opponents.

- There are three categories of Weapon cards: **Basic Weapon, Special Weapon,** and **Alchemy** cards.
- Some Weapon cards are **Poisoned**, which is a special card state. Poisoned cards inflict more Injury than the equivalent standard cards.

A. BASIC WEAPON CARDS:



4 SUITS: SWORDS, ARROWS, SORCERY, AND DECEPTION – 15 cards each

Each Weapon suit has 11 STANDARD cards and 4 POISONED cards.

STANDARD CARDS



All Standard cards are worth ***5 injury*** *points.*

POISONED CARDS have a skull and bloodstains on them.



All Poisoned cards are worth ***10 injury*** *points.*

POISONED cards **injure** opponents **more** than STANDARD cards.

B. **SPECIAL WEAPON CARDS:**

There are four types of Special Weapon cards: *Mists of Avalon, Morgan le Fay, Apprentice Sorceress* and *Merlin.* Each type of Special Weapon card has a unique power written on the card that can used when played in a Melee**.**

- The *Mists of Avalon, Morgan le Fay,* and *Apprentice Sorceres*s cards are shuffled into the Weapons deck and dealt out with the other Weapons cards. These cards are always "in-suit" when played into Melee.
- When a Special Weapon card is the first card played into a Melee, its player chooses the Lead Suit for the rest of the Melee.



- When a *Mists of Avalon* card is played, discard the card in the Melee with the lowest value. This discard effect happens immediately and only affects opponents who played cards before *Mists of Avalon* entered the Melee.
- The players of any *Mists of Avalon* discards are Shamed. Cards in a Feint are discarded if their value is the lowest.
- If a *Mists of Avalon* card is the only card in the Melee when a second *Mists of Avalon* card is played, discard the first *Mists of Avalon* card and its player is Shamed.
- If a *Mists of Avalon* card is the first card played into Melee it does not discard itself. Its player chooses the Lead Suit.

- The Poison designation on the *Apprentice Sorceres*s and *Morgan le Fay* cards may not be changed.
- When a *Morgan le Fay* card is played into Melee, the player with the HIGHEST VALUE card loses the Melee. If the *Morgan le Fay* card is removed from the Melee for any reason, the card effect no longer applies.
- *Morgan le Fay* cards in a Feint are not removed from the Melee. Card powers remain active.









- The included special *Merlin* card is only used when playing with the *Carmathen* Location card, and is never shuffled into the Weapons Deck.
- *Merlin* is assigned any suit and value when played into Melee.

C. **ALCHEMY CARDS:**

Alchemy cards are similar to Basic Weapon cards, but are a wild suit. At the time it is played, an Alchemy card will match the current Lead Suit in play. The number value on an Alchemy card does not change.

- Players may choose to play Alchemy cards in place of Basic Weapon cards of the Lead Suit which may be in their hand.
- When a player has an Alchemy card—but no cards of the Lead Suit—that player must play the Alchemy card.
- Players may NOT have Alchemy cards in their hand when declaring Shame.
- If the Lead Player plays an Alchemy card, all subsequent Weapon cards played in the Melee are "in-suit."
- When a Character or Godsend power is triggered in a Melee, and that power involves a Basic Weapon card suit, Alchemy cards are not affected.



EXAMPLE:

- Player 1 leads with a 9 OF DECEPTION.
- Player 2 has 1 OF DECEPTION and the 10 OF ALCHEMY.
- Player 2 may choose to play either one of these cards, but chooses the 10 OF ALCHEMY (in order not to lose the Melee).



4. **GODSEND CARDS:** These represent either boons or interference from powerful benefactors between Tourney Rounds. They provide special card powers help to players with the least Health.

- Godsend cards placed in front of a player are considered active, and are public information. Any player may ask to read a Godsend card in front of any other player at any time. It's helpful for players to read aloud the powers of Godsend cards in front of them before the next Tourney Round begins.
- Each Godsend card has a unique power, with instructions written on the card.
- The *Chivalry* and *Plague* Godsend cards use special tokens.
- At the beginning of the Godsend Phase, all old Godsend cards are discarded before selecting new Godsend cards. They may not be held over multiple Tourney Rounds.

5. **LOCATION CARDS:** These give players additional powers when they HOST a Tourney Round.

- In the 3-6 player standard game, the *Nimue* Protagonist card and the *Ring of Stones* Godsend card use Locations.
- Special Location rules are used in the 7-8 Player CHAOS OF BATTLE game variant. The variant rules for Chaos of Battle (*pages 16-17*) may be played with as few as 5 players.

CARD POWER INTERACTIONS

If the Lead Player's card is replaced or altered, the Lead Suit does not change. If a player's card is replaced or altered and no longer matches the Lead Suit, that player discards the card, takes Shame damage, and is out of the Melee. If a player uses a power to take a card that was buffed by another Character's power, that card does not retain the benefit.

1. ARTHUR PENDRAGON and THE SWORD
If *Arthur* commands an opponent and they cannot legally play a card (including if they have no cards in hand), the opponent Shames. *The Sword* does not affect card powers – only card passing in the Dawn Phase. If playing with *The Sword* using *Tournament at Camelot* rules, *The Sword* will enable passing cards.

2. MERLIN and WIZARD STAFF
Merlin may use his power in every Melee regardless of Lead Suit if he has Sorcery cards in hand. Both cards count for resolving the Melee and as Weapon Hits.

3. SIR PERCIVAL and THE SWAN
Arrows cards in *Sir Percival's* Weapon Hits pile may be given to multiple players. *The Swan* affects any one Godsend card in its Player Area, including cards placed by its player or by opponents.

4. NIMUE and GRIMOIRE
Nimue does not add extra Weapons cards to the deck; in The *Chaos of Battle* variant, discard *Nimue*'s Location before the Host chooses the next Location.

5. SIR BORS and SIR LIONEL
If a player has multiple cards in a Feint with *Sir Bors*, they do not heal multiple times. *Sir Lionel* may not give Weapon Hits from his power to multiple players.

6. LANCELOT DU LAC and ARMOR OF AVALON
Lancelot du Lac cannot distribute the cards discarded by the *Armor of Avalon* power – only a card he played involved in the broken Feint.

7. SIR MORIEN and THE DESTRIER
If *Sir Morien's* Swords card changes suit or exits Melee, his power doesn't affect cards not yet played. *Sir Morien's* power does not affect Melees led by *Elf Queen.*

8. ELF QUEEN and ELF KNIGHT
As players reveal cards, assign suits/values for cards like *Apprentice Sorceress* as they turn faceup. The *Mists of Avalon* only discards revealed faceup card(s). The *Elf Knight*'s token can only be placed once per Melee and persists for the entire Melee.

9. SIR YVAIN and THE LION
If a player uses *The Lion* to play additional cards, they all count for determining who loses the Melee.

10. SIR GALAHAD and THE GRAIL
When *Elf Queen* & *Sir Galahad* sit next to each other, the powers do not conflict. "Play the first card" and "Lead the Melee" are not the same. If *Sir Galahad* is Injured below negative 150, *The Grail* is not enough to save him and he dies.

FEINTING & SHAMING

FEINTING: Any time two or more Weapon cards with the same number value are played into a Melee, they are in a state called a "Feint" or "Feinted." Do not count Feinted cards when determining who loses the Melee. Players in a Feint sidestep the Melee, and are ineligible to take the trick.

- When a Feint occurs, do not discard the Feinted cards; they remain in the Melee and are taken by the loser as Weapon Hits. (TIP: Flip over Feinted cards so they are facedown. Any player may look at cards in a Feint at any time.)
- Multiple Weapon cards may be involved in a single Feint, so long as they all have the same card value. A Melee may also contain multiple Feints (different sets of Feinted cards).
- A card remains Feinted only as long as there is at least one Weapon card of matching value in the Melee. Feints are broken if one of the Feinted Weapon cards is altered by another card's power.
- Weapon card Feints may trigger Protagonist, Companion, or Godsend card powers, which should be resolved immediately.
- Special Weapon cards may be Feinted.
- Feinted Weapon cards remain active for resolving card effects in a Melee, such as the *Morgan le Fay* or *Mists of Avalo*n card powers.
- If all Weapon cards in a Melee are Feinted, no player loses the Melee. Set aside all the Feinted cards and play the next Melee with the same Lead Player. The loser takes the Weapon Hits from both Melees. Tricks may accumulate this way across multiple Melees until someone loses. The losing player takes the Weapon Hits from all accumulated Melees.
- If the final Melee in a Tourney Round ends with all Weapon cards Feinted, place them into the Weapons Discard pile.

SHAMING: Whenever a player cannot play a card legally into a Melee, they are Shamed. That player immediately marks 5 Injury points on their Health card, then chooses any card from their hand and places it face up in the Weapons Discard pile

- The 5 Injury points represent the embarrassment and ridicule a received for not bringing the correct weapons to the Tournament field. Opponents may say "SHAME!" to them to remind them to take their Injury.
- Because Alchemy may be played into Melee as legal "in-suit" cards, players may NOT have Alchemy cards in their hand when declaring Shame.
- Players may keep Special Weapon cards in hand when declaring Shame.
- If all except the Lead Player are Shamed, that player loses the Melee. They take the one card in the Melee and add it to their Weapon Hits pile.
- Other effects may cause Shame Injury as directed by the card's power.
- When a power comes into effect and causes a played card to be an illegal play, the card's player discards that card and is Shamed.

THE CHAOS OF BATTLE FOR 7-8 PLAYERS

Play three Tourney Rounds or until a player(s) reaches ZERO Health.
The player with the most remaining Health WINS.

This variant **requires** both *Tournament at Camelot* and *Tournament at Avalon* game sets to play. (Two full suits of cards from *Camelot* are added to the *Avalon* Weapons deck.) There is often an extreme amount of card manipulation by players during each Melee. This variant is even more about alliances, diplomacy, and savvy card play than the core *Tournament at Avalon* game.

Although created and optimized for 7-8 players, you can play The *Chaos of Battle* variant with as few as 5 players if you like the extra flavor that the Location cards add. When there are fewer players, there is less Feinting than when many play.

1. GAME SETUP: Combining *Avalon* and *Camelot*

a. Combine Protagonists/Companions from both games and assign to players. This can be done randomly or by player choice.
b. If in play the *Elf Queen* Protagonist is always the first Tourney Round's HOST. Otherwise, randomly determine a Lead Player. This player is the HOST, picks the starting LOCATION card, and gains the Host Advantage listed on the card.
c. Separate out the *Tournament at Camelot* Weapon Deck into the five suits – SWORDS, ARROWS, SORCERY, DECEPTION, and ALCHEMY. Set aside the *Merlin* and *Sorcerer's Apprentice* cards from this deck.
d. Starting with the full Weapons deck from *Tournament at Avalon*, add from *Tournament at Camelot* the two suits listed on the starting LOCATION card that was chosen by the Host. Shuffle to create the combined *Chaos of Battle* Weapons deck.
e. Set aside the *Beswitched, Dwarves, Alchemy*, and *Black Knight* Godsend cards. Shuffle together the Godsend decks from both games to use during the Godsend Phase.

2. HOW TO PLAY

a. The Host deals hands of 12 cards to each player.
b. Play proceeds using game rules from *Tournament at Avalon*. Begin with the Dawn Phase and play through the Dusk Phase.
c. In the first Combat Phase, the Host is the Lead Player for the first Melee. In following Tourney Rounds, the player to the Host's left is Lead Player for the first Melee.
d. At the end of the Dusk Phase, after Weapon Hits are tallied, the player with the least Health chooses the next Location and becomes Host.

3. CHANGING LOCATIONS AND HOST

a. Discard the old Location card *(If in play, Nimue also discards her Location.)*
b. The Host chooses a new Location for the next Tourney Round. The new Location must share at least one Weapon suit with the previous Location. The Host may choose to remain at the same Location.
c. Place the new Location card in front of the Host.
d. Proceed to the Godsend Phase.

4. GODSEND PHASE

- If in play, discard old Godsend cards before selecting new Godsend cards.
- The player with the most health rebuilds the expanded Weapons deck according to the Weapon suits listed on the new Location card. Remove the extra suit no longer in play and shuffle the new suit into the Weapons deck. If the Host has picked the same Location, continue with no changes to the Weapons deck.
- In the first Tourney Round, the three players with the lowest Health receive a Godsend card. After each following Tourney Round, two more players with the least Health receive a Godsend card. *(see Godsend Recipient table, page 8)*
- Godsend card selection always begins with the player with the least Health and proceeds to the player with the next most Health. **The player with the most Health never receives a Godsend card.** Select cards according to the Godsend rules *(page 8)*.
- Do NOT award Godsend cards to players 100 or 200 Health points behind the Healthiest player.

5. GAME END

The game ends after three Tourney Rounds or when a player (or multiple players) reaches ZERO Health. The player with the most remaining Health wins. If players are tied for most remaining Health, they share the win. Huzzah!

CHOOSING THE NEXT LOCATION



Twilight was the Location used in the first round. SWORDS and SORCERY were the extra suits added from *Camelot.*

POSSIBILITIES FOR NEXT LOCATION







The Host may choose *Oak Forest* or *Carmathen* because they each have one of the Weapon suits shown on *Twilight* (the previous Location). The Host may also choose to use *Twilight* again.

ONCE THE NEXT LOCATION IS CHOSEN:



- The new host picks *Oak Forest* for the new Location, which calls for extra SWORDS and DECEPTION.
- The Dealer takes the extra suit of SORCERY cards from last round out of the Weapons deck.
- The extra suit of DECEPTION is then shuffled into the Weapons deck.

AVALON & ARTHURIAN LEGEND

Avalon, where "the ladies live who know all the magic in the world" appears in some original sources, but never with much detail. However, we do know that many significant people and events were connected to the island:

PEOPLE

- **LADY of the LAKE** is the title given to the ruler of Avalon. Her specific character and story details vary between the different Arthurian stories. Nimue, Vivian, and even Morgan have been identified as being Lady of the Lake. Interestingly, rule by a woman is in stark contrast to the patriarchal feudalism of medieval Europe.
- **LANCELOT du LAC** was raised from infancy by the Lady of the Lake. At her behest, he was knighted by Arthur. He was greatly admired as a brave and chivalrous knight—until his adulterous relationship with Arthur's wife, Guinevere. This betrayal led to civil war and the end of King Arthur's reign. Lancelot spent the end of his life in celibate penance for his sins.
- **SIR GALAHAD**, one of three knights to achieve the Holy Grail, was Lancelot's son.
- **MERLIN,** a powerful Druid wizard, tutored Nimue in the art of sorcery before she became the Lady of the Lake. He was also mentor to Arthur Pendragon (young King Arthur).
- **MORGAN LE FAY,** also known as Morgaine or Morgana, was half-sister to Arthur and in some tales, mother of Mordred. She is primarily known as a powerful sorceress—at times good, but often quite wicked. Morgan was an adversary to Arthur and many of the Round Table knights, and she really despised Guinevere. However, Morgan was also Arthur's savior, bringing him to Avalon to heal from the mortal wound inflicted by Mordred at the Battle of Camlann.

EVENTS

- Arthur's sword (Excaliber) and scabbard were forged in Avalon. The blade was strong, but the scabbard was "worth ten of the sword" because it was enchanted! The person who wore it could not be killed by any wound received.
- Although his wounds were healed in Avalon, Arthur never returned to his Kingdom after the Battle of Camlann. Some say he is waiting—out of space and time—to return, and will do so when Britain most needs him.

For many, Avalon represents the Druidic religion of the British Isles before the advent of Christianity. Nature and her primordial forces were worshipped and the earth was seen as a Mother Goddess.

Each Tournament at Avalon card is marked on the lower left with an "A".

SOLVING DISAGREEMENTS

Tournament at Avalon has many cards whose powers can interact in a myriad of different ways. When there is a question, most combinations are easy to understand and rule upon. Others might require deliberation.



Use this formula to settle any card power conflicts that arise:

- GODSEND cards overrule PROTAGONIST cards
- PROTAGONIST cards overrule COMPANION cards
- COMPANION cards overrule SPECIAL WEAPON cards
- SPECIAL WEAPON cards overrule BASIC WEAPON and ALCHEMY cards

If players cannot agree upon a ruling for how cards powers interact, the player with the lowest Health makes the final decision.

CREDITS

DESIGNERS: Ken Shannon, Karen Boginski, & Jody Barbessi

ART DIRECTION, ILLUSTRATION, GRAPHIC DESIGN, & PRODUCTION LAYOUT: Jody Barbessi

DEVELOPERS: Kyle Platte and Charli Francis

ADDITONAL DESIGN: Kenneth C Shannon IV

EDITOR: Charli Francis

RULEBOOK ASSISTANT: Elizabeth Reece

WIZKIDS/NECA, LLC
603 Sweetland Ave.
Hillside, NJ 07205 USA
www.wizkids.com

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PLAYER REFERENCE SUMMARY

- DAWN PHASE -

1. The TOURNEY ROUND BEGINS – Set Protagonist & Companion card powers and tokens to their unused state.
2. The Dealer gathers and shuffles the Weapon cards, then deals hands of 12 Weapon cards to each player.
3. Everyone PASSES three cards of their choosing to the player next to them. Begin by Passing Left and alternate direction of Passing between Tourney Rounds.

- COMBAT PHASE -

1. The player to the left of the Dealer is the Lead Player for the first Melee. The Lead Player chooses a card from their hand to play into Melee. The suit of this card is the LEAD SUIT for the Melee.
2. Continuing clockwise each player must follow suit by playing an "in-suit" card, an Alchemy card, or a Special Weapon card.
   - If two or more played cards have the same number, those cards enter a FEINT and cannot lose the Melee. Resolve Feints at the end of Melee *(page 15)*.
   - When unable to play a card, a player is SHAMED out of the Melee and must choose a card from their hand to place faceup in the Weapons Discard pile. That player immediately takes 5 points of Injury.
   - Special Weapon cards may be held in hand and played at anytime.
3. The player with the lowest card value loses, and is the Lead Player for the next Melee. Place all cards from the lost Melee into the loser's Weapon Hits pile. Continue playing Melees.
4. The Combat Phase ends when a Melee is about to begin, but a player has no Weapon cards remaining in hand.

- DUSK PHASE -

1. Players count their INJURY taken from cards in their Weapon Hits pile (applying any card powers in play), subtract the Injury total from their current HEALTH score, then mark the new score on their Health Card.
2. The player with the least Health is Dealer for the next Tourney Round.

- GODSEND PHASE -

1. If in play, discard old Godsend cards before selecting new Godsend cards.
2. Determine which players receive cards during this Godsend Phase *(page 8)*. The player with the most Health never receives a Godsend card.
3. A player(s) receiving a Godsend card selects their card and must play it immediately, unless otherwise stated on the card.
4. Discard unchosen Godsend cards and return to the Dawn Phase.