REINER KNIZIA

Ivanhoe



GMT GAMES

© 2000 GMT Games, Hanford, CA 93232. Printed in USA.

Take on the role of a knight and join the prestigious tournaments at the king's court. Use your cards to win the jousting competitions, or fight with your sword, axe or morningstar. Rally your squires, gain the support of a maiden, and surprise your opponents. The first player to win four or five different tournaments becomes the overall victor.

Players	Two to five
Playing Time	20 to 60 minutes (increasing with the number of players)
Components	110 cards:



70 color cards (14 cards each in five colors)
20 supporter cards (16 squires and four maidens, all in white)
20 action cards (as described below)
25 tokens (five each in five colors)

OVERVIEW

The game consists of many consecutive tournaments. The player who starts a tournament determines which weapon (color) will be used in it. A tournament may start as jousting (purple), as a fight with swords (red), axes (blue) or morningstars (yellow), or as a fight without weapons (green). Usually a tournament is fought with the same weapon (color) throughout. However, some action cards allow the players to change the current tournament weapon (color).

A player who wins a tournament receives one token of the final color in which the tournament was fought. However, a player who wins a jousting tournament (purple) may take any color token (due to the prestige of the jousting tournament).

OBJECTIVE

With two or three players, the first player to obtain one token in each of the five colors wins the game.

With four or five players, the first player to obtain four different color tokens wins the game.

PREPARATION

Players draw from a pool of five tokens of different colors. The player drawing purple shuffles and deals eight cards to each player. Place the remaining cards as a facedown draw deck in the middle of the table. Place all tokens next to the deck (as the pool of tournament prizes).

SEQUENCE OF PLAY

The player seated to the left of the dealer starts the first tournament. Thereafter it is always the winner of the previous tournament who starts the next one. The player starting the tournament always takes the first turn. Play then progresses clockwise. Each player in his turn may conduct the following steps in the order listed:

1. Draw a new card
2. Play cards
3. Withdraw from the tournament



DRAW A NEW CARD

A player begins his turn by drawing one card from the draw deck. There is no limit to the number of cards a player may have in his hand. When the last card is drawn from the draw deck, reshuffle the discard pile and place it face down to form a new draw deck.

STARTING A TOURNAMENT

The player starting a tournament chooses the color in which the tournament will be contested. He may choose any color. He need not have a card of the chosen color, if he has a supporter in his hand. However, if the final color of the last tournament was purple, the winner must choose a different color for this next tournament. If the player who is to start the next tournament only holds action cards, he reveals his hand to prove this, and the next clockwise player begins the tournament.

The starting player of a tournament must play at least one card face up in front of him, either of his chosen tournament color or a supporter. He may play additional cards, including action cards, as in a normal turn if he wishes.

PLAY CARDS

Apart from the player starting a tournament, a player is not required to play any cards in his turn. However, a player must play at least one card from his hand (a color card, a supporter or an action card) each turn to remain in a tournament. A player may play as many cards as he wishes. If a player decides to play color cards, they must match the tournament color.

When a player plays color or supporter cards, he places them face up in front of himself in an area called his display. All card values must be visible, but cards should partially overlap to indicate the order in which they have been played: the first card lies under the second, the second under the third, and so on. The last card lies on top. When a player takes his next turn during the current tournament, he adds newly-played cards to the top of his display so that previously-played cards can still be seen.

At the end of his turn, a player's display must contain the highest total card value showing in order to remain in the tournament. If this is the case, he announces the value of his display to indicate the end of his turn.





SUPPORTERS

Instead of or in addition to cards of the tournament color, a player may add supporter cards to his display. Supporter cards of value 2 and 3 are Squires. Each player may have in his display any number

Copyright © GMT Games, 2000



of Squire cards. Supporter cards of value 6 are Maidens. Each player may have only one Maiden card in his display at any one time. If a player withdraws from a tournament while having a Maiden in his display, he must return one of his tokens to the prize pool, if he possesses one.



GREEN TOURNAMENTS

In a green tournament, all cards in the display are counted as 1 regardless of their printed values. The penalty for withdrawing from a tournament while having a Maiden applies to green tournaments as well (even though the Maiden only counts as 1 for a green tournament).

ACTION CARDS

During his turn, a player may play any number of action cards from his hand. Action cards may only be played if they can be executed at that point in time. Apart from the SHIELD and STUNNED cards, all action cards are played face up on the discard pile, and executed right away.

CHANGE THE TOURNAMENT COLOR

UNHORSE: The tournament color changes from purple to red, blue or yellow, as announced by the player.

CHANGE WEAPON: The tournament color changes from red, blue or yellow to a different one of these colors, as announced by the player.

DROP WEAPON: The tournament color changes from red, blue or yellow to green.

A player may play some color cards, then change the tournament color, and then continue playing cards of the new color, all in one turn. On the other hand, a player may change the color of a tournament without playing any color cards at all.

After a change of the tournament color, all cards in the display still count, but all new cards played must match the new color. In a green tournament, all cards in the display are counted as 1. However, the cards keep their printed values with respect to any action cards played.

EXAMPLE: If all cards of lowest value are removed (see CHARGE below), only the green cards of value 1 are discarded, other color cards and supporters remain, because they have higher printed values.

AFFECT ONE OR MORE DISPLAYS

Various action cards may be played to affect the displays of one, several or all players. The one overriding rule for all action cards is that a player's display can never be reduced to

less than one card by the result of an action card. If a player's display shows only one card, this card cannot be removed, discarded or taken—though, it may be swapped for another card. If an action card would lead to the removal of the player's entire display, then the first (earliest-played) card remains in his display. After their initial entrance, all players still fighting in the current tournament will have at least one card displayed in front of them.

BREAK LANCE: Force one opponent to discard all purple cards from his display.

RIPOSTE: Take the last card played on any one opponent's display and add it to your own display.

DODGE: Discard any one card from any one opponent's display.

RETREAT: Take any one card from your own display back into your hand.

KNOCK DOWN: Draw at random one card from any one opponent's hand and add it to your hand, without revealing the card to other opponents.

The following action cards may affect more than one player.

OUTMANEUVER: All opponents must remove the last card played on their displays.

CHARGE: Identify the lowest value card throughout all displays. All players must discard all cards of this value from their displays.

COUNTERCHARGE: Identify the highest value card throughout all displays. All players must discard all cards of this value from their displays.

DISGRACE: Each player must remove all his supporters from his display.

ADAPT: Each player may only keep one card of each value in his display. All other cards with the same value are discarded. Each player decides which of the matching-value cards he will discard.

OUTWIT: Place one of your faceup cards in front of an opponent, and take one faceup card from this opponent and place it face up in front of yourself. This may include the SHIELD and STUNNED cards.

Special Action Cards



SHIELD: A player plays this card face up in front of himself, but separate from his display. As long as a player has the SHIELD card in front of him, all action cards have no effect on his display.

Copyright © GMT Games, 2000



STUNNED: Place this card separately face up in front of any one opponent. As long as a player has the STUNNED card in front of him, he may add only one new card to his display each turn.

The SHIELD and STUNNED cards are not part of the display. Only the OUTWIT card allows a player to move these cards, all other action cards affect the players' displays only. When a player withdraws from the tournament, his SHIELD and STUNNED cards go onto the discard pile.



IVANHOE: This is the only card a player can play outside of his turn. A player can play it at any time as long as he is still in the tournament. Use this card to cancel all effects of any one action card just played.

WITHDRAWING

A player may withdraw from a tournament at the end of any of his turns. A player need not play any cards in a tournament before withdrawing. If a player withdraws from the current tournament, he discards all cards in front of him on the faceup discard pile next to the draw deck. If a player has a Maiden in his display when he withdraws, he must return one of his tokens to the prize pool, if he has any tokens. After a player withdraws from a tournament, he does not take further turns during that tournament.

WINNING A TOURNAMENT

When there are only two players left in a tournament and one of them withdraws, the other player wins the tournament.

A player who wins a tournament receives one token of the final color in which the tournament was fought. However, a player who wins a jousting tournament (purple) may take any color token (due to the prestige of the jousting tournament). Each player may possess only one token of each color. Winning a tournament in a color for which a player already holds a token prevents one of his opponents from gaining the token, but does not otherwise help him win the game .The winner of a tournament also discards all faceup cards in front of him. If nobody has won the game (see Objectives section above), then the tournament winner starts the next tournament.

PLAY HINTS

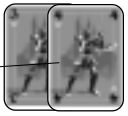
Each time a player withdraws from a tournament, he is increasing his hand size by one card (provided that he did not play a card in the turn of withdrawal). As winning a tournament occurs in another player's turn, the winner of a tournament will not increase his hand size. Playing more than one card during your turn usually reduces your hand and diminishes your power.

The card values in purple are highest, followed by red, blue, yellow and green (see chart on the back page of this rulebook).

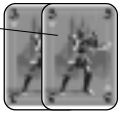
SAMPLE TOURNAMENTS

First Tournament

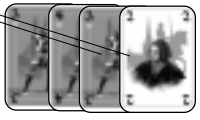
Andy starts the game by drawing a card, then plays a Red 3 face up in front of him to begin a red tournament. He announces "3" to indicate the end of his turn.
Bill draws a card, then plays a Red 5 in front of him and announces "5."
Chris draws a card and withdraws from the tournament.
Diane draws a card, plays a Red 4 and a Red 3, announcing "7."



Andy draws, plays a Red 5 partially overlapping his Red 3, announcing "8."
Bill draws, then withdraws and discards his displayed card.
Chris has already withdrawn, so she does nothing.
Diane draws, then plays a Red 3 and a Squire 2, announcing "12."



Andy draws, then plays a Maiden 6, announcing "14."
Diane draws then plays a Squire 3, announcing "15."





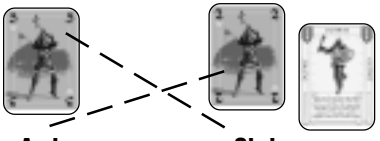


Andy draws, then withdraws and discards his displayed cards. As he has a Maiden in his display he would normally lose one of his tokens, but he has none to lose.
Diane wins the tournament, takes a red token and discards her displayed cards.

Second Tournament

Diane, having won the last tournament, leads the next tournament. She draws a card, then plays a Blue 3 in front of her, announcing "3."
Andy draws, then plays a Blue 5, announcing "5."
Bill draws and then withdraws.
Chris draws, plays a Blue 2 in front of her, then plays OUTWIT onto the discard pile (allowing her to place her Blue 2 into Andy's display, then she takes the Blue 5 from his display and places it in front of her); she announces "5."





Diane draws, then plays a Blue 4, announcing "7."
Andy draws and plays RIPOSTE onto the discard pile (allowing him to take the Blue 4 from Diane's display and place it into his own); he announces "6."
Chris draws, then plays a Blue 5, announcing "10."





Copyright © GMT Games, 2000

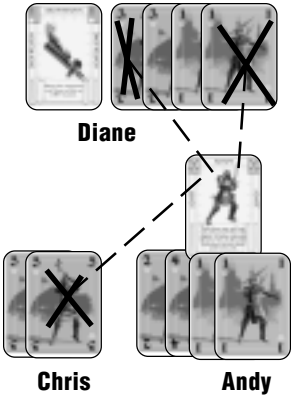
Diane draws, plays a Blue 3, then plays DROP WEAPON onto the discard pile, changing the tournament color from blue to green. She then plays two Green 1s into her display, announcing "4," as she has four cards in her display.

Andy draws, then plays ADAPT onto the discard pile. Andy's display contains one 2 and one 4; he has no doubles. Chris has two 5s; she must discard one of them. Diane's display contains two 3s and two 1s, she must discard one 3 and one 1. Andy then continues his turn and plays two Green 1s, announcing "4."

Chris draws. Her layout has been reduced to one card. She decides to withdraw.

Diane draws. Her layout has been reduced to two cards. She also withdraws.

Andy wins the tournament, takes a green token and leads the next tournament.



GMT Games
P.O. Box 1308
Hanford, CA 93232-1308

www.gmtgames.com
(800) 523-6111

© GMT Games, 2000

CREDITS

Design: **Reiner Knizia**
Project Coordination: **Andy Lewis**
Art Director: **Rodger B. MacGowan**
Cover and Card Illustrations: **Kurt Miller**
Card Design: **Mark Simonitch**
Packaging Design: **Rodger B. MacGowan**
Rulebook Editing and Layout: **Stuart K. Tucker**
Production Coordination: **Tony Curtis**

Many thanks to all playtesters, in particular to **David Farquhar** for all his contributions to the development of the game.

CARD DISTRIBUTION

	Values:						
70 Color Cards	**1**	**2**	**3**	**4**	**5**	**6**	**7**
14 Purple (Jousting)	-	-	4	4	4	-	2
14 Red (Sword)	-	-	6	6	2	-	-
14 Blue (Axe)	-	4	4	4	2	-	-
14 Yellow (Morningstar)	-	4	8	2	-	-	-
14 Green (No Weapon)	14	-	-	-	-	-	-

20 Supporters (White)	**1**	**2**	**3**	**4**	**5**	**6**	**7**
16 Squires	-	8	8	-	-	-	-
4 Maidens	-	-	-	-	-	4	-

20 Action Cards

Change Colors	Special	Affect Displays	1 Retreat	1 Countercharge
1 Unhorse	1 Shield	1 Break Lance	2 Knock Down	1 Disgrace
1 Change Weapon	1 Stunned	3 Riposte	1 Outmaneuver	1 Adapt
1 Drop Weapon	1 Ivanhoe	1 Dodge	1 Charge	1 Outwit