Grailnah THE TINTAGELLE Rules

1.1

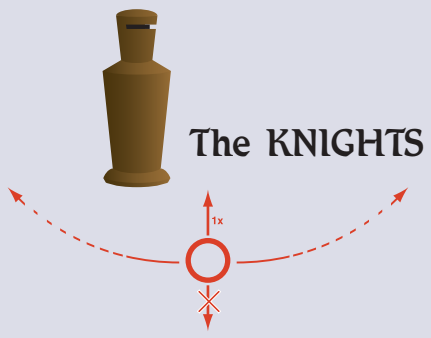
GRAILNAH is a group game playable by two, three or four people. When four are playing, they play in teams of two, and complete silence must be kept.

THE AIM of the GAME:

To have a Knight land on the square in the centre of the board where the cross representing the Grailnah is to be found.

BASIC RULES:

- Set up as many castles as there are players, and put a King, Queen and four Knights in each. The castles are drawn at random (conceal a Knight in each hand).
- Morgan & Merlin are placed at the centre of the game (the Grailnah square).
- When there are three players, the whites are placed in the castle in the middle.
- Whites begin, and the players follow in a clockwise direction.



The KNIGHTS

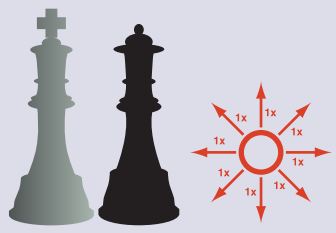
THE KNIGHTS:

- The Knights must come out through the side gates. (1)

Moving the Knights:

* One square forward or as many squares sideways as the player wishes, following the circle.
* They cannot move over other pieces, stairways or castles.
* They cannot move backwards.

NB: If two pieces belonging to different players (Knight, King and/or Queen) are found on the same square, neither may move.



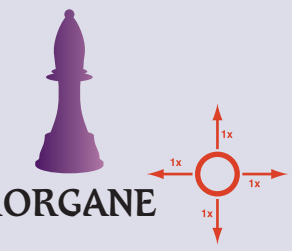
The KING and The QUEEN

THE KING and THE QUEEN:

- The King and the Queen must come out from the Royal gate. (2)
- They are the only pieces allowed to use the underground staircase. (4)
- No piece may block them on this square (in the staircase the King and the Queen cannot be harmed, but they may never be on this square at the same time). Going from one staircase to another counts as a move.

The King's and the Queen's moves:

* One square at a time: forward, backward, sideways or diagonally.
* They are not allowed to enter the magic circle. (3)



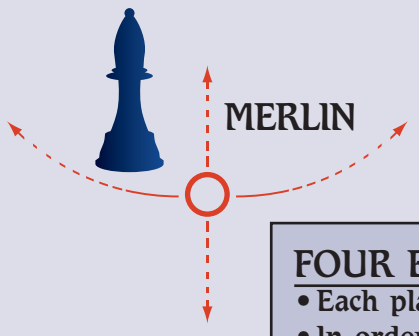
MORGANE

MORGAN:

- She is the guardian of the inside of the magic circle.
- She cannot take a Knight as she comes out of the centre box.
- She can be played by any player in his or her turn instead of one of his or her pieces. If a coloured piece or Merlin has been played before.
- Except when coming out from the centre, a player who wishes to move Morgan must sacrifice one of his or her knights and remove it from the board.
- A knight blocked by another piece cannot be used to move Morgan.

Morgan's moves:

* One square at a time; forward, backward or sideways.
* When she lands on a square occupied by one or two other pieces they must go back to their castle of origin.
* When she lands on a square occupied by Merlin, he must go back to the centre square.
* Once she has left the centre (the Grailnah square), Morgan may not go back there.



MERLIN

MERLIN:

- He may be played by any player, in his or her turn, instead of one of his pieces.
- When a coloured piece or Morgan has been played before, Merlin can never be played twice in succession.
- The same player may not move Merlin more than three times in succession.

Merlin's moves:

* Forward, backward or sideways following the circle. As many squares as the player wishes.
* When he lands on a square occupied by other pieces they must return to their castle of origin.
* When they land on a square occupied by Morgan, she must go back to the centre square.
* He may not move over a castle, a staircase or another piece.
* Once Merlin has left the magic circle (3), he may not cross this circle in the other direction.

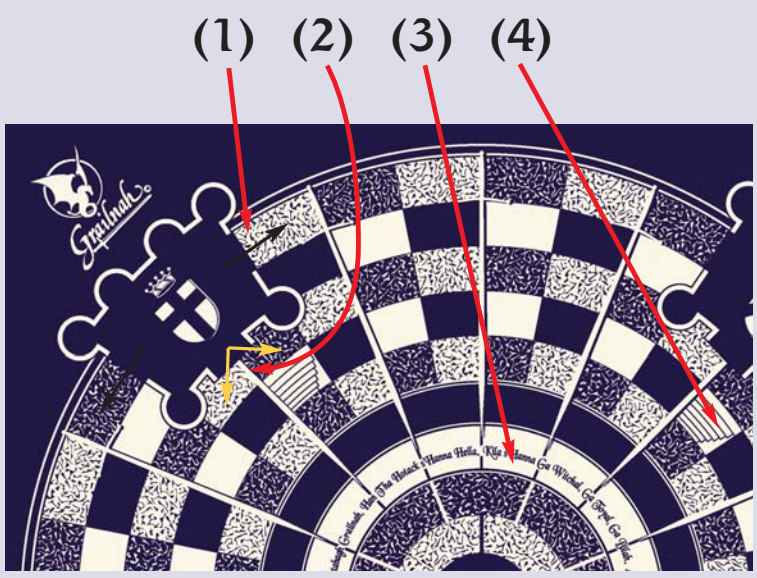
FOUR EXTRA KNIGHTS

- Each player may receive 4 extra knights as many times as he or she wishes.
- In order to do so the player must move his King or Queen into another castle (it is essential that both pieces be moved).
- A player may never have more than 8 knights on the board.
- The new Knights will move from the castle where they started, but if they are taken by Merlin or Morgan they must go back to the original castle of their colour

  If there are, for example, only two knights off the board, the player may receive only two knights when he sends back his King and Queen.

DISQUALIFICATION:

- If the three gates of a castle are blocked by four pieces of the same colour, this castle's player is disqualified.



THE FIRST KNIGHT TO LAND ON THE CENTRE SQUARE
IS THE WINNER OF THE GAME

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