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## GAME SETUP

- 1 Pick a start player at random. Give them the crown .
- 2 Find the 2 key chips: Excalibur & Cursed Blade .
- 3 Set them in front of the crown holder. (Note: There is an Excalibur chip and an Excalibur blade replica. Text that mentions a "Sword" is always referring to a chip.)
- 4 Spread all other chips facedown on the table and mix them up to form a pool of chips called **Avalon**.
- 5 The crown holder turns their 2 chips (Excalibur and Cursed Blade) facedown, then adds facedown chips from Avalon (if necessary) until they have a total of 1 chip per player. (At 2 players, add **no** chips since you already have 2.) Mix up these facedown chips and deal **1** to each player as their starting chip. (Soon round one will begin, and players will draw until they have 4 chips in hand.)
- 6 Place the **blade replicas** (Arondight, Galatine, and Excalibur) in Avalon, dividing Avalon's chips into 3 roughly equal **regions**.

See reverse-side for Rules of Play.

For more info on Excalibur, visit:  
**Roxley.com/Excalibur**

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## RULES OF PLAY

Excalibur is a lighthearted game of trickery and cunning. Players must conceal their hands and use deception as their ally to sow the seeds of distrust around the table.

**THE GOAL** – When the game ends, whoever has the Excalibur chip is the **winner**, taking the crown and becoming ruler! All others must grovel before their new monarch.

- If no one has Excalibur , the kingdom is in chaos. Everybody loses!
- If a player has the Cursed Blade , they are the **ultimate loser**.
- If a player holds Excalibur AND the Cursed Blade , then every other player shares a tainted win (a shadow of a true victory).
- Some chip abilities can also alter the win conditions.

**GAMEPLAY** – Each game is played over several **rounds**, until the chips in Avalon are nearly gone. Each round has **5** steps:

- 1 **Draw**: Each player with fewer than 4 chips must simultaneously draw chips from Avalon until they have 4 in hand. (If two players want the same chip, the player closest to the crown in a clockwise direction gets it.)
- 2 **Play**: Players simultaneously pick 1 chip from their hand to play, concealing it in an extended fist.
- 3 **Reveal**: Players simultaneously open their fists to reveal their played chips. (Some chips have "On Reveal" abilities.)
- 4 **Resolve**: Beginning with the crown holder and going clockwise, each player resolves their played chip's effect. Immediately trash a resolved chip faceup to the box, so the table knows which chips are still in play. (Use the box lid and box base as two areas for trashed chips.)
- 5 **Pass**: The crown holder passes it to the player on their left for next round.

**AT ALL TIMES** – If any 1 region of Avalon is empty (or 2 regions for 6-8 players), then the current round becomes the final game round (even if chips are later added back into Avalon). After this round finishes, the game is over and a winner is determined (as above).

### TIPS FOR YOUR FIRST GAME

- **Table-talk is part of the game.** Excalibur is best when people laugh and accuse each other of having the sword.
- **Ditch that Cursed Blade.** Use "Steal / Return" effects to take a chip and give back the Cursed Blade from your hand!
- **The final round is key!** Watch for depleting regions. If the last round is near, choose chips that can get you Excalibur!
- **You can control the game's end.** If you have Excalibur, consider emptying a region to force the game to end!
- **Timing conflicts** are always resolved in turn order.

## GLOSSARY

Text on chips is abbreviated.  
It is overruled by the text here.

**Avalon**: The pool of facedown chips in the center of the table. Avalon is split by the 3 **blade replicas** into areas called **regions**. Avalon's chips are only mixed up when instructed.

**Sword**: Refers to 3 chips: Excalibur, Cursed Blade, & Squire Sword.

**Draw**: Take this number of chips from Avalon. The chips may come from different regions. There is no maximum hand size.

**Steal**: Take this number of random chips from **one** player's hand to yours. You can mix up your chips anytime, but cannot show them.

**Return**: After a draw or steal, return the indicated number of chips from your hand to where they were taken. The chips can be ones you just took, or **any** others. Chips returning to Avalon can go to any regions. (Use this to stash Excalibur in Avalon or pass on the Cursed Blade.)

**Trash**: Move trashed chips to the box faceup. They are out of play.

**On Reveal**: Resolves immediately when revealed (before other chips). Multiple "On Reveal" (or "Permanent") effects resolve in turn order.

**Permanent**: On reveal, this chip stays by you as a faceup played chip. (It is not trashed nor part of your hand.) While in play, you have its ability.

**Flip**: The indicated chip is flipped like a coin-toss. It lands as a faceup win or a facedown fail , then resolves accordingly.

**ARTHUR**: ( $\times 1$ ) Anyone with **swords** holds them out facedown. Without peeking, steal 1 and give back the rest.

**ARTISAN**: ( $\times 5$ ) Draw 2 chips or steal 2 chips, then place 2 from your hand into any regions in Avalon (facedown).

**BARONESS**: ( $\times 4$ ) Draw 2 chips, then trash 1 chip from your hand to the box (faceup). You cannot trash a **sword**.

**BLACK KNIGHT**: ( $\times 1$ ) On reveal, flip this chip twice (like a coin toss). If either flip lands faceup , take 1 played chip from any player to your hand. They lose its ability. (Can take a Permanent.)

**CAELIA**: ( $\times 1$ ) Point to up to two players. They must trash any chips in their hands featuring male artwork (denoted with blue borders in this glossary).

**CURSED BLADE**: ( $\times 1$ ) This **sword** can't be played or trashed (but it can change hands). If you have this chip at game's end, you **lose**!

**EXCALIBUR**: ( $\times 1$ ) This **sword** can't be played or trashed (but it can change hands). If you have this chip at game's end, you **win**!

**FISHER KING**: ( $\times 1$ ) **Permanent**: You may flip Fisher King anytime. On faceup , effects saying "steal" take 0 chips from you this round. On facedown , trash Fisher King (no effect).

**GALAHAD**: ( $\times 1$ ) On Reveal, close your fist on 1 chip from your hand. This chip is protected from all effects this round.

**GAWAIN**: ( $\times 1$ ) Pick a player. If they have a **sword**, they must give one of their swords to you (their choice).

**GREEN KNIGHT**:  $(\times 1)$  Anyone with **swords** must give them to you.

**GUINEVERE**:  $(\times 1)$  Anyone with **swords** holds them out facedown. Without peeking, place up to 2 in 1 region & mix it.

**LADY OF THE LAKE**:  $(\times 1)$  Point left or right. All players simultaneously pass their hand in that direction.

**LANCELOT**:  $(\times 1)$  On reveal, all players must flip their played chips (like a coin toss). If the flip lands facedown , they trash their chip and lose its ability. (Also flip any Permanents in play.)

**MERCHANT**:  $(\times 7)$  Draw 2 chips or steal 2 chips, then return 1 chip.

**MERLIN**:  $(\times 1)$  Anyone with **swords** must give them to you. Then in turn order, those who gave up one or more **swords** must steal 1 chip from your hand.

**MORDRED**:  $(\times 1)$  Peek at a player's hand. You may choose to swap hands with that player.

**MORGANA**:  $(\times 1)$  Draw 2 chips, then you may immediately reveal & resolve 1 of those two chips (trashing it as normal).

**PEASANT**:  $(\times 8)$  Draw 1 chip or steal 1 chip, then return 1 chip.

**PERCIVAL**:  $(\times 1)$  Turn over 4 chips in Avalon faceup for all to see. Take 1 of them, then turn the other 3 facedown.

**PRIEST**:  $(\times 5)$  Draw 2 chips. If you drew a **sword**, you must shout: "Huzzah!" (Otherwise, do not shout: "Huzzah!")

**ROBYN OF ROXLEY**:  $(\times 1)$  Steal 1 chip. You **must** repeat this (if able) until you have 7 chips in hand. You may choose a new target for each steal.

**SPIRIT**:  $(\times 5)$  Point left or right. All players lay down their hands (facedown), then simultaneously steal 1 chip from the hand of the player in the chosen direction (if able).

**SPY**:  $(\times 3)$  Peek at a player's hand. Show 1 chip from their hand to all players, then give their hand back.

**SQUIRE SWORD**:  $(\times 1)$  This **sword** can't be played or trashed (but it can change hands). You also win if you hold the Squire Sword and the player on your left wins, except in 2 and 3 player games.

**THIEF**:  $(\times 6)$  Steal 1 chip. Then steal 1 chip from a different player (if able).

**UTHER**:  $(\times 1)$  Point left or right. Anyone with **swords** must pass them in that direction.