

Card Game Setup:

Place the Tilt-yard Map A face side up.

Players choose a Country/Knight, these are the Joust cards, agree to a game-mode, shuffle the Lance cards, draw one each and place the rest face down nearby.

Game-Modes:

1 Battleground: Travel Play (*Quick-play - 1~ Minute*) 2 - 6  Players

If you are driving (please be safe), on a train, flying across the ocean or on the ocean.

No map. Players choose one of the six Joust cards and show them simultaneously to each other. If a player strikes an Unguarded Knight or Shield, they win and eliminate any players who are struck. Discard all played cards and choose one of the remaining cards. Continue until there is a winner or if there are no winners.

2 Medieval Duel: Draft Mode (*Quick-play - 2~ Minutes*) 2  Players

Players choose three of the six Joust cards (can only choose one lance and shield combo), two Lance cards instead of one and play all three cards down the Tilt-yard. A player loses immediately when the Unguarded Knight is struck by a lance.


For each round, use all six Joust cards for the following game-modes.

3 Fierce Competition: ♥ Dismount (*5-10~ Minutes*) 1 - 2  Players

If players strike an Unguarded Knight on the opponent's card when they line-up they lose one ♥, they must flip a Mounted Knight ♥ card face down to the Dismounted Knight ♥ side. A player loses after all 3 ♥ of Mounted Knights are flipped down.

4 Passive Practice: Point Accumulation (*10-15~ Minutes*) 1 - 2  Players

Use the scoring track on the map and use the small tracker. If players strike an Unguarded Knight, they gain points equal to the Tilt. If players strike a Shield, they gain points equal to the Tilt +2. The first player to reach 12 points wins.

5 High Stakes: Bets and Bluffs (*15-20~ Minutes*) 2 - 6  Players

Each player starts with 10 Gold Coins. Each game the pot is decided by both players, at the beginning of each turn players must choose to raise or stay. Players agree to a losing condition: Shield or Unguarded Knight, when a player wins they take the pot and the game ends immediately removing all cards from the map. Start a new game with any player, continue until a player has 25 gold coins or until all players are broke and if a player has no more gold coins they are eliminated.
(*Poker chips can be used, poker chips are not provided.*)

How to Play:

Flip a coin, the winner decides who goes first. Each player has one action per turn. Players take one of the following actions:

- **Place:** place a Joust card face down on the first Tilt.
Players cannot place a Joust card if there is one already on the first Tilt.
- **Play:** play a Lance card instead of a Joust card.
Players cannot play both a Joust card and Lance card on the same turn.
- **Move:** move a Joust card down the Tilt towards the opponent one space.
Players cannot move a Joust card down if one is in front of it on the Tilt.
- **Strike:** reveal both Joust cards on the Tilt, line the cards up.

When a player places a Joust card, they must always place it on the first Tilt space on their side. (No more than one Joust card can be on the same Tilt space.)

On the Tilt players can only strike when there is an opposing card on the opposite side on one of the first three Tilt spaces. When a player strikes an opponent's card, line-up the cards, the Lance symbol attacks the space adjacent; refer to the game-mode rules then both cards are removed from play until a new round starts. When two Lance symbols line-up, nothing happens. If a player's Joust card makes it to the opponent's last Tilt side, immediately strike the opponent's Joust card if they have one (this does not count as an action), otherwise reveal the card; if the opponent has no card, the Joust card must have a Lance, then the player chooses one of their opponent's cards on the Tilt or from their hand to discard. All Joust cards are played until both players no longer have any. If no one is defeated, start a new round with a coin flip.

Objective: Defeat the King's or Queen's Knight.

Lance Cards are a once-per-game ability.

When a player deals a successful strike to the opponent, they draw one Lance card. After playing a Lance card, discard it to the side. Players carry-over any Lance card(s) into the next round if they do not use them during the game.

Rule Clarifications:

If a player no longer has any Joust cards available to take an action, the opponent will flip any Joust cards they have left on the Tilt-yard, if they have any cards with Lance artwork, follow the rules for the chosen game-mode.

In High Stakes, when a player raises, the opponent does not need to raise.

Icon Glossary - Lance Abilities

Diagonal Strike a Joust card that is available diagonally to one of your Joust cards.
or

Double Strike the adjacent Joust card and the additional card above it.

Switch one Joust card (yours or opponents) with another cards' space.

Move one Joust card (yours or opponents) one space back or forward.

Move your Joust card forward two spaces.

Mounted Knight

Dismounted Knight

Unguarded Knight

Lance Strike

Tournament Mode: Stakes and Rules

6 Renaissance Festival: The King's Tournament (*Time varies - player count*)

Players will use the Medieval Duel mode and face off in competition style where if a player loses three games they are disqualified. The last person standing wins.

Tournament hosts can decide the game-mode or how many losses are required.

Medieval Duel game-mode is preferred for faster games. It takes 30-45~ Minutes for

16~ players. A great way to give small gifts to the winners or throw a Pizza party!

Additional Fun Rules:

Taunt: after each action/turn, players can say or yell 'hyah' or hit their chest.

Death sound: after losing the game, players can make any sound to indicate death of their knight. (This is a fun rule for small tournaments.)

Board Game Setup: Standees/Miniatures

Place the Tilt-yard Map B face side up.

Players choose a Country/Knight, agree to a game-mode, start with 7 Gold Coins and place their Knight Standees on the number one space of the Tilt.

Players can use the following game-modes: *Fierce Competition: ♥ Dismount*
Passive Practice: Point Accumulation or High Stakes: Bets and Bluffs.

How to Play:

Players shuffle their Armory cards and place 3 down to make the market. Each round starts with players buying weapons from the Armory Phase, where they can choose to buy any amount of cards from the market. When both players are done, they will continue to take their Player Turn. If a player uses a weapon card they will discard it even after they miss. At the end of the round the players earn 3 Gold Coins, if they strike the opponent, earn an additional 2 Gold Coins once for each strike.

Armory Phase:

If players buy a weapon, they will replace it with another weapon from their market deck. At the beginning of the round, players can choose to reset the market or continue to buy cards from the previous round. Shield will ignore any attack the opponent plays. Players can only have a max of 3 cards.

Player Turn:

Players will choose one action simultaneously by announcing it to each other.

If a player takes a dash action, they go first.

- Dash: the player can move one to three spaces forward.
- Strike: the player plays their weapon card.

If both players take a dash or strike action, resolve simultaneously.

The Tilt: When players reach reset to number one on the Tilt.

Momentum: the player on the highest number of the Tilt goes first when striking.

Successful Strike:

When the players play a weapon card, if the opponent is in a space that has a strike icon, the player is struck, both players reset to number one on the Tilt.

Objective: Defeat the opposing Knight.

Solo Mode: Rules

The player has two actions per turn, and the enemy goes next. Draw one of the enemy AI cards and resolve the three actions in order from top to bottom.