



# How to Play Teaching Guides: #19 Shadows Over Camelot

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #19 of The How to Play Podcast available at [www.howtoplaypodcast.com](http://www.howtoplaypodcast.com)

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## The Hook - What the Game is About

*“Brave Brave Knights welcome to Camelot. I fear I see shadows, Shadows . . . Over . . . Camelot. Brave knights its up to you to undergo dangerous quests in order to vanquish the evil that is overtaking our great land. On each knight’s turn, the knights will venture off and attempt to complete various quests pictured in the different board areas. You might fight off the barbarians, or duel the Black Knight or the traitorous knight Lancelot, or you may attempt to retrieve Excalibur from the Lady of the Lake, or most difficult of all you may attempt to seek and find the Holy Grail.*

*If you succeed in your quest, you will be rewarded, the rewards are shown in the white box in each quest area and one of these rewards are white swords, representing triumph of good and these swords are placed on round table at Camelot. If you fail in your quest there will be consequences, these consequences are shown in the red box for each quest area and one of these consequences are black swords, representing the growth of evil.*

*There is only one way to save Camelot, When there are 12 or more swords on the round table if there are more white swords than black the Knights of Camelot are victorious and your names shall be legend for all time. Yet, there are many ways to fail. For if there are more black swords than white, or if Camelot is overtaken by evil armies, or worst of all, if we see the death of all of the brave brave knights we shall fail. The challenge is mighty, Camelot’s fate is in your hands, can you save it? ”*

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## The Meat - How to Play the Game

1. Object of game is to work as a team to go out successfully complete quests
2. Structure of a Turn
  - 2.1 On your turn you do TWO things you must choose one bad thing (something that helps the game beat you) and you get to do one good thing (something to help you beat the game.)

2.2 To start must choose ONE bad thing, an evil action

2.2.1 Play a black card - Make it harder for us to win quests

2.2.2 Play a siege engine -Twelve make us lose the game

2.2.3 Take a life - lose one life point, (If you go to zero you die)

2.2.4 You don't want to do any but you have to pick one, on most turns you will probably pick to play a card.

2.3 Then you get to do ONE good thing - As your good thing you will usually either move to a quest or try to help win the quest by playing a white card.

### 3. The White Cards

3.1 Grail cards - for finding the grail

3.2 Fight cards 1-5 for fighting quests

3.3 Special cards - Including Merlin cards - Anything that isn't either a fight or grail card, i.e. gain life, draw cards

### 4. The Quests

4.1 Moving to quests - Circular Symbols

4.2 Group Quests vs. Solo Quests

4.3 Grail

4.3.1 On turn play one white grail card - trying to fill the track

4.3.2 Lots of black cards coming in other way

4.3.3 When track is full, you cancel out one black card

4.3.4 Hard but big reward, and the only thing to do with grail cards - work on this as a team or try to stabilize it

4.4 Excalibur

4.4.1 Easiest quest, discard any card to move one space to safety, (Black Excalibur cards will move it the other way)

4.4.2 If it gets to shore you get recover Excalibur, or if it gets to the icy glacier disappears forever.

4.5 Barbarians

4.5.1 Uses fight cards - You can only play one fight card at a time and you need to play 1,2,3,4,5 in order

- 4.5.2 Pict or Saxon Cards come from black deck
- 4.5.3 Must beat them before getting all four figures on the board
- 4.6 Black Knight
  - 4.6.1 Play 2 pair of fight cards AABB
  - 4.6.2 Solo quest - You must have all on your own or abandon
  - 4.6.3 Black Knight cards will come from black deck
  - 4.6.4 Must beat total when one side gets full
- 4.7 Lancelot
  - 4.7.1 Play “Full House” of fight cards AAABB
  - 4.7.2 Solo quest - You must have all on your own or abandon
  - 4.7.3 Lancelot cards will come from black deck
  - 4.7.4 Must beat total when one side gets full
- 4.8 Review Quests
- 5. How to Play Black Cards
  - 5.1 Choice of face down Lancelot and Black Knight cards
  - 5.2 All others can be shown and read aloud
  - 5.3 Be aware of Lancelot/dragon cards: Look at Lancelot side
- 6. Review Turn
  - 6.1 Do a bad thing (card, catapult or life)
  - 6.2 Do a good thing (usually move or play one card to beat a quest)
  - 6.3 OR introduce playing a “Special Card”
- 7. Being “Doubly Heroic”
  - 7.1 The option of doing 2 good actions on your turn for 1 life point
  - 7.2 Can’t do the same action twice
- 8. Winning/Losing the Game
  - 8.1 How to Win - More white swords than black
  - 8.2 How to Lose - Black swords, 12 siege engines or all knights dead
- 9. Introduce Traitor Element
  - 9.1 Explain Loyalty Cards
  - 9.2 Discuss how traitor wins and loses and how he might try to affect the game

10. Rules for table talk - You are not allowed to reveal anything that you know that no one else would know.
11. Have players read their character's special abilities

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## **The Hamster - How to Win the Game**

1. Work and communicate as a team
  - 1.1 Come up with a plan as to which quests to undertake, and work together to be victorious in conquering quests
  - 1.2 Use groups of 2-4 on group quests
2. Take advantage of each other's special abilities
3. Don't waste a lot of actions on moving around the board
4. Fear the catapults: don't put out a lot early
5. Don't forget to take a life as a bad action
6. Don't forget to be "Doubly heroic on a turn" where it is beneficial
7. Always be on the lookout for the evil, dastardly, traitor.
8. Onward Brave Knights!

### Credits:

Game Design: Bruno Cathala and Serge Laget

Game Publisher: Days of Wonder

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Teaching outline based upon How to Play Podcast Episode #19

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