

Return to Camelot

A strategy game for 2 players by
Marcello Bertocchi (XVgames)

INTRODUCTION

The Lords have returned to Camelot, to reclaim their place at the Round Table! *Return to Camelot* is a strategic boardgame for 2 players, inspired by the game *Chivalry* (1887) by George S. Parker. Players take the role of medieval lords, commanding their armies of knights, soldiers, and wizards. Try to conquer your opponent's castles or capture their lord!

COMPONENTS

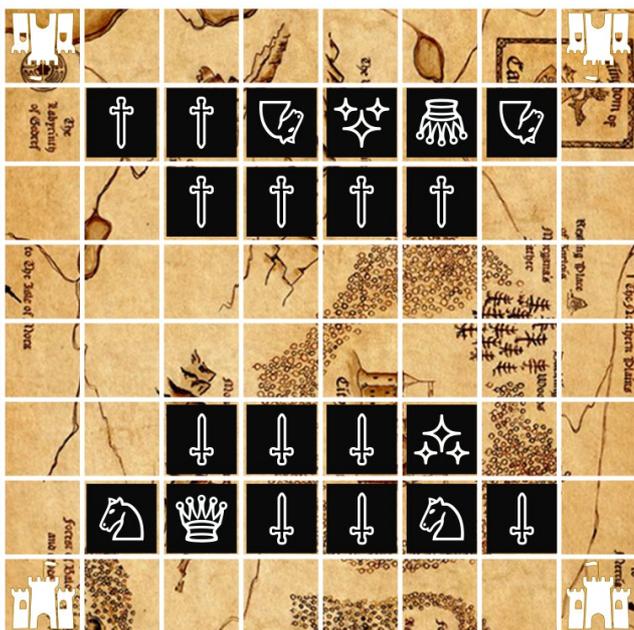
- board (8x8)
- 20 black pieces with white engraving: 2x lord, 2x wizard, 4x knight, 12x soldier
- carrying case



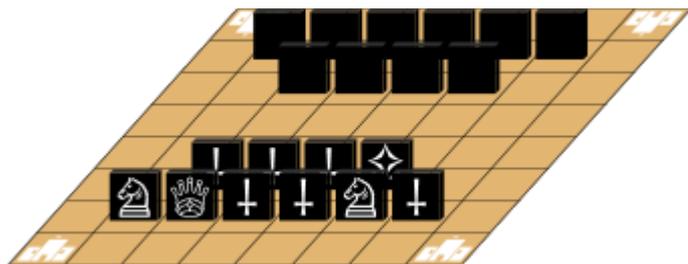
Lord Wizard Knight Soldier

SETUP

Each player takes 1 lord, 2 knights, 1 wizard, and 6 soldiers. **Stand your pieces up**, with their faces hidden from your opponent, in the same pattern as in the illustration (a row of 4 in front of a row of 6); however, arrange your individual pieces however you like. Randomly decide first player.



Setup example



HOW TO PLAY

Players take turns performing actions. On your turn, perform **one** of the following four actions with one of your pieces (however, if any of your pieces can Capture, you **must Capture**):

CAPTURE: Move orthogonally or diagonally over an adjacent **enemy** piece and land on the next space in the same direction, then reveal and remove the enemy piece from the board. The capture can be done only if the landing space is empty. **If the captor now has another capture available, it must capture;** this must continue until it has no more **captures available**. Capturing is **always mandatory**. This means that a chain of forced capture actions might occur. If you have a choice between several forced captures, you can choose which one to perform. When an opponent's piece is captured it is turned into a friendly piece. Put it **outside** the board in front of the capturing player, so that the opponent cannot see which piece it is (you will be able to enter it on the board again).

DEPLOY A PREVIOUSLY CAPTURED PIECE: Place a captured piece on the board, in any square of the 4 nearest rows to its castles, **not** adjacent to an enemy piece, and **standing up**, with its face hidden from your opponent. You can't deploy in your castles.

MOVE: Move orthogonally or diagonally to an empty adjacent space.

JUMP: Move orthogonally or diagonally over an adjacent **friendly** piece and land on the next space in the same direction. The jump can be done only if the landing space is empty. A piece can jump multiple times in the same action, but it cannot land on the starting space.

The Move and Jump actions (not capturing) are both restricted by the "fight with honor" rule: A piece can move or jump only if it ends the turn on a row of the board nearer to the opponent than its starting row. You can ignore this rule if the move/jump action leaves the piece adjacent to an enemy piece, or if the piece starts its action from the row nearest to the opponent (the one with the castles).

If at the start of your turn any of your piece is in one of your castles, it must act to go out with the first action available. Compulsory captures still have priority over this.

TYPES OF PIECES

Soldier: This basic piece can Move, Jump, and Capture.

Knight: This piece can Move, Jump, and Capture. In addition, you can reveal it to perform an action called "**Knight's Charge**". This action consists of a Jump action followed by a Capture action. As usual, the capture might lead to a mandatory chain of other captures. Performing a Knight's Charge is never mandatory, but once a knight performs a knight's charge, it must continue capturing until it can no longer do so.

Wizard: This piece can Move, Jump, and Capture. In addition, when it Moves, once per game, you can permanently reveal it to cast one of the following two magic spells:

- **Divination:** Permanently reveal an enemy piece. If you reveal the Wizard, it loses the ability to use magic.
- **Teleportation:** Swap positions of 2 of your hidden pieces.

Lord: This piece can Move, Jump, Capture, and **Knight's Charge**.

Note: Once a piece is revealed, keep the piece lying flat, face up, pointing towards the opponent ("right side up" for its owner).

END OF THE GAME

You win the game if any of the following occur:

- You capture your opponent's lord.
- You occupy one of your opponent's castles with your lord.
- You occupy both enemy castles with any two of your pieces.