

Ivanhoe rules summary

Overview: The game is played in a series of medieval tournaments (hands). Each tournament color represents a different weapon. Players may play cards in the tournament color and supporter (generic) cards. Action cards may also be played which can affect cards played by opponents and even change the tournament color. The player who outlasts the other players in a tournament gains a corresponding token. With 2-3 players, the first player to collect all five token colors wins. With 4-5 players, the first player to collect four different token colors wins.

Setup: Randomly determine the dealer.
The dealer shuffles the deck and deals eight cards to each player.

Sequence of Play: The player to the left of the dealer starts the first tournament. Thereafter, the winner of the previous tournament starts the next one. To start a tournament, announce a color and play at least one card face up in front of you (to your “display”) either of the chosen color or a supporter. You may play additional cards if you wish, including action cards. If the last tournament was purple, you must choose a different color. If you only have action cards (or only purple cards after a purple tournament has ended), reveal your hand to prove it and then the player to your left starts the tournament instead.

Play progresses clockwise.

On your turn, conduct the following steps in order:

1. Draw a new card. There is no hand limit. Reshuffle the deck as needed.
2. Play any number of cards into your display (see below).
3. You may withdraw from the tournament, although you must withdraw if you did not play any cards in step 2.

Discard the cards in your display.

If you had a Maiden in your display, you must return one of your tokens (if you have any) to the prize pool.

Once you have withdrawn, you will not take further turns in this tournament.

Playing Cards: You may play as many cards as you wish during step 2, but you must play at least one card (of any type) in order to remain in the tournament.

If you play color cards, they must match the tournament color.

Cards in your display should partially overlap to show their values and the order in which they were played.

You may have any number of Squire (2 or 3 value) supporters in your display but a maximum of one Maiden (6 value).

At the end of your turn, your display must contain the highest total card value in order for you to remain in the tournament.

Announce the value in your display to indicate the end of your turn.

Winning a Tournament: You win when the only other remaining player withdraws. You receive a token in the final color of the tournament.

However, if you won a purple tournament, you may take a token of any color.

You may only have one token of each color at a time. Winning a tournament of a color that you already have a token for only prevents your opponents from getting a token.

Discard the cards in your display.

Green Tournaments: Each card in your display is counted as a value of 1 regardless of its printed value.

However, the cards keep their printed values with respect to any action cards played.

Action Cards: Apart from Shield and Stunned, all action cards are resolved when played and then discarded.

After a change in the tournament color, all cards in the display still count, but all new cards must match the new color (or be supporters).

You may play some cards, then change the tournament color, and then continue playing cards of the new color, all in the same turn.

Some action cards affect the displays of one or more players. However, if you only have one card in your display, that card cannot be removed, discarded, or taken – although it may be swapped for another card. If your entire display is to be removed, the first (earliest-played) card will remain in your display.

The Shield and Stunned cards are not part of your display. Only the Outwit card allows these cards to be moved. When you withdraw from or win the tournament, your Shield and Stunned cards go into the discard pile.

Shield – protects your display from the effects of action cards played by your opponents. You may still use cards like Riposte, Retreat, and Outwit on your display.

Stunned – if you have Stunned in your display, you may not add more than one card to your display by any means (e.g., if you add a card via a Riposte action, you cannot also play a card to your display on the same turn). However, Outwit's swapping of a card does not count as adding a card to your display.

Ivanhoe – this is the only card that can be played outside of your turn (as long as you are still in the tournament). Note that action cards should be played one at a time with enough pause to allow for the play of Ivanhoe.

You may play action cards on players who have yet to get a turn in a new tournament or who have withdrawn from the current tournament (e.g., use Knock Down to draw a card from that player).

An action card cannot be played if it will have no effect.