

The Knights of Crylail

A Blue Panther game by Michael Petty

2 or 4 players, 15-60 minutes

The warring kingdoms of Crylail are forced to put their differences aside for a time as they turn to fight a common foe. A dark wizard has summoned three mighty Drak-Borgs, equipped them with stones of power and sent them to their death in the Void. When each Drak-Borg meets this fiery doom, the wizard and his legions increase in power. The hope of the Free Lands of Crylail depends on the brave knights and their fellow fighters sent to slay the Drak Borgs in the Lanten fields at the edge of the world.

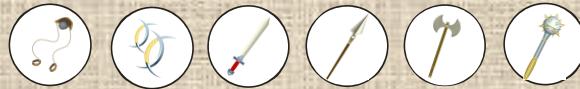
OBJECTIVE

The Void is represented by the edge of any convenient table. Players will send their disks (the knights) down the table, attempting to place them in scoring positions near the three target disks (the Drak Borgs)

COMPONENTS



3x Drak Borg disks

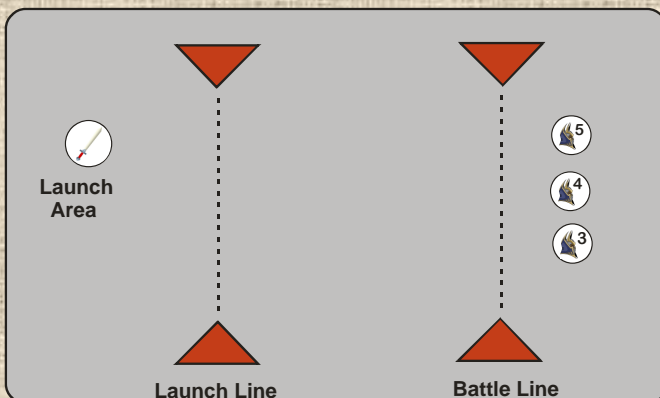


12 x Player Disks (two sets of 6 knights)



4 x Triangles

SETUP



The Void







Find a table with a smooth surface about six feet long. Make sure the disks flick easily on the table surface. Put the four triangles on the table as shown, so that they form the Launch Line and Battle Line. Place all three Drak Borg disks in random order behind the Battle Line. Beyond the Drak Borg, just off the table edge, lies the mysterious Void!

Knights of Crylail can be played with 2 players or 4 players (on 2 teams). Flip one of the knights like a coin toss to determine the side that moves first. On alternating rounds, the other side moves first. Players agree to the number of rounds or a set point total before the game begins. Players alternate turns, flicking one knight at a time towards the Battle Line until all knights have been played. Then the round is scored. Play continues in rounds (alternate which side goes first) until the agreed upon number of rounds is reached OR one side exceeds the agreed upon point limit.

For a shorter game of 15-20 minutes, play 3-4 rounds or 40-50 points. For a longer game of 45-60 minutes play 9-10 rounds or 75-100 points. Games should always be at least two rounds.

PLAYING THE GAME

On each turn the active side will choose one of their knights (in a 2 player game, each player will use all 6 of their knights, in a 4 player game, each player will all six of their knights every other round) and place it anywhere behind the Launch Line. The player then flicks the knight with a finger, sending it past the Battle Line. If the Knight goes off the table or stays on the table but does not cross the Battle Line, it is removed from play for that round. Knights removed from play are placed face-down to indicate they have been used that round. The other side takes a turn in a similar manner. After all knights have been sent from their kingdoms into battle (flicked), follow the directions for scoring. Each knight's symbol, power and scoring rules follow:

	Hero – represented by the SWORD, this knight is worth two extra points if it scores any points this round. It CANNOT be the last knight a player sends into battle.
	Slayer – represented by the AXE, this knight scores double points if it scores any points this round. It CANNOT be the last knight a player sends into battle.
	Spearman – represented by the SPEAR, if this knight is closest to the Void (edge of the table behind the Battle Line), it is worth six points.
	Bladesman – represented by the DOUBLE BLADES, if this knight is not removed from play when first sent into battle, the player <i>may</i> choose to immediately flick it from the launch line a second time. It may not be launched more than twice per round.
	Slinger – represented by the SLING, will score points equal to the Drak Borg disk(s) that is closest.
	Cleric - represented by the MACE – if a player (on either side) causes this knight to be removed from play, that player will lose four points.

SCORING

In general, scoring is based on the position of a player's knights in relation to other disks or the edge of the table. For measuring purposes, distance is always calculated from the center of the disk. Use a flexible ruler or string for measurement. If there are any disagreements about distance, flip a disk, if it lands face up, then rule in favor of the side that would get the most points from the decision. *Score in this order...*

- 1) Deduct four points for any Clerics (Mace) removed from play
- 2) Score the Spearman (Spear) - if it is closer to the Void (table's edge) than any other disk (of either color) that player receives 6 points
- 3) Score the Slinger (Sling) – score points equal to the value of the Drak Borg disk still on the table that the player's Slinger is closest too. If there is more than one disk at equal distance, score the highest value disk only.
- 4) Score Drak Borg – the player scores points equal to the value of a Drak Borg disk if one of his disks is closest to it (note that a player's Slinger may end up scoring twice in one turn due to this rule) Each Drak Borg disk remaining on the table is scored only once.
- 5) If a side knocks a Drak Borg disk off the table, the other side immediately receives the point value of that disk.
- 6) If the Slayer or Hero is mistakenly played last by a side, it is removed and cannot score for that round
- 7) If the Launch Line or Battle Line markers are moved, put them back in their original starting places immediately – no points are deducted for this.



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