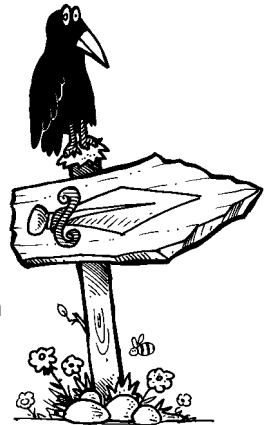


Knuckling Knights

A rumbling knights game
for 2 - 4 warriors ages 4 to 99.
Includes a big castle tower to set up.

Author: Benjamin* and Günter Burkhardt
Illustrations: Thies Schwarz
Length of the game: approx. 10 minutes

All over the country everyone is talking about it! At the castle of King Benjamin the bravest and boldest knights are taking part in the greatest knights' tournament of all times. Today their task is to find the secret door of the tower full of corners. It's already rumbling dangerously as the knights inside the tower run about shouting and shoving and everybody wants to be the first to rush out into the big castle yard ...



Contents

- 32 knights (in four colors)
- 1 game board with castle tower and secret door
- 8 rumbling coins
- 1 die with special symbol
- 1 set of game instructions

Aim of the game

get two coins

Whoever wins a rumbling round is rewarded by the king with a rare coin. Whoever gets two coins wins the game and is knighted by King Benjamin the most glorious knight of all times.

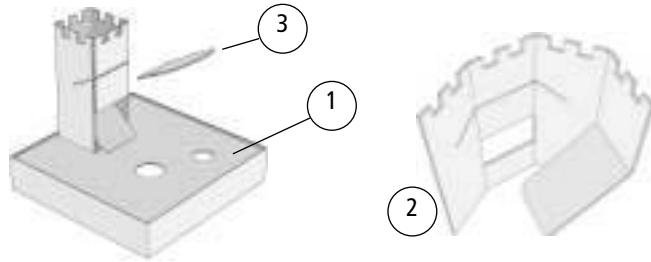
* Benjamin is at the moment the youngest games' inventor at Haba. He will without a doubt be so for quite some time as he invented this game at the young age of 7.

*get ready knights,
castle coins, die,
dress up castle tower*

Preparation

Put all knights into the lid of the box. Get the rumble coins and the die ready.

Play in the bottom part of the box. Put the game board into it (1). Fold the tower and insert it into the gaps of the game board (2). Then push the secret door inside the tower (3).



*take all knights of
one color*

Place the bottom part of the game box in the middle of the playing surface.

Each player chooses a color and takes the corresponding knights. If there are less than four players, the remaining knights are kept in the lid of the game box.

roll dice 1x

How to play

Play in a clockwise direction. Many knights had long hair, so the player with the longest hair starts. If you can't agree the youngest player starts by rolling the dice.

*dots =
put as many knights
into the tower*

What appears on the dice?

- **One or two dots?**

The tournament starts. Send a knight into the castle. They will try to find their way out as quickly as possible.

Take the corresponding number of knights from your provision and let them drop – without looking yourself – inside the castle tower.

Later during the game it may happen that you have a knight of the color of another player in front of you. You can also send those into the tower.

- **The secret door?**

You have found the secret door! But, hold on, all the other knights also want to go through it – so there will be a big rumble ...

Carefully pull the door out of the tower. Now all the knights tumble out of the door of the castle.

*secret door =
pull out secret door
from tower*

*knight in pitfalls =
disappeared*

*take knight of one's
own color and one
of other player,
return remaining
knights to their
players*

*liberation of knights:
tower empty?*

*Guessed right?
take back own
knight*

*Not enough knights
left with player?
round ends*

*count knights:
Who has the most?
rumble coins =
reward*

This is what happens to the knights who have tumbled out:

☞ All the knights that tumble into one of the two pitfalls stay there and drop out of this round.

☞ The player who pulled the secret door now distributes the knights lying on the game board. Take all the knights of your color. In addition you may (if there are any) take one knight of each other player and then return the remaining knights to their players.

Watch out - liberation of knuckling knights!

If you rolled the secret door on the die and know that there is no knight inside the tower, you loudly shout "One, two, three - a knight will be free!"

The other players check your assumption by having a look inside the tower from above.

If you were right, you take one of your knights from any other player thereby liberating him. This of course is only possible if the other players have a knight of your color.

If you were not right, you can't free any knight and also can't pull the door. Your turn is over.

Then it's the turn of the next player to roll the die.

The end of a rumble round

If a player is left with less knights than they should send into the castle according to the die, they let those they still have tumble inside the castle.

Then the rumble round is over.

Scoring of the round

The players count their knights (including those of other colors). Whoever has the most knights, wins the round and can take a rumble coin.

There are various players with the same amount of knights? The one who has the most knights of their own color wins. If again there is a draw, all players in question get a coin.

If there are players who cannot count so far, they line up their knights in a row and whoever has the longest row, wins the round.

new round

A new rumble round starts

After scoring you lift the game board and take out all the knights from underneath. Each player gets the eight knights of their color and a new round starts.

*2 rumble coins =
victory*

End of the game

The game ends as soon as a player has won two rumble coins. He is knighted by King Benjamin to be the most glorious rumble knight of all times.

If various players have two coins, they win together.