The Forest
Each Bear gets +1 strength in encounters in The Forest

The Crypt
Each Vampire gets +1 strength in encounters in The Crypt

The Pirate Ship
Each Pirate gets +1 strength in encounters on The Pirate Ship

The Forest
Each Bear gets +1 strength in encounters in The Forest

The Crypt
Each Vampire gets +1 strength in encounters in The Crypt

The Pirate Ship
Each Pirate gets +1 strength in encounters on The Pirate Ship

Knight’s Training Stack
Do not shuffle until after Knight’s Training. See back for list of cards in the Knight’s Training Stack

Castle
The game ends when both Knights have reached the Castle

4 Goal Points
Points 2 Goal Points 2 Goal Points 2 Goal Points 2 Goal Points 2 Goal Points 2 Goal Points 2 Goal Points 2 Goal Points 2 Goal Points 2 Goal Points 2 Goal Points 2 Goal Points 2 Goal Points 2 Goal Points 2 Goal Points 2 Goal Points 2 Goal Points 2 Goal Points 2 Goal Points 2 Goal Points 2 Goal Points 2 Goal Points 2 Goal Points 2 Goal Points 2 Goal Points 2 Goal
Shark
1 Strength
2 if paired with Bear

Ninja
1 Strength
2 if paired with Pirate

Pirate
1 Strength
2 if paired with Ninja
The game ends when both Knights have reached the Castle.

Knight's Training Stack:
- Ninja
- Sword
- Shark
- With Laser Beams (1)
- Kung Fu
- Shield
- Lurking (2)
- Wrapped In Bacon
- Pigeon
- In Space (1)
- Force Field
- Bear

The first Knight to reach the Castle takes the Princess.

Each Bear gets +1 strength in encounters in The Forest.

Each Vampire gets +1 strength in encounters in The Crypt.

Each Pirate gets +1 strength in encounters on The Pirate Ship.
Lose to a Ninja-Pirate
Lose to a Ninja-Pirate
Lose to a Bear-Shark
Lose to a Bear-Shark
Lose to a Pigeon
Lose to a Pigeon
Make a Surprise! Ninja
Make a Surprise! Ninja
Make a Lurking Pigeon
Make a Lurking Pigeon
Make a Pigeon with Laser Beams
Make a Pigeon with Laser Beams
Encounter a Zombie Pigeon
Encounter a Zombie Pigeon
Encounter a Pigeon Wrapped In Bacon
Encounter a Pigeon Wrapped In Bacon
Encounter a Zombie In The Crypt
Encounter a Zombie In The Crypt
4 Other Knight
4 Other Knight
4 Other Knight
2 Either Wizard
2 Either Wizard
2 Either Knight
2 Either Knight
2 Other Knight
2 Other Knight
Wrapped In Bacon
Earn +1 Valor Point if you kill monsters this encounter

Wrapped In Bacon
Earn +1 Valor Point if you kill monsters this encounter

Swap
This card is not played on a stack.
Choose two stacks; switch the top card on both of these stacks. After use, discard this card.

Swap
This card is not played on a stack.
Choose two stacks; switch the top card on both of these stacks. After use, discard this card.

Pigeon
0 Strength (Still a monster)
Earn 1 less Valor Point for winning this encounter.
Valor Point
+1 Strength to your knight during battle
+1 Goal Point after reaching the castle