

PARSIFAL

A GAME OF TAROTS

RULEBOOK

THE TAROTS

The deck consists of **30 tarots**:

23 characters: Amfortas, Charmer(6), Ferris, Gamuret, Gawan, Gurnemanz, Herzeleide, Klingsor, Knight(2), Kundry, Parsifal, Squire(4), Swan, Tituel.

7 artifacts: Balm, Bow, Bread, Grail, Horn, Spear, Wine.

2-6 PLAYERS MATCH

SETUP

» Players sit around a table, **shuffle** the deck, and place it in the middle of the table, then they decide the player who begins the match and the order of the play (clockwise/anticlockwise).

HOW TO PLAY

» On their turn, the players take a tarot from the top of the deck (until the deck runs out) and place it:

- in the common game area, next to the deck, in case the card shows an **artifact**;
- in their control area if the card shows a **character** or the **Swan**.

» On their turn, players after drawing a tarot can use only one skill of one character they control.

» Each character's tarot displays a number of **quests**. When a character accomplishes them all, **the player wins the game**.

» If multiple players control copies of the same character (Ex. Charmers, Knights, Squires) when these characters' quests are fulfilled, the game is a tie and all tied characters win the round.

» When the **deck runs out of tarots**, the game continues until one player **wins**, or a **tie happens**.

A CHARACTER'S TURN

On their turn, players can make one of their characters perform one of the following actions:

- **Take an artifact** from the common area near the deck, placing the artifact tarot underneath their character tarot, so that only the name of the artifact and its skills are visible. Each character can own more than one artifact.
The Swan cannot own artifacts.

or

- **Drop an artifact:** the player places the artifact in the common game area.

or

- **Use one skill** listed in the character's tarot or in an artifact's tarot, owned by the character.

SKILLS:

» During their turn, each player can use a single skill for a single character they control, choosing it from the skills listed in the character tarot or artifact owned by a character. Some special conditions listed on the tarots allow a character to perform multiple actions.

» Find below the possible abilities that allow a character to act:

- **Lock one character:** A locked character is prevented from using skills or owning artifacts until they are set free. The player places the tarot of the locking character over the tarot of the locked character inside the control area of the locked character's player, so that only the locked character's name, their skills and their quests are visible. Those two tarots stay in that position until the locked character is set free. The locking character can perform other actions in the next turns, except locking other characters (unless they have specific skills allowing it).
- **Set one character free:** the player withdraws their locking character to their control area, and the locked character may once again act normally.
- **Change the owner of a character,** if, and only if, the player controls 3 non-locked Charmers or 3 non-locked Squires the player can move a character tarot from the control area of one player to the control area of another player, who becomes its new owner.
- **Give an artifact** to another character, placing the artifact's tarot underneath the new owner's tarot.
- **Control another players' characters,** in order to use those characters during your turn. These characters remain in the control area of the rival.

- **Move one tarot to Limbo,** the tarot is discarded to special deck called Limbo, making it unusable until retrieved.

- **Take one tarot from Limbo:** the player takes one character tarot from Limbo and places it in their control area, or moves one artifact tarot from Limbo to one of their characters.

- **Interrupt another player's action:** the player interrupts an opposing player's action during that player's turn, then moves the artifact used for interrupting to Limbo. The interrupted player ends her/his turn. An interruption cannot be interrupted.

» The skills bestowed by artifacts are **added** to those of the characters (for example: Herzeleide can block 2 characters, but with the bow she could block 4).

COMPLETING QUESTS

» Characters consider their quests completed when all **conditions** on their mission list are completed, even if other characters fulfill those conditions.

» **Locking quests** are considered completed only if the main character is locking the target character (e.g., the Charmer must personally lock Parsifal, but it doesn't matter how Klingsor acquires the Grail). Furthermore, the locking quests are completed if, and only if, at the time of completion of the other character's quests the object of the lock quest is still locked.

» When **multiple characters** complete a locking quest, that mission is considered completed for the other copies of the tarot as well (e.g., a Charmer that locks Parsifal concludes that mission on behalf of all other Charmers in play).

FAQ

- Can the "lock ability" always be performed by any character? No, it can not. The only cases are when the character possesses the ability to do so, or an artifact that allows it to lock.
- A blocked character can lead to victory? Yes, they can.
- May I lock and/or move one of my characters to Limbo to meet the winning conditions of another character of mine? Yes, you can.
- If a locking character loses the artifact that allowed them to perform the lock, is the blocked character set free? Yes, they are.
- If a locking character is locked in turn, is the first locked character set free? Yes, they are.
- What happens to artifacts owned by characters when they get locked? Artifacts return to the common game area.

PLACING TAROTS

The best method for placing tarot cards is shown below, especially when locking a character.

