

Roll for the Tournament - Jousting

Roll for the Tournament consists of 3 events: The Joust, Melee with Sword, and Melee on horseback. Roll for the Tournament is a Dice game that uses individual as well as multiple dice rolls to achieve winning conditions.

- [1] – Jousting list sheet – Component ready!
- [1] – Melee list sheet – coming soon!
- [1] – Melee on horse sheet – coming soon!

- [7] – White D6
- [7] – Black D6
- [1] – Red D6
- [1] – Green D6
- [6] – Yellow cubes

More components list coming soon!

In **Roll for the Tournament**, one of the main events is the joust, which earns the most points as well as greatest prestige.

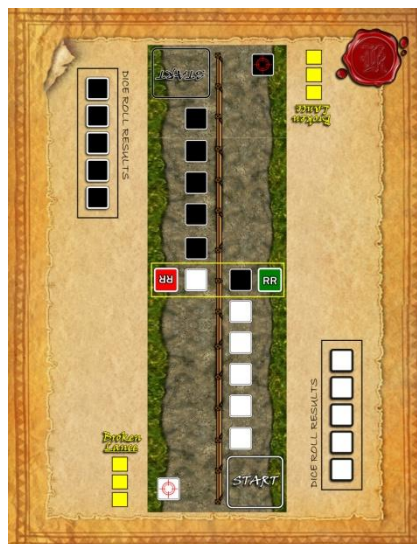
The Main event - Jousting in the Middle Ages was a fast, brutal and sometimes deadly competition between two Knights racing against one another with a lance, armor, shield and horse. The goal was to unhorse your opponent or break three lances against your opponent's shield to win. Each match consisted of [3] run through the list. An unhorsing wins the match outright! If neither Knight is unhorsed, the knight with the most broken lances wins the match. Points are scored for winning a match, unhorsing a Knight or breaking lances.

- 5 points for winning a match
- 10 points for unhorsing your opponent which in an immediate match win
- 3 points for a broken lance

The overall winner of the Tournament is the Knight with the most won matches and highest point total.

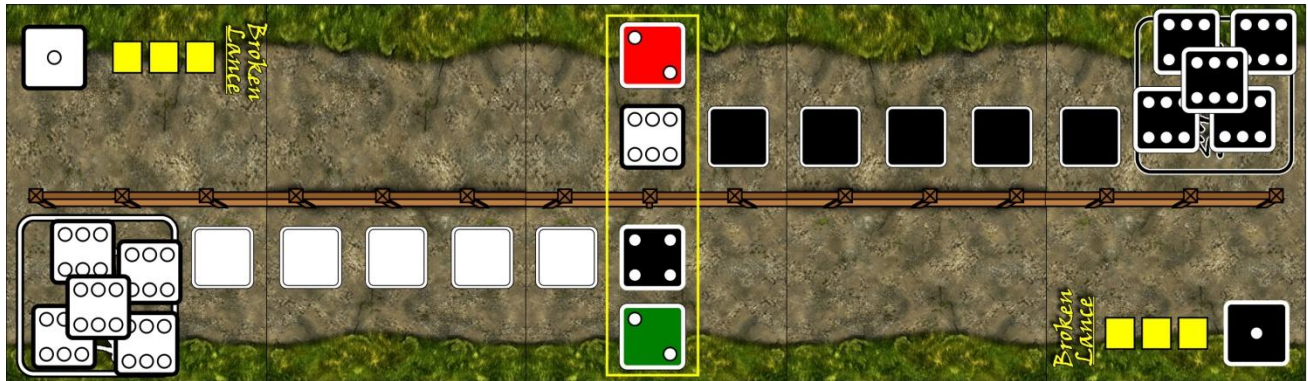
SETUP

1. Place the Jousting List between both players as shown below.



2. One player takes the WHITE - 7D6 and the RED - D6, this player represents the White Knight!
3. The player takes the BLACK - 7D6 and the GREEN - D6, this player represents the Black Knight!
4. The WHITE Knight places a RED "# of REROLLS" die and places it in the designated spot within the yellow **Contact location** box with the [2] showing.
5. The BLACK Knight places a GREEN "# of REROLLS" die and places it in the designated spot within the yellow **Contact location** box with the [2] showing.
6. Both players take their remaining 6D6 and each roll 1D6 "Contact Die", placing this die in the matching colored space within the yellow **Contact location** box with the value they just rolled showing.
7. Finally, both players will take one die from their 6D6 and use it as an "ON TARGET" die; setting it in the matching colored space to the lower left of their starting location with the number [1] showing. The this value will go up and down during the jousting match and the farther away this number is from [1] will have an effect on that players final lance results.
8. The Joust is now ready to start your first run down the list!

Setup example of a new game!



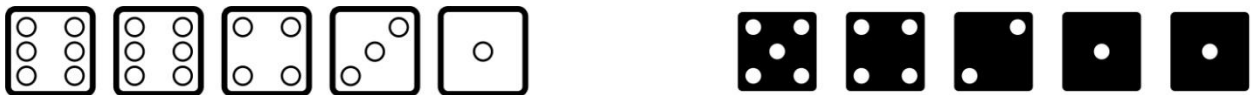
Example 1a.

GAME PLAY

There are [5] phases of rolls within each match.

First Roll -

1. Both players roll all 5D6 and rearrange them in a line from high to low in front of them as such:



Example 2a.

If either Player obtains a STRAIGHT or 5 OF A KIND on their "**VERY FIRST ROLL**" they score an immediate unhorsing, earn 10 points and "if their opponent didn't unhorse them also" win this match earning another 5 points.

- STRAIGHT – [2, 3, 4, 5, 6] or [1, 2, 3, 4, 5]
- 5 OF A KIND – Any combination of 5 identical die values.

If the above results are not obtained on the VERY FIRST ROLL, other combinations will result in bonuses to their "# of REROLLS" die:

- 4 OF A KIND – Any combination of 4 identical die values will produce a +4 modifier to that player’s colored “# of REROLLS” die. Change the modifier die by adding +4 to the value.
- FULL HOUSE – 3 of a kind + doubles - Any combination of 3 identical die values AND 2 identical die values will produce a +4 modifier to that player’s colored “# of REROLLS” die. Change the modifier die by adding +4 to the value.
- 3 OF A KIND - Any combination of 3 identical die values will produce a +3 modifier to that player’s colored “# of REROLLS” die. Change the modifier die by adding +3 to the value.
- 2 OF A KIND - Each pair of doubles will produce a +1 modifier to that player’s colored “# of REROLLS” die. Change the modifier die by adding +1 or +2 to the value.

“The final value can never be greater than 6”

NOTE: You can't use Contact Die Matches WITH # of a kind combination, you must use one or the other; not both!

After the above modifiers have been added to the “# of REROLLS” die, if any, the player’s try to match one of their dice to the opponents **Contact Die**.

You can do the following:

1. If one of the die matches the Contact Die, place it in the first matching colored space just above your START box.
2. If none of the dice match the opponent's Contact Die, you can:
 - Either use one of your REROLLS and reroll all your dice to try and obtain a matching die. You can reroll the dice equal to the number of rerolls you have on the “# of REROLLS” die. Adjust the die down for each reroll used! Once you run out of rerolls you MUST use one of the die and place it in the first space above the START box. Take the difference between your die and the opponent’s Contact Die and add it to the “ON TARGET” die.
 - Place one of your die that is either one value higher or one value lower than the opponent's Contact Die. If you decide to do this, place the die in the first matching colored space just above the START box. Then take the "ON TARGET" die and adjust it by +1. The farther away this amount is from 1 will have an effect on your final lance results.
 - Finally, you can spend [3] from your REROLL die and take one of your dice and place it in the first matching colored space above the START box with a value matching the opponents Contact Die.

Second Roll -

2. Both players roll their remaining 4D6 and rearrange them in a line from high to low in front of them.

If either Player obtains a 4 OF A KIND they score an immediate unhorsing, earn 10 points and “if their opponent didn’t unhorse them” win this match earning another 5 points.

- 4 OF A KIND – Any combination of 4 identical die values.

If the above results are not obtained, other combinations will result in bonuses to your “# of REROLLS” die:

- 3 OF A KIND - Any combination of 3 identical die values will produce a +3 modifier to that player’s colored “# of REROLLS” die. Change the modifier die by adding +3 to the value.
- 2 OF A KIND - Each pair of doubles will produce a +1 modifier to that player’s colored “# of REROLLS” die. Change the modifier die by adding +1 or +2 to the value.

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After the above modifiers have been added to the "*# of REROLLS*" die, if any, the player's try to match one their dice to the opponents **Contact Die**.

You can do the following:

- If one of the die matches the Contact Die, place it in the second matching colored space just above the START box.
- If none of the dice match the opponent's Contact Die, you can:
 1. Either use one of your REROLLS and reroll all your dice to try and obtain a matching die. You can reroll the dice equal to the number of rerolls you have on the "*# of REROLLS*" die. Adjust the die down for each reroll used! Once you run out of rerolls you **MUST** use one of the die and place it in the second space above the START box. Take the difference between your die and the opponent's Contact Die and add it to the "ON TARGET" die.
 2. Place one of your die that is either one value higher or one value lower than the opponent's Contact Die. If you decide to do this, place the die in the second matching colored space just above the START box. Then take the "ON TARGET" die and adjust it by +1. The farther away this amount is from 1 will have an effect on your final lance results.
 3. Finally, you can spend [3] from your REROLL die and take one of your dice and place it in the second matching colored space above the START box with a value matching the opponents Contact Die.

Third Roll -

3. Both players roll their remaining 3D6 and rearrange them in a line from high to low in front of them.

If the Players roll the following combinations they will result in bonuses to their "*# of REROLLS*" die:

- 3 OF A KIND - Any combination of 3 identical die values will produce a +3 modifier to that player's colored "*# of REROLLS*" die. Change the modifier die by adding +3 to the value.
- 2 OF A KIND - Each pair of doubles will produce a +1 modifier to that player's colored "*# of REROLLS*" die. Change the modifier die by adding +1 or +2 to the value.

"The final value can never be greater than 6"

After the above modifiers have been added to the "*# of REROLLS*" die, if any, the player's try to match one their dice to the opponents **Contact Die**.

You can do the following:

- If one of the die matches the Contact Die, place it in the third matching colored space just above the START box.
- If none of the dice match the opponent's Contact Die, you can:
 1. Either use one of your REROLLS and reroll all your dice to try and obtain a matching die. You can reroll the dice equal to the number of rerolls you have on the "*# of REROLLS*" die. Adjust the die down for each reroll used! Once you run out of rerolls you **MUST** use one of the die and place it in the third space above the START box. Take the difference between your die and the opponent's Contact Die and add it to the "ON TARGET" die.
 2. Place one of your die that is either one value higher or one value lower than the opponent's Contact Die. If you decide to do this, place the die in the third matching colored space just above the START box. Then take the "ON TARGET" die and adjust it by +1. The farther away this amount is from 1 will have an effect on your final lance results.
 3. Finally, you can spend [3] from your REROLL die and take one of your dice and place it in the third matching colored space above the START box with a value matching the opponents Contact Die.

Fourth Roll -

- Both players roll their remaining 2D6 and rearrange them in a line from high to low in front of them.

If the Players roll the following combinations they will result in bonuses to their "*# of REROLLS*" die:

- 2 OF A KIND - Each pair of doubles will produce a +1 modifier to that player's colored "*# of REROLLS*" die. Change the modifier die by adding +1 or +2 to the value.

"The final value can never be greater than 6"

After the above modifiers have been added to the "*# of REROLLS*" die, if any, the player's try to match one their dice to the opponents **Contact Die**.

You can do the following:

- If one of the die matches the Contact Die, place it in the fourth matching colored space just above the START box.
- If none of the dice match the opponent's Contact Die, you can:
 - Either use one of your REROLLS and reroll all your dice to try and obtain a matching die. You can reroll the dice equal to the number of rerolls you have on the "*# of REROLLS*" die. Adjust the die down for each reroll used! Once you run out of rerolls you **MUST** use one of the die and place it in the forth space above the START box. Take the difference between your die and the opponent's Contact Die and add it to the "ON TARGET" die.
 - Place one of your die that is either one value higher or one value lower than the opponent's Contact Die. If you decide to do this, place the die in the forth matching colored space just above the START box. Then take the "ON TARGET" die and adjust it by +1. The farther away this amount is from 1 will have an effect on your final lance results.
 - Finally, you can spend [3] from your REROLL die and take one of your dice and place it in the forth matching colored space above the START box with a value matching the opponents Contact Die.

Last Roll -

- Both players roll their last D6.

If the Player's die matches the CONTACT DIE no bonus is necessary since this is the last die to place on the list and lance contact is made!

If the player's roll doesn't match the opponents **Contact Die**.

You can do the following:

- Either use one of your REROLLS and reroll the die to try and obtain a matching die. You can reroll the die equal to the number of rerolls you have on the "*# of REROLLS*" die. Adjust the die down for each reroll used! Once you run out of rerolls you **MUST** use the die and place it in the fifth space above the START box. Take the difference between your die and the opponent's Contact Die and add it to the "ON TARGET" die.
- Place one of your die that is either one value higher or one value lower than the opponent's Contact Die. If you decide to do this, place the die in the fifth matching colored space just above the START box. Then take the "ON TARGET" die and adjust it by +1. The farther away this amount is from 1 will have an effect on your final lance results.
- Finally, you can spend [3] from your REROLL die and take one of your dice and place it in the fifth matching colored space above the START box with a value matching the opponents Contact Die.

Lance Contact –

6. After the last die is placed and lance contact is made, your dice results on the list will determine if you unhorse your opponent, break a lance or miss completely.

Check the following to determine your final contact results:

1. If all [5] of your dice match the opponent's Contact Die, you have one last attempt to unhorse your opponents. Take the "ON TARGET" die and roll it. If you roll the opponent's Contact Die value, you unhorse your opponent! You earn 10 points and if your opponent doesn't unhorse you; you win the match which earns you another 5 points.
2. If all [5] of your dice match the opponent's Contact Die and you roll the "ON TARGET" die but don't match the opponents Contact Die value, you instead Break a Lance and earn 3 points. Place a Yellow Cube on one of the squares under BROKEN LANCE area. Setup the list again for another run.
3. If only some of your dice match the opponent's Contact Die, you can't unhorse your opponent but you might still break a lance. If the value on your "ON TARGET" die is equal to or less than the number of dice you have in the list that match the opponent's Contact Die, you get to roll your "ON TARGET" die. If your roll matches the opponent's Contact die value or is no greater than one value away "up or down", you Break a lance and earn 5 points. Place a Yellow Cube on one of the squares under BROKEN LANCE area. Setup the list again for another run.

Example: Your list consists of the following die results [4,5,4,5,4] and the opponents Contact Die value is equal to 4. Your ON TARGET die value is equal to 3. You can **Break a Lance** by rolling the ON TARGET die and getting a roll of 5, 4, or 3!

4. If you only have 2 or less dice in your list that match your opponent's Contact die or your ON TARGET value is greater than 3, you miss your opponent completely with your lance on this run.

After three runs the Joust ends and the player with the [3] broken lances wins the match. If both players each break [3] lances the match is a tie and no match points are awarded!