



Spielanleitung • Instructions • Règle du jeu • Spelregels • Instrucciones • Istruzioni



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Brandon the Brave
Défis de chevalier • Richard Ridderslag
Valerio el Valiente • Il regno del cavaliere

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Brandon the Brave

An adventurous tile based game for 2 to 4 prospective knights ages 5 to 99.



Author: Johannes Zirm **Illustrations:** Michael Menzel **Length of game:** about 10 minutes

You are the knaves of the knight “Conrad the Confused”. The knight is frantically scouring the kingdom in search of his horse. Your greatest desire is to become a knight yourself! A knight as strong, brave and as glorious as the knight “Brandon the Brave”. To become a knight, you have to master regal tasks and prove that you have good intuition. Your task is to seek out giants, dragons, witches and other dangers!

To do this, you need to arrange your field tiles to set up the right locations or sites for the task at hand. The first player to meet all of the challenges wins the game and immediately gets to join Brandon the Brave on his journey roaming the land.

Contents

36 triangular field tiles, 1 Conrad the Confused knight, 18 task cards, set of game instructions

Preparation

Find the **field tile** with the castle on it and place it in the center of the table. Mix up the rest of the field tiles and form several piles, face down. Place Conrad the Confused knight figure next to the piles.



task cards



Defeat dragon



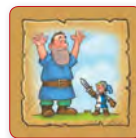
Free princess



Capture robbers



Find treasure



Subdue giant



Expel witch

Pass out the task cards until each player has the correct number of cards based on the following: two players: six cards each; three players: five cards each; four players: each player receives four different cards.

Place the task cards with the terrain side face up in front of you. Extra task cards will not be needed and should be removed from the game.

How to Play

Play in a clockwise direction. The player who last saw a dragon starts the game.
A move always consists of two consecutive steps:

1. Placing a field tile
2. Carrying out actions

1. Placing a triangular field tile

Draw a field tile from one of the piles and examine it closely. All tiles show part of a landscape and on each tile there is either a colored cross (= location of a task) or part of a jousting arena. You need to try and place the appropriate tile to suit the situation.

Important placement rules:



- Crosses may only be placed next to crosses of the same color (1) and cannot be placed next to a side with an open space (3). Sides with open spaces can always be placed next to each other (2)
- Parts of a jousting arena cannot be placed next to an open space and can only be placed next to each other in order to complete the site tile by tile.
- If you cannot find any spot to place the tile, ask one of the other players for help. If you have no other option, place the tile face down under any one of the piles and draw a new tile.

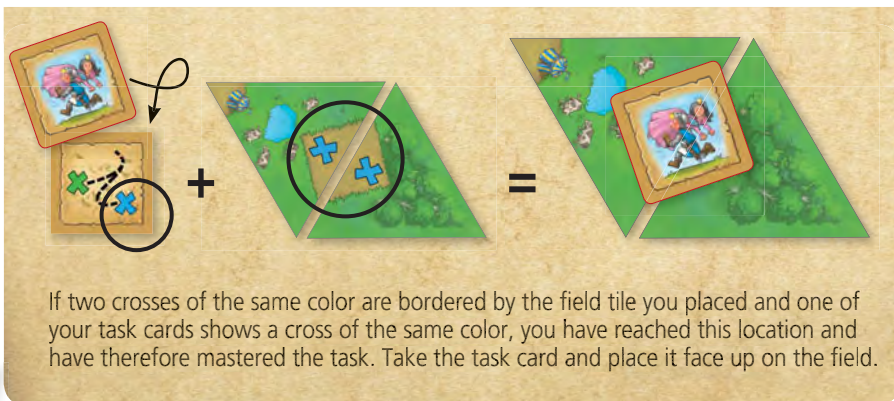
As soon as you have successfully placed a tile, move on to step 2.

2. Carrying out actions

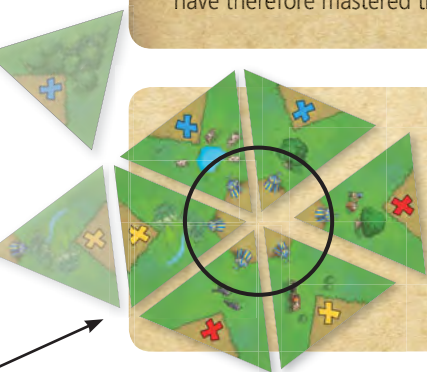
Check whether one or more of the following scenarios exist(s) as a result of placing your field tile:

• Completing a task

Two colored crosses are always depicted on the terrain side of your task card. The crosses represent locations, and you need to reach **one** of these locations to complete the particular task.



If two crosses of the same color are bordered by the field tile you placed and one of your task cards shows a cross of the same color, you have reached this location and have therefore mastered the task. Take the task card and place it face up on the field.



• Participating in the jousting tournament

It naturally happens that jousting tournament circles are built when placing the field tiles. If by placing your field tiles you place the last tile in the jousting area, you are the victor in the tournament! As a reward, the king will allow you to place any one of your task cards with the picture side face up on the space.

• Meeting Conrad the Confused

If you placed your field tile side-by-side next to a tile occupied by Conrad the Confused, he will help you so that you immediately get another turn.

Caution: Conrad the Confused will only help you once per round. If during your next move you place a tile next to a tile that he is occupying, you cannot go again this round.



Where did I park my steed?

• Finding Conrad the Confused's horse

Whenever you see the horse of Conrad the Confused on the field tile that you placed, you can pick up the knight and place him on this tile. This is how Conrad the Confused crosses the kingdom.



If none of these scenarios occur, your turn is over.

It is then the next player's turn to draw a field tile.

End of the Game

The game is over when

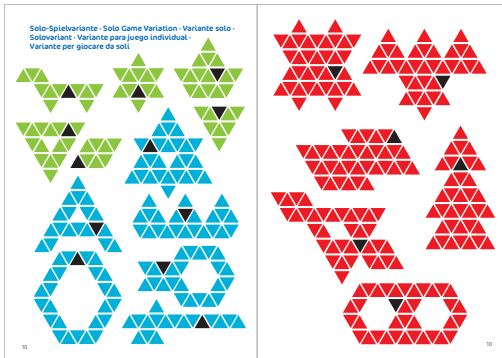
- a player has placed his or her last task card, thus winning the game and being knighted.
- all field tiles have been placed. Then the player with the fewest task cards left wins the game. Players who share in having the fewest number of cards left all win the game.

Solo Game Variation (Page 28-29)

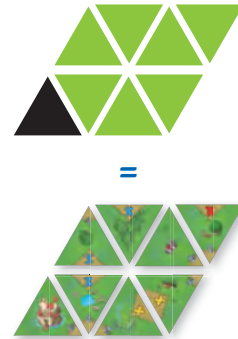
Now that you have proven that you have good intuition, challenge yourself in an entirely different way by playing the following solo game!

On the last page of these instructions you will find different puzzles. Each one is in the shape of a kingdom. Select a shape and try to place the field tiles in order to recreate the same shape as that particular kingdom. The black triangle symbolizes the field tile with the castle. Start building the kingdom with this tile. Follow the placement rules from the basic game. The task cards and knight are not required for this game.

Page 28-29



Example:



Tips:

- There is more than one solution to each puzzle!
- You can decide for yourself how hard you want to make the puzzle: **green** kingdoms for young puzzle knaves, **blue** kingdoms for experienced, knighted advisors and **red** kingdoms for seasoned, problem-solving kings.