CHIVALRY / GRACE CARD

When you use this card, READ IT out loud.

- You may play it after rolling. It will change an ODD roll into an forward 'even' roll. (Ex. a 3 becomes forward three instead of backward three spaces)
- Whenever you land on a yellow space you gain a Chivalry / Grace card.
- You may also use them to add extra gem trades during your turn. 1 card = 1 extra trade
- Don't forget, you must read it to use it.

PASSING THE START

- When you pass the starting space, roll the dice. Gain a gem using the numbers below.
  1 - Clear » 2 - Yellow » 3 - Green » 4 - Red » 5 - Blue » 6 - Purple
- If you move backwards past the start square and then forward you DO NOT get to roll for another gem.

Clear	+Clear	= 1 Yellow	Clear	= 1 point	Gem Trading * 2 per turn *Turn in a Grace Card for an extra trade.
Clear	+Clear	= 1 Blue	Yellow	= 3 points	First to 5 Purple Gems ends the game. Then count your gems to see who has the most points.
Clear	+Red	= 1 Green	Green	= 4 points	
Yellow	+Green	= 1 Blue	Red	= 6 points	
Yellow	+Yellow	= 1 Red	Blue	= 8 points	
Red	+Blue	= 1 Purple	Purple	= 15 points	

GEM TRADING

- Anytime during your turn, you may make up to two gem trades according to the Gem Chart.
- You may not trade with other players.
- You may use a Chivalry / Grace Card to make extra trades - 1 Card = 1 Trade
- 1 extra point per Grace Card you have unused at the end of the game.
- The jewel colors show up better if on a white card or paper underneath them.

HOW TO WIN

Continue around the board earning and trading gems until one person has 5 Purple Gems. This ends the game. . . now, count your points using the point counter on the right side of the Gem Trading Card!

When one player wins, all other players must give a high five, handshake or fist bump of congratulations.

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KNIGHTS & SQUIRES OF THE 21ST CENTURY

ADVANCED RULES

PIECES IN BOX

- 1 Folding Game Board
- 6 Meeples
- 25 Gems Each of Blue, Red, White, Green, Yellow & Purple
- 2 Six Sided Regular Die
- 6 Gem Trading Cards
- 50+ Scenario Cards
- 60 Blue Proverbs Cards
- 20 Chivalry / Grace Cards

} Place cards face down on top of corresponding picture on board.

*10 Blank Scenario Cards for your own scenarios.

HOW TO PLAY

Before you begin:

- Hand out a Gem Trading Card to each player AND 1 Chivalry / Gace card.
- Decide who goes first by the roll of the dice.
- Be kind and respectful.
- Meeples can share spaces with other meeples.

Have the starting player roll the die.

- If you roll an EVEN number, move forward that many spaces. Complete the action(s) for the corresponding colored space (see next page for details).
- If you are at the starting space and roll an ODD number, do not move backwards, sit tight until your next turn OR use your Grace Card to move forward (see page 4).

Attention Parents! To help motivate young men to play the game, we suggest adding a cookie component. Example: For every 10 points they earn they receive a cookie.

GREEN SPACES

If you land on a green space due to an even numbered roll or a Grace card changed the odd roll.

- Choose the top card from the Scenario Pile.
- Read it out loud, BOTH the Knight & the Squire Scenarios. Since you landed on the space with an EVEN roll, you chose wisely and perform the Knight's Actions!
- Since you chose wisely, you also gain a green gem AND a giant leap forward.
- Add the dice roll to the number on the bottom of the Scenario Card. THEN multiply it by 2 and move forward that many spaces!
- Whatever color you land on after, gain that color of gem, but do not read another card. Yellow gains a gem AND a Chivalry Grace Card, Proverbs a white gem.

YELLOW SPACES

If you land on a yellow space due to an even numbered roll or a Grace Scenario card changed the odd roll.

- Choose the top card from the Scenario Pile.
- Read it out loud, BOTH the Knight & the Squire Scenarios. Since you landed on the space with an EVEN roll, you chose wisely and perform the Knight's Actions!
- Because you chose wisely, you also gain a yellow gem AND a Chivalry/Grace Card.
- Move forward the # of spaces on the bottom of the Scenario card and gain a white gem.

RED, WHITE & BLUE SPACES

If you land on a Red, White or Blue space due to an EVEN numbered roll or a Grace Card changed odd roll.

- Choose the top card from the Scenario Pile.
- Read it out loud, BOTH the Knight & the Squire Scenarios. Since you landed on the space with an EVEN roll, you chose wisely and perform the Knight's Actions!
- Since you chose wisely, you also gain a gem of the corresponding color.
- Move forward the # of spaces on the bottom of the card and gain a white gem.

Remember: Everyone learns at different rates. Be kind and understanding to those who are struggling readers, maybe read the cards for them. This is your time to offer grace, encouragement and support.

PROVERB SPACES

If you land on a Sword/Proverbs space due to an EVEN numbered roll or a Grace Card changed odd roll.

- Choose the top card from the Proverbs Pile. Read it.
- Choose the top card from the Scenario Pile.
- Read it out loud, BOTH the Knight & the Squire Scenarios. Since reading God's word will always help you move forward. . . you choose the Knight's action.
- Gain a White gem AND choose one: Move forward three spaces OR move forward the number on the bottom of the Scenario Card.
- If you then land on a green, red, blue or white space, gain a gem of the corresponding color. Proverbs gains a white gem. If you land on a yellow space, gain a gem AND a Chivalry/Grace Card.

To know wisdom and instruction, To perceive the words of understanding, To receive the instruction of wisdom, Justice, judgment, and equity;
– Proverbs 1:2-3

ODD ROLLS

If you roll an odd number and don't have a Grace Card to change it, or choose not to use a Grace Card. . .

- Choose the top card from the Scenario Pile.
- Read it out loud, BOTH the Knight & the Squire Scenarios. Since you landed on the space with an ODD roll, you chose poorly and preformed the Squire's actions!
- Since you chose poorly, move BACKWARDS the number of spaces indicated on the bottom of the Scenario card. NOT the Scenario card number!
- When moving backwards, if you land on Red, White, Blue or Green spot, that's it, your turn is over. Do not gain gems.
- When moving backwards, if you land on Yellow, you experience Grace AND gain a Chivalry/Grace Card to use later. Do not gain gems.
- When moving backwards, if you land on a Proverbs spot read a scenario card and move forward the number of spaces on the bottom. . . because God's word will not come back void. Do not gain gems.

God offers grace to us, even when we fail and mess up, He is ready to help change our mistakes to his glory and honor. We, likewise, should be ready to offer grace to others.