



RACE TO

WARWICK CASTLE

Be the first knight to complete your quest by collecting a wagon full of weapons, treasure and food, then race back to Warwick Castle!

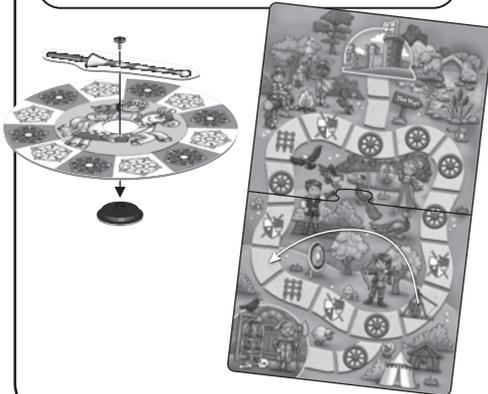
Joist other players along the way to steal their loot, but be careful you don't get sent to the dungeon or thrown by the trebuchet on the other side of the board!

Contents

- 4 knights with stands • 1 jigsaw game board
- 4 three-piece wagons • 2 shields • 1 dice
- 1 jousting spinner board • 1 lance pointer
- 1 two-part plastic pivot (separate plastic pivot and connect lance pointer to spinner board)

Setting up the game

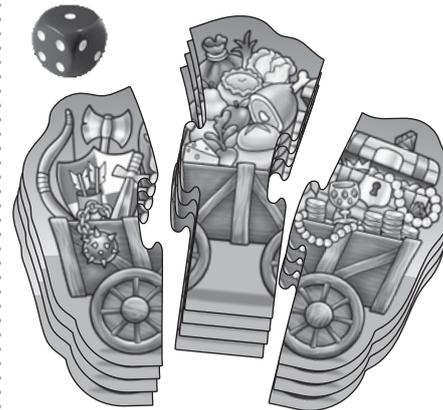
Construct the two piece board, then assemble the spinner by attaching the lance to the spinner board using the pivot (as shown below).



Each player chooses a character, slots it together with a matching stand and places it on the castle at the top of the board.



Place the pieces of wagon face up in three piles in the centre of the table. Place the dice where everyone can reach it.



Place the shields face down where everyone can reach them.



1 Roll the dice

The youngest player starts.

Roll the dice and move that number of spaces out of the castle. Always move **clockwise** around the board.



2 If you land on...

A WHEEL

If you land on a wheel, you can take **any** piece of wagon from the centre of the table and place it in front of you.



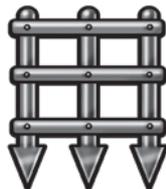
Play passes to the next player.

NOTE: Once you have **ONE** complete wagon, do not collect any more wagon pieces.

3 If you land on...

THE BARS

If you land on the bars, you are sent directly to the dungeon at the bottom of the board!



Play passes to the next player.

NOTE: You can move out of the dungeon on your next turn.

4 If you land on...

A TREBUCHET

If you land on a trebuchet, you are flung across the board, following the white arrow!



Play passes to the next player.

5 If you land on...

A SHIELD AND LANCES

If you land on a shield and lances, you can joust another player!



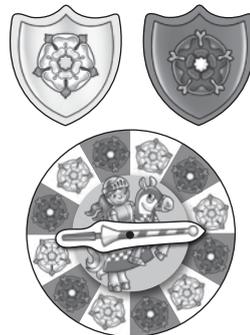
Choose another player and each take a face down shield, without looking at it.

Spin the spinner, then turn over your shields to see which one the spinner matches. The matching shield wins the joust!

The winning jouster can steal any piece of the other player's wagon for themselves!

NOTE: If the winning jouster already has three pieces of wagon, they can steal any piece of the other player's wagon and put it back in the centre of the table.

If the other player has no wagon pieces to steal, the winning jouster takes a piece from the centre.



6 The winner

The winner is the first player to collect **a complete wagon** then race back to the castle! Be careful, other players will try to steal pieces of your wagon and you might have to go around the board to collect them again!

