

**Nicolas Poncin**

**Antoine Lanau**



# Medieval ACADEMY

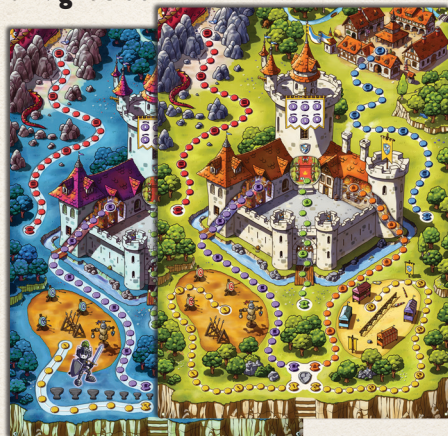


## Game overview

"Welcome, young Students, to Medieval Academy, our Chivalry School. For the next six months, we will train you. You will have to excel at the jousts and the tournaments, you will have to perfect your studies in the codices of our library, and even go on perilous quests in the service of our fair king. During these sessions, you will gain or lose points, and, at the end of the semester, the Student who earned the most points will be knighted by King Arthur himself!"

## Components

- 1 double-sided board with a Day and a Night side



- 3 double-sided Challenge cards for the solo mode



- 5 player aids for 3 to 5 players ("3+"), with a Day side and a Night side



- 2 player aids for 2 players, with a Day side and a Night side



- 52 Learning cards with a value from 2 to 5

Divided in 6 categories, each corresponding - with its symbol and color - to one of the 7 tracks on the board.

In the category Joust / Tournament: 2 x "5" cards, 4 x "4" cards, 6 x "3" cards.

In all the other categories: 1 x "5" card, 2 x "4" cards, 3 x "3" cards and 2 x "2" cards.



- 1 Round marker



- 1 Cup token for the Night side



- 5 Diplomas used as Scoring trackers, with a disc for the tens and a disc for the units.



- 1 Excalibur token for the first player



- 2 Parchment tokens for the Night side



- 35 wooden Learning tokens in 5 different shapes and colors (7 tokens per player)




- 1 insert to store each Student's equipment: 7 tokens, 1 scoring diploma and one "3+" player aid card. The last compartment is used to store the rest of the components.

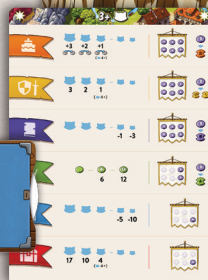




## Set up

The following set up is for a 3-player game using the Day side  of the board. The rules that follow are for 3 to 5 players. The 2-player game is explained on page 12.

- A** Place the **board** on its Day side .
- B** Each Student chooses a color then takes the **7 Learning tokens** of that color, a "3+" **player aid** on its Day side and the corresponding **Scoring diploma** (score tracker set on "0") which they will keep face down in front of them during the game.
- C** Each Student places 1 of their **tokens** on the Starting space of each of the 7 tracks (its position on the starting stack does not matter).
- D** Place the **Round marker** on the 1<sup>st</sup> space of the flag.
- E** Shuffle the **Learning cards** in order to have a stack of face down cards next to the board.
- F** Decide who will be the starting Student, and give them the **Excalibur token**.





## Goal of the game

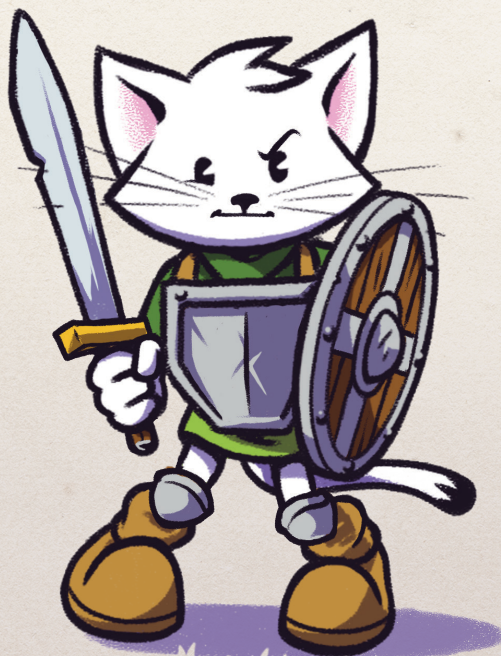
The Students will try to excel in each of the seven chivalry courses at Medieval Academy. First of all, they must cleverly pick the most useful cards. Then they will play these cards to move their tokens forward on each track, and therefore try to score as many points as possible.

The game ends after six rounds and the Student with the most points will win!

## Game Round

A game round is divided in **6 phases**, played **one after the other** in the following order:

- 1 - DEAL THE CARDS
- 2 - SELECT THE CARDS
- 3 - PLAY 4 CARDS
- 4 - SCORE THE TRACKS
- 5 - RESET THE TRACKS
- 6 - CHANGE THE 1<sup>ST</sup> PLAYER



### • PHASE 1 - DEAL THE CARDS

The 1<sup>st</sup> player deals **5 cards face down** each Student from the draw deck. If the deck of cards is exhausted, the 1<sup>st</sup> player shuffles the discarded cards from previous rounds and keeps dealing the cards.

### • PHASE 2 - SELECT THE CARDS

Simultaneously, each Student secretly consults their cards, picks **one** and places it **face down** in front of them. Each Student then passes the remaining cards, face down, to the Student next to them, following the direction set by the Round marker on the Flag. To their left on round 1, 3 and 5; to their right on round 2, 4 and 6.



The players keep repeating this phase until they have chosen and placed **5 Learning cards** in front of them. Then, they take the cards onto their hands, without revealing them to the other players.

Note: At any time, a Student can check the cards that they have chosen. But they cannot switch any previously chosen card with the ones received later on.



### • PHASE 3 - PLAY (4) CARDS

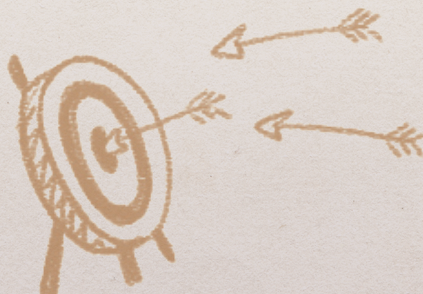
This phase is played **in turn**, starting with the 1<sup>st</sup> Student and **always clockwise**. On your turn, choose a card from your hand and **play it face up in front of you**. Move your Learning token on the corresponding track by as many spaces as the value of the card played (2, 3, 4 or 5 spaces). The turn then passes to the Student to your left. The Students keep repeating this phase until every Student has played 4 of their 5 cards: the last card in hand is therefore never played.

**At the end of this phase**, all the cards, whether they have been played or not, are discarded face up next to the draw deck.



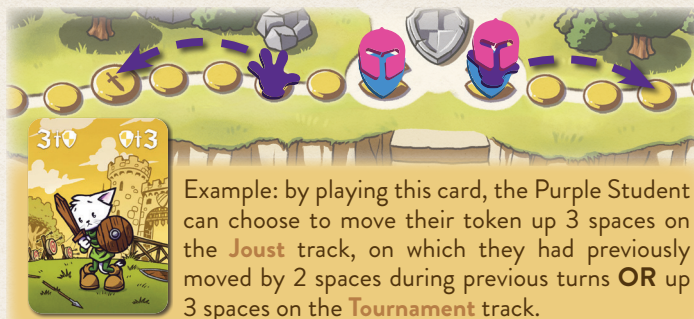
Note: The illustration, color and symbol of a card are all useful ways to identify the track on which a token will be played.

Reminder: this phase is **always** played **clockwise**, unlike the cards selection phase.



### Warning

The **Joust / Tournament** cards can be played on two tracks: the Student who plays one of these cards can choose to move their token on either the **Joust** track, or the **Tournament** track.



A token ending on a space already occupied by one or more tokens is **stacked on top of these tokens, except on the last space of the track** (see below).

In the Scoring phase, a token is always considered as being **ahead** of the token immediately **below** it.



The Learning token that ends on the last space of the track first cannot be overtaken by other tokens. The Learning tokens reaching the end of a track afterwards are placed **underneath** those already there.



#### • PHASE 4 - SCORE THE TRACKS

Score the tracks in the following order, for the specified rounds:

- **Kitchen** on rounds 1 to 6



- **Joust / Tournament** on rounds 1 to 6



- **Studies** on rounds 1 to 6



- **King** on round 3 and round 6



- **Town** on round 6 only



- **Quest** on round 6 only



The **first Student on a track** is the one whose token has gone the furthest on this track. Inversely, the **last Student on a track** is the one whose token has moved the least on this track.

On the **same space**, a token is considered as being ahead of the token located immediately below it.

If a token is still on the starting space, the Student earns nothing for this track, but may lose points in the case of the **Studies** and **Town** tracks.

While scoring, each Student will add or subtract points on their Diploma, without revealing it.

#### • Kitchen (rounds 1 to 6):



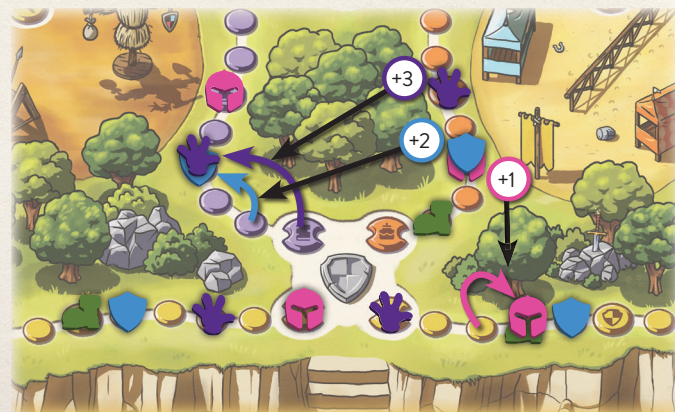
This track allows the Students to move one of their Learning tokens on any **other** track. Students move their tokens in the following order:

- First, the Student in **3<sup>rd</sup>** place on the **Kitchen** track can move 1 of their tokens up **1 space** on **any other track**.

**Warning:** In a **3-player game**, the Student in **3<sup>rd</sup>** place **does not move any token**.

- Then the Student in **2<sup>nd</sup>** place on the **Kitchen** track can move one of their tokens up **2 spaces** on **any other track**.

- Finally, the Student in **1<sup>st</sup>** place can move one of their tokens up **3 spaces** on **any other track**.



Example of scoring in a 4-player game:

- The Pink Student is **3<sup>rd</sup>**: he moves his token on the **Tournament** track up 1 space, and then becomes **2<sup>nd</sup>** on this track.

- The Blue Student is **2<sup>nd</sup>**: she moves her token on the **Studies** track up 2 spaces.

- The Purple Student is **1<sup>st</sup>**: she moves her token on the **Studies** track up 3 spaces and then becomes **2<sup>nd</sup>** on this track, passing the Blue Student.

- The Green Student is **4<sup>th</sup>** and does not move any of his tokens.





### Joust and Tournament (rounds 1 to 6):



- The Student in **1<sup>st</sup>** place on the **Joust** track earns **3 points**.
- The Student in **2<sup>nd</sup>** place on the **Joust** track earns **2 points**.
- The Student in **3<sup>rd</sup>** place on the **Joust** track earns **1 point**.  
(In a **3-player game**, the 3rd place does not grant point to the Student.)

Tally the **Tournament** track in the same way.

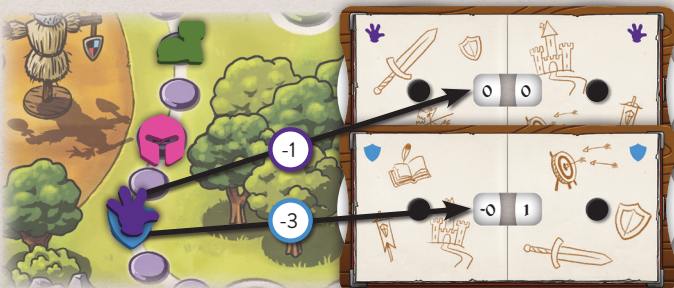


### Studies (rounds 1 to 6):



- The Student who is **last** on the **Studies** track loses **3 points**.
- The Student who is **second to last** on the **Studies** track loses **1 point**.

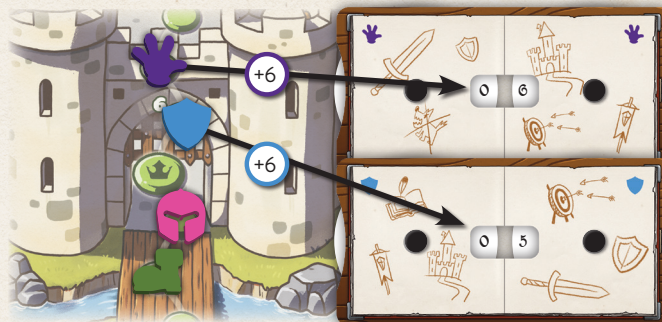
If several Students have their token on the starting space, they are **all considered last** and all lose **3 points**. In that case, there is no second to last Student.



### King (round 3 and round 6):



- The Students whose token has reached the **6<sup>th</sup>** space on the **King** track, but not the 12<sup>th</sup> space on this track, **earn 6 points**.
- The Students whose token has reached the **12<sup>th</sup>** space on the **King** track **earn 12 points**.



### Town (round 6):



- The Student who is **last** on the **Town** track loses **10 points**.
- The Student who is **second to last** on the **Town** track loses **5 points**.

If several Students have their token on the starting space, they are **all considered last** and all lose **10 points**. In that case, there is no second to last Student.

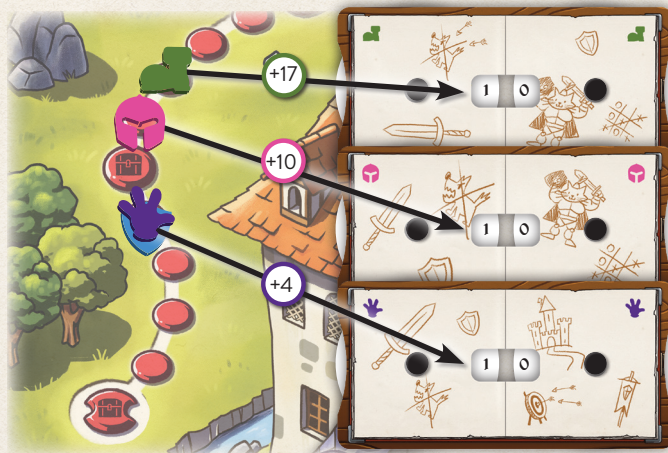




### Quest (round 6):



- The Student in 1<sup>st</sup> place on the **Quest** track earns 17 points.
  - The Student in 2<sup>nd</sup> place on the **Quest** track earns 10 points.
  - The Student in 3<sup>rd</sup> place on the **Quest** track earns 4 points.
- (In a 3-player game, the 3<sup>rd</sup> place does not grant point to the Student.)



### • PHASE 5 - RESET THE TRACKS

After the scoring phase of the 3<sup>rd</sup> round, all the Students' tokens on the **Kitchen**, **Joust**, **Tournament**, **Studies** and **King** tracks are reset and stacked up on their starting space (in any order).

This reset is indicated on the player aids by this symbol:

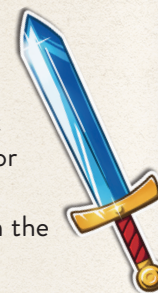


The tokens on the **Quest** and **Town** tracks remain on their current space.

### • PHASE 6 - CHANGE THE 1<sup>st</sup> STUDENT

At the end of each round, the Student who was 1<sup>st</sup> to play gives the **Excalibur** token to the Student on their left: this Student becomes the 1<sup>st</sup> player for the next round.

The **Round marker** is moved to the **next space** on the flag.



## End of game



The game ends after the scoring phase of the 6<sup>th</sup> round. Each Student reveals their diploma and the points obtained. The Student with the most points wins the game!

In case of a tie, the best cook wins the game, that is, the Student whose token is the furthest on the **Kitchen** track.







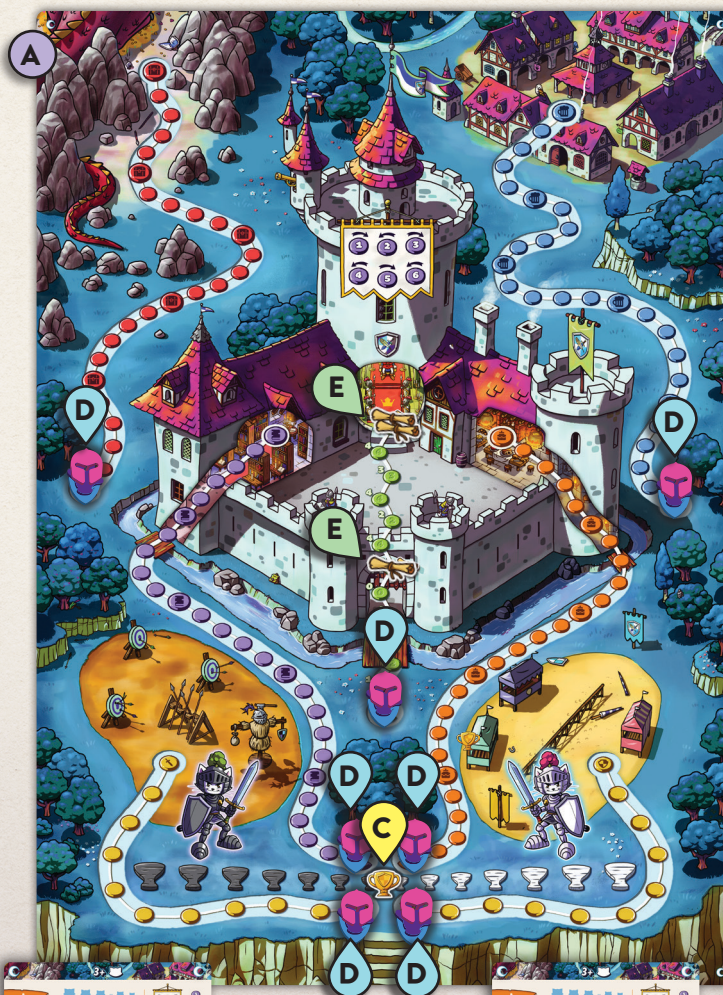
## Advanced rules / Night side

After you have discovered Medieval Academy on its Day side  , to diversify your experiences, you can now play with the Night side  of the game. In a 3- to 5-player game: all the standard rules apply, except for the following changes. The 2-player mode in page 12 has additional rules.

### SET UP

The set up is the same as the Day side, except for the following changes:

- A** Place the **board** on the Night side .
  - B** Take the **3+ player aids** on their Night side .
  - C** Place the **Cup token** between the **Black Cup** track and the **White Cup** track.
  - D** Each student places 1 of their **tokens** on the starting space of each of the 7 tracks (their position on the starting stack does not matter)
- The **Joust** and **Tournament** tracks are replaced by the **Black Knight** and the **White Knight** tracks.
- E** Place the **single Parchment token** on the 6<sup>th</sup> space and the **double Parchment token** on the 12<sup>th</sup> space on the **King** track.





### GAME ROUND:

A game round is the same as on the Day side, except for the following changes:

- **PHASE 1 - DEAL THE CARDS**

No change

- **PHASE 2 - SELECT THE CARDS**

No change

- **PHASE 3 - PLAY (4) CARDS**

#### On the Joust and Tournaments track

When a Student plays a **Joust / Tournament** card, they can choose to play it on the **White knight** track or on the **Black Knight** track. The Student moves their Learning token on the chosen track using the value shown on their card.

Moreover, they move the Cup token up its track on the chosen Knight side, using the same value shown on the card (for example, on the **white cup** track for the **white knight** track).

If the Cup token has reached the last space of one of the 2 Cup Tracks, playing a **Joust / Tournament** card for the corresponding track will not move it further.

Later on, if a **Joust / Tournament** card is played on the other Knight track, the Cup token can move back towards the other Cup track.

A same Student can "switch sides" during the game, by playing **Joust / Tournament** cards sometimes for the **Black Knight**, and sometimes for the **White Knight**.



Example: the Green Student has previously moved their Learning token on the **White Knight** track and the Cup token on the **White Cup** track. With the card shown here, the Pink Student can decide to move on the **Black Knight** track OR the **White Knight** track. They choose to move their token up 3 spaces on the **Black Knight** track. They therefore also move the Cup token up 3 spaces on the **Black Cup** track.

#### On the King track

The Student whose Learning token first reaches or passes a scoring trigger on the **King** track (the 6<sup>th</sup> or 12<sup>th</sup> space) gets the **Parchment token**, and keeps it next to their diploma.



- **PHASE 4 - SCORE THE TRACKS**

**1<sup>st</sup> Student Bonus:** Just before the Scoring Phase, the 1<sup>st</sup> Student may choose **1** of their **Learning tokens** with other tokens stacked above it and place it on **top of the stack**.





## Jousts and Tournaments (rounds 2, 4 and 6):



The winning Knight is the one who has the Cup on their side when the scoring phase happens.

On the winning Knight track:

- the Student in 1<sup>st</sup> place earns 8 points,
- the Student in 2<sup>nd</sup> place earns 5 points,
- the Student in 3<sup>rd</sup> place earns 2 points.

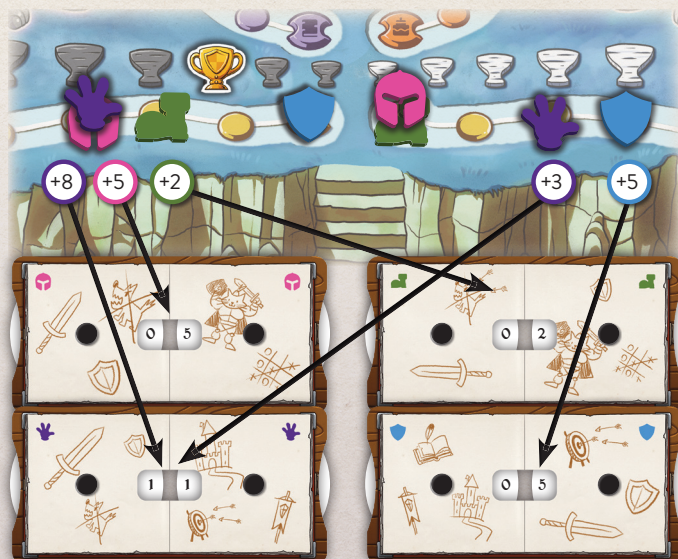
(In a 3-player game, the 3<sup>rd</sup> place does not grant point to the Student.)

On the losing Knight track:

- the Student in 1<sup>st</sup> place earns 5 points,
- the Student in 2<sup>nd</sup> place earns 3 points,
- the Student in 3<sup>rd</sup> place earns 1 point.

(In a 3-player game, the 3<sup>rd</sup> place does not grant point to the Student.)

Note: If the Kitchen has been used to move the tokens on the Joust or Tournament track, the Cup token is also moved then, as during a regular turn.



## King (round and round):



A scoring phase for the King track is triggered for a round in which at least one Parchment token has been collected.

- If only one Parchment token was collected, every Student earns points corresponding to the space where their Learning token is.
- If both Parchment tokens were collected during the exact same round, then every Student earns twice the points of the space their token is on.



### • PHASE 5 - RESET THE TRACKS

**Knight track:** After the scoring phase of the 2<sup>nd</sup> and 4<sup>th</sup> rounds, all Learning tokens are reset on the starting space. The Cup token is also reset to the space between the white cup track and the black cup track.



**King track:** If the Parchment token of the 12<sup>th</sup> space has been collected on this round, both Parchment tokens are reset back on their space and the Learning tokens are reset on the starting space.



### • PHASE 6 - CHANGE THE 1<sup>ST</sup> STUDENT

No change



## 2-Student mode

### SET UP:

No change, except for the Player aids. Each Student must take a player aid for the 2-player mode.



### GAME ROUND:

The game Round is identical to the 3- to 5-player mode, except for the following changes:

- **PHASE 2 - SELECT THE CARDS:** With 2 Students, the direction in which you give the cards, as shown on the flag, is not taken into account.
- **PHASE 3 - PLAY (4) CARDS:** The two Students take turns playing a card, starting with the 1<sup>st</sup> player (who will change with each new round).
- **PHASE 4 - SCORE THE TRACKS:** During this scoring phase, the tracks will award points slightly differently. The player aid references the changes made:

### Kitchen (rounds 1 to 6): Day side ☀ and Night side 🌙



The Student in 1<sup>st</sup> place on the track can move on **any other track** one of their tokens up **one space**, as well as **one additional space for each visible Kitchen symbol between their token and their opponent's**.



The Pink Student is 1<sup>st</sup> on the **kitchen** track and 1 Kitchen symbol is visible between them and the Blue Student. The Pink Student can move one of their tokens up 2 spaces on another track and they choose to move up on the **King** track to pass the Blue Student.

### Joust and Tournament:

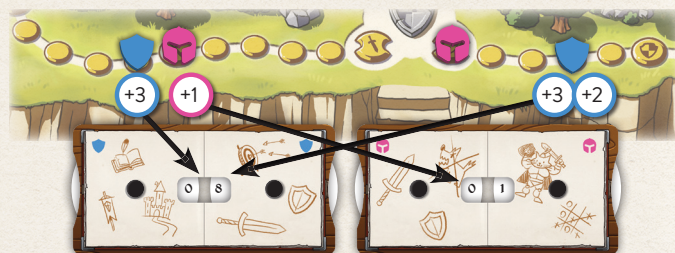
Day side ☀ (rounds 1 to 6):



- The Student in 1<sup>st</sup> place on the **Joust** track **earns 3 points**.
- The Student in 2<sup>nd</sup> place **earns 1 point**, as long as their token is not on the starting space.

Score the **Tournament** track using the same method.

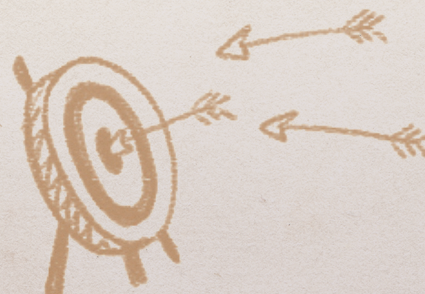
If a Student finishes **first on both tracks**, they **earn 2 extra points**.



Night side 🌙 (round 2, round 4 and round 6):



No change compared to the 3- to 5-player game. See scoring on page 11.





## Studies (rounds 1 to 6): Day side ☀ and Night side 🌙



The last Student on the track loses 3 points at the end of each round.



### King:

Day side ☀

(round 3 and round 6)

Night side 🌙

(round 🏹 and round 🏹)

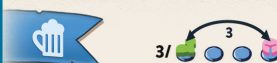


No change compared to the 3- to 5-player game.

See scoring for the Day side ☀ on page 7 and for the Night side 🌙 on page 11.



## Town: (round 6): Day side ☀ and Night side 🌙



The 1<sup>st</sup> Student on the track earns 3 points for each group of 3 spaces between their token and their opponent's. Therefore being 1 or 2 spaces ahead only will not earn them any point. Being ahead of 3, 4 or 5 spaces earns 3 points. Being ahead of 6, 7 or 8 spaces earns 6 points,...

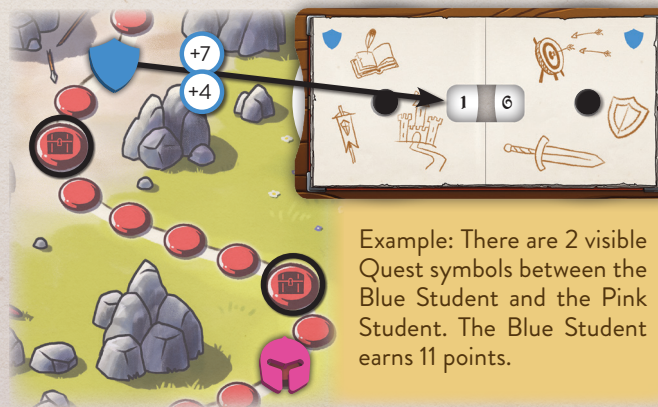


Example: The Pink Student is 7 spaces ahead of the Blue Student. The Pink Student earns 6 points.

## Quest (round 6): Day side ☀ and Night side 🌙



The 1<sup>st</sup> Student on the track earns 7 points at the end of the game, and 2 extra points for each visible Quest symbol between their token and their opponent's.



Example: There are 2 visible Quest symbols between the Blue Student and the Pink Student. The Blue Student earns 11 points.



## Solo mode

Our Medieval Academy also offers private courses for Students who wish to learn the nuts and bolts of the craft on their own. In this solo mode, you play against 2 Opponents. Will you get the best score to win the game?

### ADDITIONAL COMPONENTS:

#### . 3 double-sided Challenge cards

The value on the top left corner indicates the level of difficulty (1: easy)

Each Challenge card indicates **the Increased Value** (+1, +2...) for one or more Learning card types (**Joust**, **Quest**, **King**...). This Increased Value **only applies to both your Opponents**, and only them, during phase 3.

#### SET UP:

Pick a color of tokens for you and for each of your Opponents. Then proceed with a regular set up for 3 Students.

You will keep the Excalibur token throughout the whole game.

Moreover, pick a Challenge card and place it in front of you. We advise you to start with level 1 and gradually increase the difficulty.

#### GAME ROUND:

Throughout the whole game, you always **play first**. The order of play is as follows: you, Agravain then Brisene.



#### • PHASE 1 - DEAL THE CARDS

Form a row of **5 stacks** of **3 face down cards**.

Then **flip the 1<sup>st</sup> card of each stack face up**.



#### • PHASE 2 - SELECT THE CARDS

Following the turn order, you and your Opponents pick 1 card face up, and then flip the card below face up. Place the cards in 3 decks face up, one for you, one for Agravain and one for Brisène.

The Opponents always take the highest value card of the row. In case of a tie, the Opponents take the leftmost card among the tied cards.



Example: there is a **Kitchen** card of value 5 and a **King** card of value 5. Agravain takes the **Kitchen** Card as it is the leftmost one. Agravain adds it to the cards they have already taken.

Agravain's hand



Proceed likewise until each of you and your Opponents have 5 cards. Then shuffle the Agravain cards to create a **face-down** deck. Do the same with the Brisene cards.



### • PHASE 3 -PLAY (4) CARDS

Following the turn order, you and your Opponents take turns playing a card until you have played 4 cards.

On their turn, an Opponent takes the 1<sup>st</sup> card of their deck and moves their token up the corresponding track by as many spaces as the value of the card, possibly adding the Increased Value of the Challenge card.



Example: the Yellow Opponent plays a **King** card of value 4. As the Challenge Card indicates +2 for the **King** track, the Yellow Opponent moves their token up 6 spaces in total (4+2) on the **King** track.

In case of a **Joust** / **Tournament** card, the Opponent moves their token on the **Joust** track 🏹 if it allows them to pass another Student (you or the other Opponent) on this track. Otherwise, they move on the **Tournament** track 🏆.



Example: as all tokens are tied on the starting space, the Yellow Opponent moves up 3 spaces on the **Joust** track as it allows them to improve their position on this track. If it was not the case, they would have moved on the **Tournament** track, even if it does not improve their position on this track.

Likewise, if you play with the Night side of the board, an Opponent always picks the track of the **Black Night** if it allows them to pass another Student. Otherwise, they move up the **White Knight** track, whether they pass another token or not. Moreover, they move the Cup on the corresponding direction (see page 10).

### • PHASE 4 - SCORE THE TRACKS

**Kitchen:** If an Opponent can use the **Kitchen** track, they move on a track that allows them to pass another Student (you or the other Opponent). Check the tracks, following this order: **Joust** → **Tournament** → **Studies** → **King** → **Town** → **Quest**.

If none of these tracks allows an Opponent to improve their position, they move on the **Kitchen** track itself (contrary to the standard rule).

Score the other tracks normally, as a regular 3-player game.

### • PHASE 5 - RESET THE TRACKS

Proceed as a regular 3-player game.

### • PHASE 6 - CHANGE THE 1<sup>ST</sup> STUDENT

The turn order never changes.





## Credits

Game Designer: **Nicolas PONCIN**  
Solo mode designer: **Alexis ALLARD**  
Artist: **Antoine LANAU**  
Graphic Designers: **Antoine LANAU & Anne HEIDSIECK**  
Rules Editor: **Dominique BODIN & BLUE COCKER**  
Proofreader: **Sandra GRÈS**  
Translators: **Natacha CHARLON & Benoit TURPIN**

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BLUE COCKER GAMES  
Tél. : +33 5 34 28 05 01  
49 avenue de Lauragais  
31400 TOULOUSE - FRANCE  
[www.bluecocker.com](http://www.bluecocker.com)

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