

KNIGHTS AROUND THE TABLE

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Translation © Michael James Webb

KNIGHTS AROUND THE TABLE

NO NEED FOR DICE OR TOKENS FOR THESE GAMES, JUST YOUR FINGERS!

The detailed rules are here, with brief recaps next to each of the games.

ONE, TWO, THREE, GO!

A tuning in game for 2-4 players aged 4 and above

The only question in the first game is how well the players can tune in to playing together. The aim is to get everyone to point simultaneously to a castle of the same colour without saying a word.

Sit around the book and agree on who each of the four castles belongs to. If there are three players, someone should play with two hands and choose from two groups of four (we suggest the adult be that player). If there are only two of you starting the book, both play with 2 hands. The task is (seemingly) simple: raise your index finger and place it on one of the castles on the count of three. If everyone has managed to choose the same colour castle (e.g., yellow), you can drag your finger along the road of the corresponding colour, if not, repeat the sequence until everyone is pointing to a castle of the same colour. Attention Please – no talking!

FOREST BREAK

A memory game for 2-4 people aged 4 and above

The aim of the game is to get everyone to lift their fingers from the book.

There are 12 pebbles between you giving 3, 4 or 5 pebbles each to cover the picture completely. For 3 players, make sure you use 4 pebbles each. The player whose turn it is names and holds up a finger. Then they name someone else's finger, and if the same picture is under both fingers, you don't have to put the cover pebble back. If the pictures don't match, you both have to put your pebble and your finger back. If the player in turn can't or won't find a pair, they can move one finger to another pebble to cover a new picture. Watch out though, if someone is left alone at the end, there is no winner!

BOGLAND BUSTLE

Competitive game for 2-4 people from 5 years

The aim of the game is to be the first to reach the finish line on the green hill.

Everyone has to choose a knight and put their finger on them. The player in turn always chooses the remaining free actions from the action flags and performs one of them. The chosen action must be covered with a finger (you can use both hands!), no one can choose that action until you have chosen another one. If you have 3 or 4 players, you can choose more than one action, indicated by the icons, but you cannot choose the same action twice in a row.

[image]- 1 move;

[image]- 2 moves;

[image]- move to the nearest star field;

[image]- you can step on the finger of the person closest to you, so that they can take you with them. The field closest to you is the one you can reach with the fewest steps. If there are several such squares, you can decide on which one to move to.

[image]- the player in the lead is eliminated from the next round. In the event of a tie, the action chooser decides who is going to be left out of the round. Any player who is ruled to be stuck in a bog may not take an action, but must step away from the previously chosen action flag and place his finger on another one.

[image]- you can swap places on the board with anyone.

If you step on someone else's finger, you must step next to them after their action. Only then can two fingers stand on the same place, otherwise it is not allowed. You can only pass through any place that is occupied.

As soon as someone steps onto the hill, the game ends and they are the winner!

THE TALLEST TREE IN THE WOOD

Cooperative game of skill for 2-4 people aged 4 and above

The aim of the game is to reach the top of the tree together.



Each person chooses a colour and puts one finger on the leaf of the same colour as the tree root. This leaf can only be released once everyone has placed another finger on a leaf at the next level. Play with one hand. So, when everyone has arrived at their second leaf, you can let go of the first, then head to the third level of the tree, and so on. If someone lets go of a leaf without one of the other players having reached the new level, then they have to start the game again. If you are already proficient, you will need to capture both leaves at levels 3, 4 and 5 of the tree to move on. If you are playing with very small children, it is no bad thing if they follow the rules, but climb with both hands!

WHERE NEXT?

Storytelling game for 2-4 players aged 5 and up

The aim of the game is to use all the signposts to create a story together.

The first player (we suggest the adult) starts a story, then stops after one or two sentences and the player to the left has to continue. First, they have to find a signpost that the person in front of him might have been thinking of (the location of the story, a character, an object or anything resembling a shape on the board), drag their finger along that shape from left to right, then continue the story to the next signpost. You can continue the game for as long as you like, but must touch all the landmarks at least once during the story. **Example:** Last summer, we went hiking in the mountains...

...when we stopped to rest and my mum and dad weren't looking, we ventured a little further and found a cave... 


RAPID ASCENT

Speed game for 2-4 people from 5 years

The aim of the game is to be the first to find the right flag.

Sit around the book and make it clear which two traits belong to which player! If there are three players then someone should play with two hands, deciding on 2+2 traits (we suggest the adult be this player), if there are only two of you starting the book, play with 2x2 hands!

At the start of the game, agree on how many points you will play to (3 points to start with, then you can increase up to 10) and mark your points with beans, pebbles, matchsticks, or anything else you have around the book.

When you're ready, raise your index finger and cover one of each pair of features on the count of three, and one in front of each of you. You will then see only 4 properties, each of which corresponds to only one flag at a time. Example: yellow, blue, striped rectangular flag=. When you have found the solution, with your free hand (if you are covering with both hands, let one go) slap down on the flag! The winner is the one who was the fastest. If it's hard to decide, then see whose hand is underneath, but if you still can't agree, then there is simply no winner in this round. No penalty for pointing the wrong way!

One of the difficulties with speed games is that if someone is much better than the others (e.g. the adult is better than the child), then they are consistently and clearly winning. There are two ways to gain an advantage in this game to make it exciting for everyone. The simplest is that after the properties are cleared, the more skilful player closes his eyes and counts to 3 or 5 as suits best, and only then starts looking for the solution. It can also add difficulty if the more skilful player has to find the opposite flag instead of the one with the visible properties. The two advantages can even be combined.

THE LABARYNTH

A cooperative logic game for 1-4 players aged 4 and up

The aim of the game is to get everyone out of the maze.

Choose a task: collect two cups OR three treasure chests OR one of each. Place one of your fingertips on one of the boxes closest to the entrance. Only one player may stand on any field.

The player in turn can either move as many stones as there are stones in the field, or move to the nearest stone of the same colour or group of stones. Or he may choose to pass this option to a fellow player. For example, if someone is standing on two blue stones, they can either move two stones, move to the nearest blue stone or group of stones, or pass on this option to someone else so they can move in the same way.

If someone steps on some treasure, their teammates will help them step back, so until someone else passes on their move, they are stuck.

You cannot step into holes, but they count as a field when counting moves. You can only exit the maze with a precise number of steps.

Once out, choose a flag and the next time it is your turn, you can help someone one last time with that colour or step number.

Once everyone gets out, you win. Watch out though, if someone is left in alone and you haven't collected everything and you have no help left, because then you lose! The game can also be played as individuals, in which case you can step off the treasure one at a time.

CASTLE SIEGE

A territory occupation game for two players aged 5 and over

The aim of the game is to either take all the turrets of a castle or to enter three different castles. The two players take turns. The player who starts (it is recommended to let the weaker player start) is free to place his finger on a tower. From this point on, the player in turn always has two choices: he can either place his finger on a tower of the same colour or on a tower in the same position in one of the other castles as the opponent in his previous move. So, if the player ahead of us has put his finger on a red flagged tower on the lower left-hand side, we either look for a red tower or occupy the lower left tower in another castle. You can only ever place your finger on an empty tower, which you cannot then release until the end of the game, if you do, you have lost control of the tower. You can use both hands!

ONE, TWO, THREE!

Everyone can choose one of their own four castles. Lift your index finger and place it on the castle of your choice on the count of three. If everyone has chosen a castle of the same colour (e.g., yellow), then you can start on the path of the colour you want to choose. If not, repeat the choice until you have pointed to all the castles of the same colour. Attention - no talking!

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FOREST BREAK


Each person chooses 3, 4 or 5 painted pebbles from their 12 pebbles and covers the picture on them with their fingers. Then find pairs under your fingers, as you would in a memory game. If you find a pair, the fingers covering them are released. The goal is to get everyone to lift all their fingers


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BOGLAND BUSTLE


 1 move;

 2 moves;

 you can move to the nearest star field;

 you can step on the finger of the closest player, so they can take you with them;

 the player in the lead is eliminated from a round;

 you can swap places on the board with anyone

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THE TALLEST TREE IN THE WOOD

Each person chooses a colour and places one finger on a leaf of the same colour as the root of the tree. This leaf can only be released once everyone has placed a finger on the leaf on the next level, and so on. Play with one hand. If someone lets go of a leaf without one of his/her companions having reached the next level, they have to start the game again!


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WHERE NEXT?

Let's tell a story together, with all the signposts playing a part in it! Each player says one or two sentences, incorporating one of the signposts by referring to the image on it in their story (snake, sea, fish, hill, etc.) The next player then has to guess which image on the signpost you have said might be similar to the one on the board, then runs their finger over it and continues the story, and so we go round and round until all the signs have been added.

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RAPID ASCENT

Decide how many points you need to get today to win in the game: 3, 5 or 10. When you're ready, raise your index finger and cover one of each pair of traits at the count of three - one in front of each of you. You will then see only 4 traits, each of which corresponds to only one flag. Yellow, blue, brick-based flag, striped = . When you have found the solution, use the index finger of your free hand to poke the flag. The one who was the fastest gets the point, and there is no penalty for poking the wrong one.

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THE LABYRINTH

The aim of the game is for you all to get out of the labyrinth together and complete the mission of your choice. The player whose turn it is can either move as many stones as he is standing on, or move to the nearest stone or group of stones of the same colour, or pass on their move. If someone steps onto some treasure, the player's companions will help him to step back. You are not allowed to stop on holes, but they count as a step. You can only exit the maze with a precise number of steps.

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CASTLE SIEGE

A game for two players. If there are four or three of you, play through the castle siege several times to give everyone a turn. Take all the towers in a castle or enter three different castles to win. Your move is determined by your opponent's move: you can either capture a tower of the same colour or the same position as they do.

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