

JOHNNY EBSEN

NOBLE HEARTS



Players: 2
Time: 10 - 15 min
Age: 10 +

INTRODUCTION:

George McManus was promised the hand of the beautiful Lady Isabelle as a deal between his Father Lord McManus and Isabelle's father Earl Malcolm due to financial difficulties of the later. During a meeting between George McManus and Lady Isabelle she confirms her intention to keep the promise of her father.




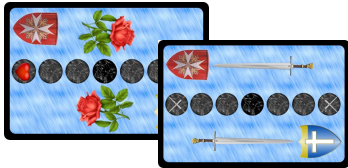
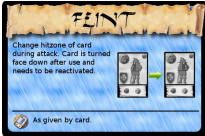



During a short visit under Southern skies Lady Isabelle meets Duque Alberto Rojas a Spanish noble person. After persuading Lady Isabelle to stay at his castle for a night they have an affair before Lady Isabelle returns to her home country. She does not reply to his letters in the aftermath and Alberto believes that Isabelle's father is preventing her from answering due to the arranged marriage with George McManus.

When George McManus hears about the affair between Lady Isabelle and Duque Rojas he is very upset. He immediately knows that something is rotten about the story. Rumors have it that she was forced to stay a night with Alberto. There is only one thing to do.

The scene is set. George McManus, Duque Alberto Rojas and Lady Isabelle meet at a neutral castle in France, and have a talk. Like real Gentlemen McManus and Rojas fight it out with swords of course, while Lady Isabelle watches.

Who will finally win the heart of the beautiful Lady Isabelle? Is it going to be the best swordsman, or maybe the most charming cavalier? The gauntlet has been thrown, let the true gentleman win.

CONTENT:

<p>1 Game box</p> 	<p>2 Noblemen markers</p> 
<p>2 x 30 Action Cards (Blue and Red colors)</p> 	<p>1 Charm card and 1 Skill card (expansion only)</p> 
<p>12 Special cards (expansion only)</p> 	<p>8 Roses marker (expansion only)</p> 
<p>1 Skill marker (expansion only)</p> 	<p>1 Lady Isabelle marker (expansion only)</p> 
<p>2 Action overview cards</p>	<p>1 Rule set</p>

GAME SETUP:

Before the game begins the Game box is placed in the middle of the table and both players receive Action cards and a Nobleman marker in their color and also an Action overview card. The Action cards are shuffled and placed in the Unused Cards pile face down next to the Game box. Each player draws 5 cards, that is taken on hand. The players decide who is the start player and the game is ready to play.

PLAY SEQUENCE:

Each player takes turn alternating depending on initiative status given by action performed. Depending on the action performed the player either is handing over the initiative to the opponent or he may keep it. If a player is attacking the opponent, the opponent has to perform an evasive action in order to avoid being hit. If a player is not able to play an evasive action, the player gets hit and loses the game.

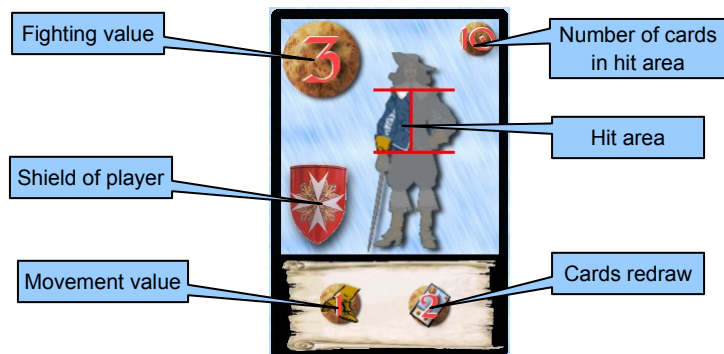
GAME BOX:

The inside of the game box is the playing area. In the playing area there is spaces that can be occupied by one Nobleman. Additionally there is furniture, hay stack etc. which has different heights. These parts can only if be occupied if the player performed a "Jump" action to enter the new height.



ACTION CARDS:

Each player has a deck of 30 cards in his color. These cards can be used stand alone or in combinations to perform special actions.



ACTIONS:

When a player takes turn he can perform actions depending on what cards he has available. Additionally to any actions performed, the player may turn his Nobleman marker 1/8 of a turn and this may be performed before, during or after the action has been performed. There is no difference in performing actions straight or diagonally between spaces.

Attacks can only be performed if the opponent is positioned directly in front of the Nobleman marker of the player. The direction is given by the arrow at the foot of the Nobleman marker. The direction of the opponent is not important.

If a player was attacked he must perform an Evasive action in order not to be hit. If an action is evasive can be seen on the Action overview card.

Below listing of possible actions shows the properties of each action by stating:

- Cards to use – explains how many cards are needed to perform the action. If a number has a + sign, then the total number may vary, depending on the cards used.
- Keep Initiative – May the player performing this action perform another action immediately afterward.
- Evasion – Can the action be used to avoid getting hit by an attack
- Refill Cards – Is cards being redrawn and how many
- Comments – Is there any specials about the action that is different from the normal.

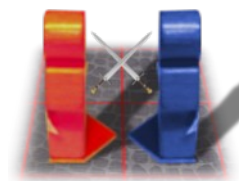
At the end of each action performed it is checked how many cards may be redrawn. These are taken from the unused cards pile. There is no hand limit in the game, and if the unused cards pile are empty the discard pile is reshuffled and becomes the new unused cards pile.

There is additional actions possible if playing with the included Skills and Roses expansion that is described at the end of this rulebook.

PLAIN ATTACK

Name	Cards to use	Keep Initiative	Evasion	Refill cards	Comments
Plain attack	1	✗	✗	✓	

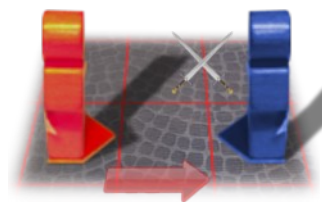
In order to launch a “plain attack” a player has to have his Nobleman positioned directly in front of the opponent, facing in the direction of the opponent. The plain attack requires one card being played and the Fighting value of the card and the hit area depicted on the card is the attack. The Plain Attack action hands over the initiative to the opponent, but cards according to the “Cards redraw” of the played card may be redrawn.



CHARGE

Name	Cards to use	Keep Initiative	Evasion	Refill cards	Comments
Charge	2	✗	✗	✓*	*(last card played)

If a player's Nobleman is positioned too far away from the opponent for a “Plain Attack”, he may instead play a “Charge” action. In order to play a Charge action the player needs to first play a card with more movement than is needed to get next to and facing the opponent, then a card is played for the Attack. The Attack card played at the end is the card that determines the number of cards to redraw. The player hands over the initiative after playing a Charge action.



BLOCK

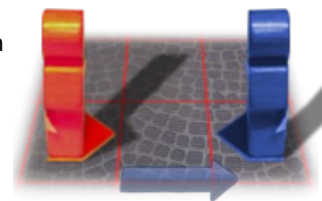
Name	Cards to use	Keep Initiative	Evasion	Refill cards	Comments
Block	1	✓	✓	✓	

If the opponent has launched an Attack (either Plain attack or Charge) a player needs to evade this attack. In order to do so a player may perform a Block action if the Nobleman is faced directly toward the opponent (don't forget that a Nobleman has 1/8 turn free for any action). This is done by playing a card with the same Hit area and the same fighting value or higher. After performing this action the player may redraw an amount of cards given by the Cards redraw value. The player keeps the initiative after playing this action.

RETREAT

Name	Cards to use	Keep Initiative	Evasion	Refill cards	Comments
Retreat	1	✗	✓	✗	

If a player is not able to perform the Block action, he may still evade the attack by performing a Retreat action. To do this a card has to be discarded (can be any card on hand) and the Nobleman marker is moved one space backward. The player may NOT redraw cards and the initiative is handed over to the opponent again.



JUMP UP

Name	Cards to use	Keep Initiative	Evasion	Refill cards	Comments
Jump up	1+	✗	✗	✓*	*(highest value card)

In certain places in the Game box the play ground is elevated. In order to get to an elevated part, a Jump Up action has to be performed. This is done by playing one or more cards with a total movement value of 3 or more. A Nobleman has to be positioned in a square next to the elevated space and it has to be either to the side or in front

of the nobleman. Space behind the Nobleman is not valid spaces. In the target space, the direction of the Nobleman may be freely chosen. After the Jump Up action was performed the player draws a number of cards given by the card played with the highest Fighting value. The initiative changes to the opponent after this action. The Jump Up action may be used as part of a Charge action. In that case the total sum of the cards played must be higher than 4 (no cards redrawn), and then the attack follows with another card played.

JUMP DOWN

Name	Cards to use	Keep Initiative	Evasion	Refill cards	Comments
Jump down	0	x	✓	x	

When the Nobleman is positioned at an elevated space and needs to be moved down again, the player needs to perform a Jump Down action. This is being done by just moving the Nobleman marker into any space next to the current space. This can be even backwards. No cards are played or redrawn and the initiative changes to the opponent after this action. The Jump Down action may be used as part of a Charge action, in this case a card with at least 1 movement value has to be played (no cards redrawn), before playing the Attack card.

MOVE

Name	Cards to use	Keep Initiative	Evasion	Refill cards	Comments
Move	1	x	x	✓	

If a player wishes to move the Nobleman marker without retreating, attacking or... then he can perform a regular move. This is done by playing a card and moving the Nobleman in any direction a number of spaces given by the card played. A number of cards are redrawn according to the value of the card.

END OF GAME:

The game ends when one of the player gets hit (not able to perform an evasive action) or if a player surrenders (cannot play any card in his action). The winning player wins the heart of the beautiful Lady Isabelle and has the bragging rights until the next game of Noble Hearts, and should use it...



SKILLS AND ROSES EXPANSION:

This expansion adds additional Action possibilities, but in order to be able to use them you have to earn them first.

ADDITIONAL GAME PREPARATIONS:

Additional to the standard game setup, additional components are made available for this expansion. Place the Skill card at the side of the Game box and place the Charm card on the opposite side with the shields pointing toward the respective players. Place the Skill marker at the center spot of the Skill card and the Lady Isabelle marker at the center spot of the Charm card.



Each player looks through the Special card pile, starting with the start player, and selects one card each. This is a special skill of that player and it is placed face up in front of the player.

The start player collects all Rose markers in a “bouquet “ and places them on top of the tip of the open palm and places the hand over the middle of the game box. The opponent player hits the hand of the player from underneath, so that the Rose markers are strewn over the Game box. All Rose markers are placed in squares where the land and if the land is non accessible spaces or beside the Game box they are removed from the game.

CHARM CARD:

The Charm card shows what the heart of Lady Isabelle says. If a player is able to bring the Lady Isabelle marker to the Heart spot of the Charm card he wins the heart of Lady Isabelle and the game ends in victory. The Lady Isabelle marker is moved one spot toward the player if he stands on top of or beside a space containing a Rose marker and uses his action to collect a rose for the beautiful Lady. The initiative immediately goes back to the opponent again. Additionally the marker is moved if a player attack the opponent and forces him to retreat, and the discarded card used to retreat is less than half of the attack card.

SKILL CARD:

The Skill card shows the skill of the players and if a player is able to bring the Skill marker on to the sword spot on the card he may choose another Special card to place in front of him. Every time a player attacks an opponent and forces him to retreat the Skill marker is moved one spot toward the player. After the marker reaches the Sword spot the player chooses another Skill card and the marker is moved back to the center spot again. There is no limit to the number of Special cards that can be obtained in this way and each card is placed face up in front of the player, with the special action of the card now being available to the player.

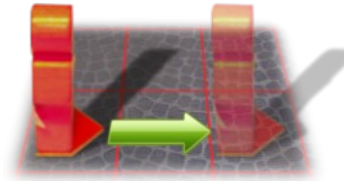
SPECIAL CARDS:

The Special cards are showing additional skills of the player, that can be performed. Below is a list of the actions that can be acquired by reaching the Sword spot on the Skill card.

LONG JUMP

Name	Cards to use	Keep Initiative	Evasion	Refill cards	Comments
Long Jump	2+	✗	✗	✓*	*(highest value card)

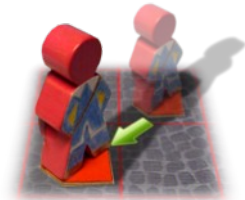
This action enables jumps over long distances. This can be used to for example jump from the Piano to the Table without having to Jump down first. It cannot be used to Jump over things, like the opponent. In order to perform a Long jump action the player has to play two or more cards with a total of 4 movement. The Long Jump action can be combined to a Charge, but it needs a total of 5 movement point then, and no cards are redrawn.



SIDE STEP

Name	Cards to use	Keep Initiative	Evasion	Refill cards	Comments
Side step	2	✓	✓	✓*	*(1x card)

The Side step makes it possible to move sideways between two spaces. This can be done as an evasive move or to better position the Nobleman. To make a Side Step action the player has to play two cards with the same Fighting value (hit area not important). Then the Nobleman is moved sideways keeping the orientation of the marker, to the adjacent square. The initiative stays with the player and the action is also evasive. A number of cards are redrawn according to the number of one of the cards used (number is the same but redraw is done only once).



BERSERK

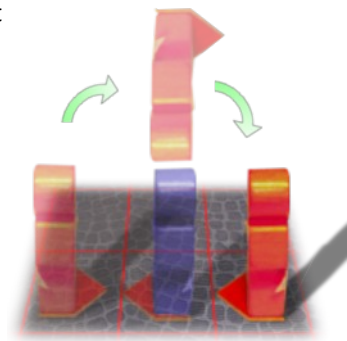
Name	Cards to use	Keep Initiative	Evasion	Refill cards	Comments
Berserk	2	✗	✗	✓*	*(highest value card)

Two cards with the same hit area may be combined for an attack. The two values of the cards are added together, but the Lady Isabelle marker is moved one space in the direction of the opponent after going berserk. Only the highest value card is used for redraw.

SALMOTALE

Name	Cards to use	Keep Initiative	Evasion	Refill cards	Comments
Saltomotale	3	✗	✓	✓*	*(highest value card)

The acrobatic Saltomotale (somersault) is a very difficult but also powerful action. It allows the player to position the Nobleman behind an attacking opponent. In order to play the Saltomotale action the player has to play three cards with the same hit area, and the player positions the Nobleman in the space behind the attacking opponent. When landing the direction of the nobleman can be chosen freely. For redraw only the highest are used. When performing a Saltomotale a player may move the Skill marker one position in the direction of the player.



FEINT

Name	Cards to use	Keep Initiative	Evasion	Refill cards	Comments
Feint	1	x	x	✓	

A Feint is an attacking action that allows to change the hit area of a card into any other hit area. This is done by playing a card in an attack and state what hit area it has (may be any of the four) and it then becomes a card with the same value but the new hit area. Then the Feint card is turned face down and needs to be activated again before it is available again. In order to activate the card again the player states that he uses his action to turn the card and the initiative goes immediately to the opponent again.

COMBINATION

Name	Cards to use	Keep Initiative	Evasion	Refill cards	Comments
Combination	2+	x	x	✓*	*(highest value card)

With the Combination card it is possible to launch two attacks successively and the opponent has to block each attack card individually. If a player possesses multiple Combination cards the number of attacks that can be played grows by that number. The attacking card with the highest value is used for redraw. For the blocking player the each card that is blocked results in redraw, so it may be useful to block as many cards as possible.

QUICK BLOCK

Name	Cards to use	Keep Initiative	Evasion	Refill cards	Comments
Quick Block	2+	x	x	✓*	*(highest value card)

A Quick Block is an evasive action that allows to change the hit area of a card into any other hit area. This is done by playing a card as an evasive action and state what hit area it has (may be any of the four) and it then becomes a card with the same value but the new hit area. Then the Quick Block card is turned face down and needs to be activated again before it is available again. In order to activate the card again the player states that he uses his action to turn the card and the initiative goes immediately to the opponent again.

ALTERNATE GAME END:

With the Skills and Roses expansion a second possibility for victory is available. If a player is able to move the Lady Isabelle marker onto the own heart space of the Charm card the player is the winner of the game.



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