

Swords and Saddles



FINISH

You have been knighted!

You fell asleep in the chapel during your all-night vigil

You were injured during sparring practice

An army is approaching your lord's castle. He needs you to fight!

You flunked Latin!

Your poetry flattered the ladies of the court

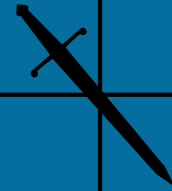
You lost your mentor's sword

You protected the castle walls with a crossbow

You weren't born a noble! It's not as easy for you to become a knight

You've shown great skill in archery

START



How to Play

To set up, you need:

- To print both pages
- Scissors ✂
- 1 die 🎲
- Spinner on next page if needed

"Swords and Saddles" is a medieval take on the game Chutes and Ladders. The objective is to progress through the stages of knighthood to be knighted by your lord at the finish. Players move through being a **page (green)**, a **squire (blue)**, and then the **final steps before being knighted (red)**.

To play, you need 2 to 4 players. Choose and cut out a character below. Players roll the die to progress through the board. When landing on a space with the *back feet of the horse* the player will **move up** to *the square that the knight's lance is pointed in*. When landing on a space with the *handle of a sword*, the player must **go down** on the gameboard to whichever *square the sword's point is in*. If a player lands on a square without a sword or saddle, no further action is needed.



If needed...

Print this page. Cut out spinner and arrow. Use a thumb tack or pin to place arrow in the center.

