

THE INGENIOUS CARD GAME OF

# La Mancha

*Rule booklet*



Age: 14+

Players: 3-5

Hours: 1-2

# I NTRODUCTION

*He unluckily stumbled upon the oddest fancy that ever entered into a madman's brain; for now he thought it convenient and necessary, as well for the increase of his own honour, to turn knight-errant.*

*Don Quixote, Volume 1, Chapter I*

In this tabletop quest (card game) you will play a wandering knight just like the famous Don Quixote de La Mancha. By telling chivalric tales, winning treasures, and courting virtuous loves, you will try to become the most renowned knight in the land.

Players accomplish this by earning Feat cards. When a specific number of Feat cards (agreed to by players before the game begins) has been drawn from the Journey deck and resolved, the game ends and the player with the most Feat cards is the winner.

## COMPONENTS

- **JOURNEY DECK:** Contains 54 cards in 3 sub-decks, with the following card types:

- 22 Encounter cards

- 16 Love cards

- 16 Feat cards



- **CHIVALRY DECK:** Contains 90 cards
- **TREASURE DECK:** Contains 50 cards
- **KNIGHT'S GEAR:** Contains 15 cards
- 1 SIX-SIDED DIE • 1 TURN CARD
- 5 REFERENCE CARDS

# SETUP



1. Give each player a Knight's Armor, Knight's Lance, and Old Hack card from the Knight's Gear deck (indicated by the gray graphic on the back.) Players should place these 3 cards face up in front of them in a row as seen in the play area diagram. Remove any remaining Knight's Gear cards from the play area for the rest of the game.
2. Separate the Journey cards by the number on their backs – I, II, or III – and shuffle these mini-decks. These represent each “sally”, or phase of your quest. Draw 7 cards from each and place them in a stack the center of the play area with the cards from III on the bottom, II in the middle, and I on top. This forms the Journey deck for this session of *La Mancha*. Put the remaining cards aside: they will not be used. Leave room for a discard pile next to the deck.
3. Shuffle the remaining 2 decks – Chivalry and Treasure– and place them face down as shown in the center of the play area, leaving enough room next to each for a discard pile.
4. Determine the length of the game by deciding how many Feat cards will be played total before the game ends: 3

cards (results in a game of roughly 1 hour) or 5 cards (1 and a half hours). The player who earns the most Feat cards out of the number you decide wins.

5. Each player draws 5 Chivalry cards and receives 1 Reference Card.
6. Roll a die, the player with the highest number is the “first player.” Give them the turn card to place next to their playing area.

## GAMEPLAY

### TURN

This section provides a basic overview of how a game of *La Mancha* is played. For specific directions on how to use the various types of cards, please refer to the “Using Chivalry, Treasures, Gear, and Loves” section on page 8.

1. The player with the turn card draws one card from the Journey deck and reads its contents. One of several things occurs based on the type of card drawn (see Journey Card Instructions section on page 4.)
2. Once the players have resolved the effect of the drawn Journey card, the card is placed in the Journey discard pile.
3. Players may place any Treasure or Love cards earned in front of them to equip them. Players may only have 1 card equipped of each type – Weapon, Helmet, Shield, Steed, Armor, and Love. Any unequipped cards are discarded immediately.

NOTE: Players start the game with 3 Knight’s Gear cards – “Knight’s Armor”, “Knight’s Lance”, and “Old Hack.” These cards are NOT Treasures, but are the knight’s basic gear and cannot be lost, stolen, or discarded. When players earn Treasure Cards of the same type as these cards – Armor, Weapon, and Steed, respectively – the newly earned

Treasure card may be placed on top of the Knight's Gear card, replacing it and any bonuses on it. If the Treasure Card on top of a Knight's Gear card is lost, stolen, or discarded for any reason, the player re-equips the Knight's Gear card that remains.

4. Players draw or discard Chivalry cards so they are left with a number equal to their maximum hand size (normally 5 cards, unless modified by the special effects of certain cards.) If players draw a Chivalry card that can be played immediately during this phase (such as "draw a Treasure") they may play it, but must wait until the next turn ends to draw up again.
5. The player with the turn card passes it to their left.
6. The next player's turn begins with step 1.
7. Play continues in this manner until the last Feat card is drawn and resolved. After this the game is over and the player who earned the most Feat cards is the winner.

NOTE: If 2 or more players have an equal number of Feats at the end of play, they select a Feat Card from any unplayed Journey Cards. The winner of this "sudden death" Feat wins the game.

## JOURNEY CARD INSTRUCTIONS

When drawing from the Journey deck, players encounter several different types of cards. This section explains how gameplay proceeds when each type of card is drawn from the Journey deck.



### ENCOUNTERS

These cards have the icon of a compass in the lower right corner. Encounter cards are things that knights see on their journeys. When they are drawn players have an opportunity to earn Treasure cards. Encounter cards



are indicated by the compass icon in the lower-right corner. They feature no other values or bonuses.

1. When an Encounter card is drawn, the player who drew it becomes the judge and reads the text on the Encounter card.
2. Players take turns to tell a brief story of how, as a knight, they would handle the situation described on the Encounter card. Players must incorporate 1 Chivalry Card from their hand into their story. Players may tell their stories in any order.

NOTE: These stories do NOT have to involve you winning in the situation. Many of the situations in Don Quixote end with a disaster for Don Quixote and Sancho Panza such as physical injury, hurt pride, or intestinal distress.

3. When each player has told their story, the judge names a winner, who takes a card from the top of the Treasure deck. The judge may take 1 Chivalry card total from among those played by any player as compensation.
4. The Encounter card is placed into the Journey discard pile. All Chivalry Cards played are also discarded into the Chivalry discard pile.
5. The turn proceeds from step 2 of the Turns section.



## LOVES

These cards have the icon of a heart in the lower right corner and a number in the upper-right corner labeled “strength.” Loves are characters that knights meet on their journey and can earn the love of. When earned, Love cards are placed in front of the knight and grant them special powers during the game.



1. When a Love card is drawn, the player who drew it becomes the judge and reads the text on the Love card.
2. All other players may elect to either sit out this encounter or try to woo the Love.

NOTE: Characters on the game's Love cards represent both genders of chivalric lovers seen in Don Quixote. Players may try to earn any Love cards they wish during gameplay regardless of the Love card character's gender.

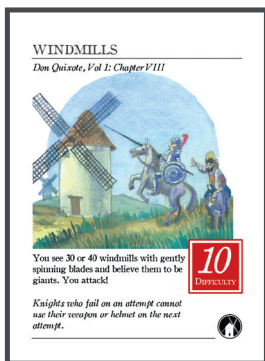
3. Love cards may have text with special rules or conditions on them. These rules supercede the rules in this book.
4. Players choosing to woo the Love must compose and recite a poem of any format (including none at all) to the Love using text from AT LEAST 3 of their Chivalry cards. Players may proceed in any order.
5. If no one wishes to woo the Love, the card is put into the Journey discard pile and player whose turn it is draws another Journey Card.
6. The judge (playing the part of the Love) decides which knight has won their heart (card) by whatever criteria they deem appropriate.
7. The winner receives the Love card. The judge may take 2 Chivalry cards total from among those played by any player as compensation.
8. All remaining Chivalry cards players have uses to attempt to woo the Love are discarded to the Chivalry discard pile.
9. Players may possess only one Love card at a time. They may choose to woo others in the future but must put any replaced Loves into the Journey discard pile.
10. The turn proceeds from step 2 of the Turns section.





## FEATS

These cards have the icon of a windmill in the lower right corner and a number in red labeled “difficulty.” When a Feat card is drawn from the Journey Deck, the game enters the Feat round and all players must attempt to overcome a challenge. The first player to do so twice wins the Feat.



1. The player who drew the Feat card keeps the turn token throughout the Feat phase and is the first to make an attempt.
2. To attempt the Feat, the player rolls a die and adds the strength of their equipped Treasure, Knight's Gear, and Love cards to the result. If the result is greater than or equal to the Feat's "difficulty" value, the attempt is successful. If it is lower than the Feat difficulty, the attempt is unsuccessful. After a successful attempt, players may turn their Reference Card face up to the sword graphic to keep track of their attempts.
3. After a player completes a feat attempt, unless they win the Feat, they pass the die to their left so the next player may then make their feat attempt.
4. During the Feat round, Knights may also play any number of Chivalry cards, at any time or when directed by the card, and apply their effects. These effects supersede any rules in this book. Players **MUST** yell out the contents of the Chivalry Card as a battle cry to apply it. Chivalry cards played during the Feat round are discarded immediately after they are used. Their effects only apply to the time when they are played, unless stated otherwise on the card.
5. Play proceeds in turn until a player makes 2 successful feat attempts. This player wins the Feat and keeps the Feat card.

6. If a player cannot overcome the Feat, they may choose to



run away by discarding their entire hand of Chivalry cards and drawing a new one. If every knight runs away, the Feat Card is shuffled back into the Journey Deck and the Feat ends.

7. When a player wins the Feat round or all players run away, the normal play of the game resumes. The turn proceeds from step 2 of the Turns section.

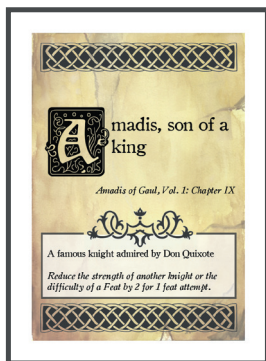
Having read to this point, you know the rules of La Mancha and can play a game. The next sections explain the functions of different card types more fully and provide other clarifications.

## USING TREASURE, CHIVALRY, GEAR AND LOVES

Throughout the game, players will collect Chivalry cards, Gear, Treasures, and Loves in recognition of their knightly actions. This section more fully explains these cards and how players use them during the game.

### CHIVALRY

1. Chivalry cards have a blue graphic on the back and graphics resembling a page from a medieval book on the front.
2. Players keep Chivalry cards in their hand and must always have a hand of 5 Chivalry cards, unless they have equipped a card that modifies their maximum hand size.
3. After each turn, players draw Chivalry cards up or discard cards down to their maximum hand size.
4. Chivalry cards are played to when Journey Cards are drawn to tell stories in response to Encounter and Love cards. They are discarded immediately after they are



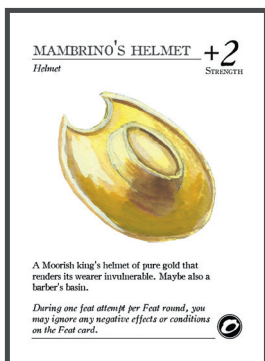
played.

5. Some Chivalry cards also have effects that affect other players or even the entire game itself. Most are only used during Feat rounds but some can be used at any time. These effects are written on the lower half of the cards in italic text and may contradict text in this book. The card text supersedes the instructional book text. Chivalry cards used in this way are discarded immediately after use. Their effects only apply to the time when they are played, unless stated otherwise on the card.



## TREASURES

These cards have the icon of a helmet (or is it a barber's basin?) in the lower right corner and a yellow graphic on the back. They are won during Encounters and are used to increase a knight's strength so they may overcome the difficulty of Feats.



1. Players must equip a Treasure card to use its strength bonuses and effects, meaning that it is what their knight is currently carrying or wearing. To equip a card, players place the card in front of them.
2. Players may equip 1 (and only 1) each of the 5 types of Treasure: Armor, Weapon, Shield, Helmet, and Steed. Equipment of the same type may not be combined.
3. Treasure cards have the following information:

Name: The name of the treasure

Type: Located under the name, this is the type of equipment the treasure is. Players may not equip 2 treasures of the same type.

Strength: The Strength of the treasure, used by players to determine success during Feat attempts. The value of the card's strength is added to the knight's

die roll during feat attempts to determine whether the attempt is successful.

**Special Effects:** Some treasures have special effects that provide extra abilities or have special rules or conditions in *italic text*. These effects may contradict text in this book. In these cases, the card text supersedes the book text.

4. Players may replace Treasure with newly earned ones. Replaced treasure goes into the Treasure discard pile.
5. Some cards will steal Treasure cards from other players or force them to discard Treasures. Those cards only affect Treasure cards and do not affect Knight's Gear cards.



## KNIGHT'S GEAR

Knight's Gear cards have a gray graphic on the back and resemble Treasure cards on the front. They function much like Treasure cards, but are not Treasure cards.

1. Knight's Gear cards may not be lost, stolen, or discarded by any means.
2. These cards may be replaced like any Treasure card. Treasures replacing them are simply laid on top of them. In this case, the Knight's Gear card is nullified.
3. If the equipped Treasure card on top of a Knight's Gear card is lost in any way, players go back to using the Knight's Gear card.



## LOVES

Players may only devote themselves to 1 Love at a time (i.e. may not equip more than 1 Love card at a time.)

1. Despite being part of the Journey deck, receiving a Love's favor is a treasure and so Love cards have a similar function

as Treasure cards.

2. Players must equip a Love card to use its strength bonuses and effects. To equip a card, players place the card in front of them.
3. Love cards have the following information:

Name: The name of the character

Strength: The amount of strength that the Love inspires in the knight, used by players to determine success during Feat attempts. The value of the card's strength is added to the knight's die roll during feat attempts to determine whether the attempt is successful.

Special Effects: Some Loves have special effects that provide extra abilities or have special rules or conditions. These effects may contradict text in this book. In these cases, the card text supersedes the book text.

4. Players may replace Loves with newly wooed ones. Replaced Loves go into the Journey discard pile.

## REQUENTLY ASKED QUESTIONS

Q. I've never read *Don Quixote*. What should the stories I tell in response to the Journey cards be like?

A. *Don Quixote* is a novel about a man who decides to live out his fantasies of being a chivalrous knight. He does this by riding around the countryside in rusty armor and trying to do amazing feats, often for confused onlookers. You should assume that each storytelling prompt includes either a re-interpretation of the mundane (that turns comic, dangerous, or even inspirational) or that some sort of elaborate prank is being played on you.

Q. Are the situations and text on the cards really taken from *Don Quixote*?

A. Yes. The text on the journey cards are all derived from situations and characters in both volumes of the *Don Quixote* novel. These cards include references to which volume and chapter they are from. Similarly, the Chivalry cards feature names and phrases from not only *Don Quixote*, but also works mentioned in Don Quixote's library of chivalric books like *Amadis of Gaul* and *Tirant Lo Blanch*.

Q. Do players have to have read the novel to understand the game?

A. No! This game has been written to include enough information about events on the cards that they are understandable by people who have not read the novel.

Q. When an Encounter card is drawn, does your knight have to "win" or come out on top in the story you tell?

A. No, you can have your story reach any outcome you wish. Sometimes negative outcomes are more fun! Lots of the stories in *Don Quixote* ended badly for Don Quixote and Sancho Panza.

Q. I have no idea what this big text on my Chivalry Card means.

A. Many of the Chivalry Cards have explanations on them, but if you don't know what the words on a Chivalry card mean, feel free to make things up!

Q. When may the effects on Chivalry Cards be utilized?

A. Most are only used during the Feat round. However, certain cards, such as ones that have you draw Treasures, may be played at any time. Refer to the card for an indication of when their effects may be used.

Q. How many Chivalry Cards may I play at a time during the Feat round?

A. As many as you wish to or are able. Show your rivals no mercy!

# **S**PANISH PRONUNCIATION GUIDE

\*(Letters that have a similar sound to English are not included here.)

English Letter(s)	Spanish Sound (with Example in English Word)	Example	What It Will Sound Like
A	"Ah" (As in " <u>A</u> h school")	La Mancha	" <u>L</u> ah Mahn- <u>chah</u> "
E	"A" (As in " <u>E</u> ay")	Quixote Pasamonte	"Key-ho- <u>tay</u> " "Pah-sah-mohn- <u>tay</u> "
I	"E" (As in "Ske <u>E</u> Ball")	Dulcinea	"Dool- <u>cee</u> -nay-ah"
O	"Oh" (As in " <u>O</u> o")	Toboso	" <u>T</u> oh-boh- <u>soh</u> "
U	"Oo" (As in " <u>U</u> ew")	Dulcinea	" <u>D</u> ool- <u>cee</u> -nay-ah"
G	"G" before A, O or UI (As in " <u>G</u> arnish" and "Carg <u>o</u> ") "H" before E or I (As in " <u>H</u> eld" or " <u>H</u> im")	Pagar Hidalgo Guisando Begeneli Ginés Cirongilio	"Pah-gar" "E-dahl-goh" "Gee-sahn-doh" "Bay- <u>hay</u> -nay-le" " <u>H</u> e-nays" "Cee-rohn- <u>h</u> e-lee-oh"
H	Silent in all Spanish words except when after C (As in "Nach <u>o</u> s")	Hamete La Mancha	" <u>A</u> h-may-tay" "Lah Mahn- <u>chah</u> "
J	"H" (As in " <u>H</u> o <u>h</u> o <u>h</u> o")	Jorge	" <u>H</u> or-hay"
LL	"Y" (As in " <u>Y</u> am") OR "J" (As in " <u>J</u> unk")	Llama	" <u>Y</u> ah-mah" OR "Jah-mah"
Ñ	"Ny" (As in "Espa <u>N</u> YAH")	Clavileño	"Clah-vee-lay- <u>nyo</u> "
Q	"Key" before UI (As in " <u>S</u> ki") "K" before UE (As in " <u>K</u> ay")	Quixote	" <u>K</u> ey-ho-tay"
R	"Rrrrr" at the beginning of a word OR if it is written RR in the middle of a word	Roberto	" <u>R</u> rr-oh-behr-to"
X	"H" before a vowel (As in "Yee <u>h</u> aw")	Quixote	"Key- <u>h</u> o- <u>tay</u> "

## Written accents in Spanish:

All words in Spanish have an accent (stress) placed on a certain syllable and *sometimes* these accent have to be written to help with pronunciation.

General rules (the accented syllable will be written in CAPITAL LETTERS):

1. IF a word ends in a vowel, N or S and the stress is on the 2nd to last vowel, the word WILL NOT HAVE a written accent.  
*Example:* Hola = "OH-la" [Stress is placed on the "OH"]
2. IF a word ends in a vowel, N or S and the stress is on the last vowel, the word WILL HAVE a written accent.  
*Example:* Panamá = "Pa-nah-MÁH"
3. IF a word has stress placed on any syllable on/before the 3rd to last vowel, the word WILL have a written accent.  
*Example:* Rápidamente = "RRRAH-pi-dah-mehn-tay"



## A MANCHA CREDITS

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## NOTES

Don Quixote, fully titled *The Ingenious Nobleman Sir Quixote of La Mancha* (Spanish: *El Ingenioso Hidalgo Don Quijote de la Mancha*) is by Miguel Cervantes Saavedra (1547 – 1616) and was published in 1605 (volume 1) and 1615 (volume 2.)

This game utilizes the Samuel Putnam and John Ormsby translations (published 1949 and 1885 respectively) of *Don Quixote*. It also references the musical *Man of La Mancha* (1965) by Dave Wasserman, Joe Darion, and Mitch Leigh.

Artwork on the back of the cards is from the 1885 Ormsby translated edition of *Don Quixote* and was created by Gustave Dore.

This game also uses text from *Amadis of Gaul* (1304) by Garci Rodriguez de Montalvo and *Tirant lo Blanch* (1490) by Joanot Martorell. These novels were accessed on The Internet Archive ([www.archive.org](http://www.archive.org).)

The game uses the OldStyle font family by Andrew H. Leman, the Alte Caps font by Dieter Steffmann (both available as “100% free”), and the Isabella font by John Stracke (available under public domain/GPL license) from [www.dafont.com](http://www.dafont.com).

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The Hurtuks

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Marek Hendziak

Maxfield & Grace

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Off the Wagon

Reynaldo Zabala

Rose Bart

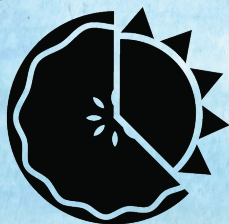
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