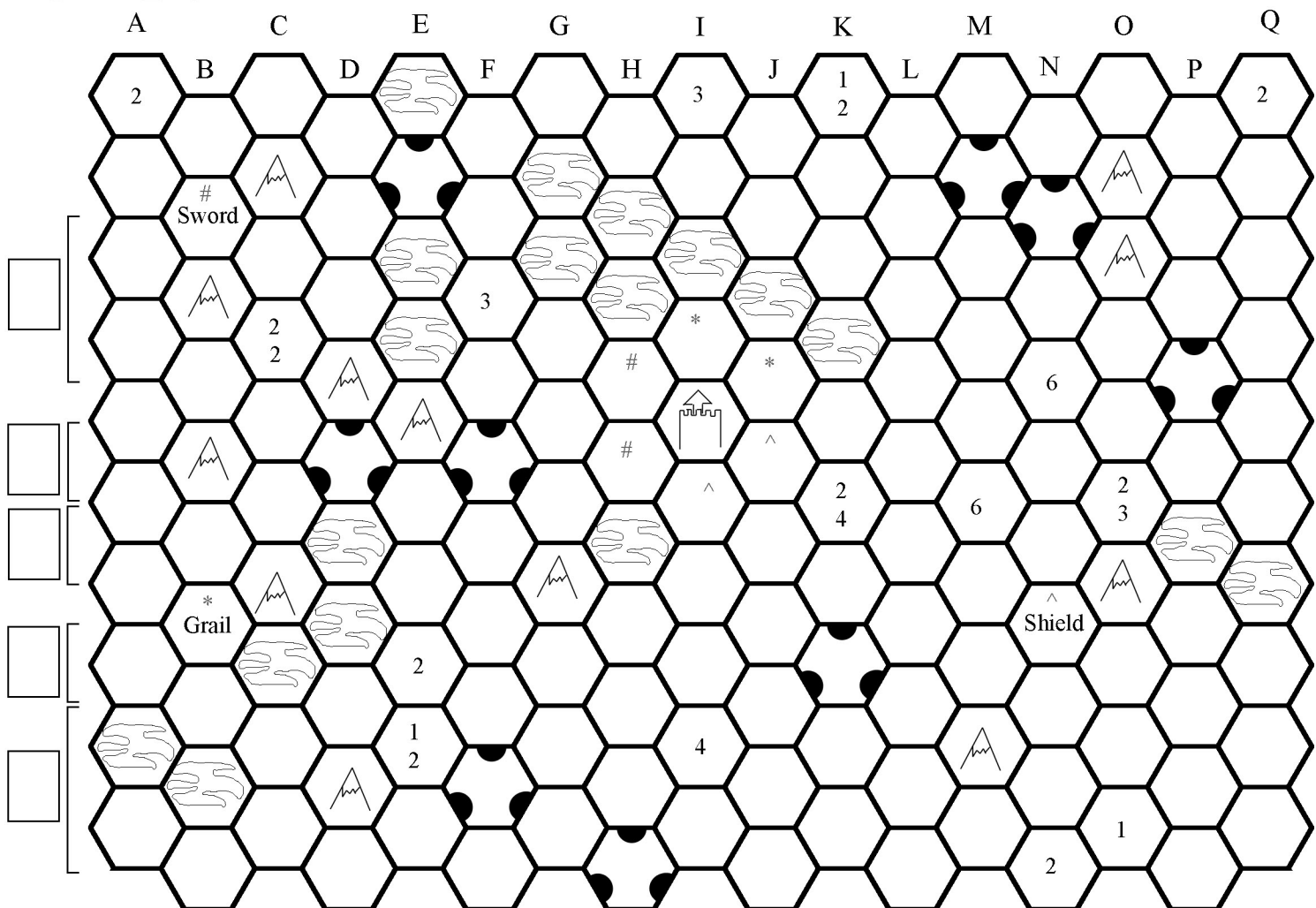


The manner in which the knights undertook their quests was clear from the criss-crossed paths they took.



- Knight: Knights are to each go on a quest. Their quest will bring them on a looped route. Knights only make 120 degree turns, and a knight's path must NEVER enter a hexagon that he has already entered (no backtracking). BUT, knights MAY cross or follow each other's paths.
- Camelot: Each knight starts and ends their quest on a different entered space adjacent to Camelot. (No knight enters Camelot, and each starting space is only occupied by the indicated knight).
- Items: Each knight's quest is to retrieve their designated item and return to Camelot.
- Mountains: A knight may NOT enter a mountain hex.
- Caves: A knight MUST turn in a cave, though he must NOT turn on EITHER space preceding or following.
- Mists: A knight may NOT turn in a mist, though he MUST turn on a space immediately preceding, or following, or both.
- Opponents: Each opponent must be engaged by a knight in the hexes adjacent to the opponent (not in the opponent's hex). Each number represents a 'skirmish' (of which there might be multiple). A skirmish is the number of contiguous adjacent hexes that a knight must pass through. Only one knight may engage each opponent. (All skirmishes for an opponent must be fought by the same knight).

