

Medieval Alliance

Educational Board Game

It is the late Middle Ages (1000-1500 AD). You are a knight from a distant realm, seeking to make an alliance with the wealthy kingdom of Agrafor. To win the King's favor, you are bringing gifts to present to him, but beware: the King's head guard is overly protective! If he catches you in the castle, he will evict you. The first player to get to the King's throne and present their gifts wins the game.

Players receive a mission card showing what items to collect as gifts for the King. Included is armor, a well-crafted weapon, a luxury item from the East, and a work of fine art (a painting, engraving, mosaic or sculpture).

The Chance Cards contain historical facts and information about the period. The cards tell brief tales that invite the student into the Middle Ages. As part of the game, players meet and travel with prominent figures from these centuries, including artists, scientists and authors. Players also



2006 Smart Play Award

encounter life from this period, from the commonplace food and shelter of serfs, to the lofty pursuits of kings and popes.

Players learn about

- Art, Music, and Literature
- Science and Medicine
- Law and Government
- Daily Life
- Trade and Economics
- Inventions
- And More!

2-4 Players, Ages 9 and up

Jett Educational Games

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