

AVALON: HOST THE FIRST GAME

Five to ten players. Two allegiances. Keep Merlin secret.

Original teaching aid for classic The Resistance: Avalon. Not a complete rulebook or an optional-role opening script. Use your edition's printed rules when a variant changes play.

1. Match the tableau and character totals

Players	Good	Evil	Quest teams 1 / 2 / 3 / 4 / 5
5	3	2	2 / 3 / 2 / 3 / 3
6	4	2	2 / 3 / 4 / 3 / 4
7	4	3	2 / 3 / 3 / 4 / 4
8	5	3	3 / 4 / 4 / 5 / 5
9	6	3	3 / 4 / 4 / 5 / 5
10	6	4	3 / 4 / 4 / 5 / 5

These totals **include** special roles. For the simplest start, use Merlin, Assassin and ordinary characters. An optional role replaces a character of the same allegiance.

2. Teach the ending before the secret deal

Evil wins: three failed Quests, five rejected teams in one round, or a correct final Merlin guess. **Good wins:** three successful Quests followed by an incorrect Assassin guess. No one is eliminated during normal play.

3. Deal, then read the matching reveal script

Give everyone one Approve and one Reject token. Choose a starting leader, select the correct tableau, and deal the chosen character cards secretly. Explain all included roles to everyone before the private reveal.

Use the **printed opening script for the exact roles dealt**. In the basic game, Evil recognizes its teammates, then Merlin learns who Evil is without being seen. Optional roles alter that information. A participating player may read the script while obeying their own eye instructions.

4. Propose, vote, resolve

PROPOSE: leader chooses exactly the required team; including the leader is optional.

VOTE: everyone chooses secretly and reveals together. More than half must approve; a tie rejects.

REJECT: advance the rejection count, pass leadership clockwise, propose for the same Quest again. The fifth rejection in this round means Evil wins.

APPROVE: only the team submits secret Quest cards. Good must play Success; Evil may play either.

Shuffle submitted cards before revealing. Gather and shuffle unused cards separately so choices stay secret. Never mix the played and unused piles. After a completed Quest, record the result; if play continues, reset the vote track and pass leadership clockwise.

Rules source: classic rulebook transcription, RulesPal (secondary host). The publisher's printed manual controls play. Original summary, not publisher-approved.

AVALON: READ THE TABLE

A result is not a character reference.

The two exceptions to say out loud

Quest 4 at seven or more players needs TWO Fails to fail. One Fail still makes that Quest succeed. At five or six players, one Fail is sufficient for every Quest. At all counts, other Quests normally fail with one Fail.

Three successes do not end the secret. Keep Good character cards hidden while Evil discusses Merlin and Assassin makes one final choice. Correct guess: Evil wins. Wrong guess: Good wins. Follow your edition's exact reveal procedure.

What the revealed Quest cards establish

0 Fails: no one sabotaged. An Evil player may have chosen Success.

1 Fail: at least one team member is Evil.

2 Fails: at least two team members are Evil.

These deductions assume classic rules without modules that alter allegiance, submission or resolution.

Example: Ada + Ben succeed. Ada + Ben + Cleo later reveal one Fail. Cleo may be Evil, but Ada or Ben may instead have supported the first Quest and sabotaged the second. The new member is a hypothesis, not a conviction.

Who knows what: the classic optional roles

Merlin (Good): sees Evil except Mordred. Merlin does see Oberon.

Assassin (Evil): makes the final Merlin guess after three successes.

Percival (Good): sees Merlin; with Morgana present, sees both without knowing which is Merlin.

Morgana (Evil): appears alongside Merlin to Percival.

Mordred (Evil): hidden from Merlin, recognized by other participating Evil.

Oberon (Evil): neither sees nor is seen by Evil during its mutual recognition. Not hidden from Merlin.

For a later teaching game, try Percival and Morgana together. Change one information rule at a time. Keep the same Good/Evil totals. Read Lady of the Lake, Targeting and Big Box modules separately.

Three questions worth asking

What did that vote change? Compare visible decisions with stated reasons.

What else explains the result? Test the strongest alternative, not just your favorite suspect.

What am I revealing? Good should avoid making Merlin obvious; Evil should consider whether a Success earns useful trust. These are strategy prompts, not additional rules.

A kind table is a stronger table

Invite brief reasons; never demand eye contact, theatrical confidence or a personal defense. A nervous voice is not evidence of allegiance. Keep food and drinks away from secret cards. Debrief the decisions, then leave accusations in the game.

The complete box is enough to begin. Optional sleeves must fit your edition and be uniform within each secret-card group. Clear sleeves do not hide marked backs. Verify the exact box before buying any fitted organizer.

Sources: classic rulebook transcription; Big Box transcription; publisher specifications. Research guide by Puzzlewick. No claimed publisher endorsement or measured strategy win rates.