

Title: Castles

Version Number: 1.0 **Version Date:** April 2003

Number of Players: 2-4 **Approximate Length of Game:** 30 min.

Equipment Required: piecepack set

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A Medieval game for the piecepack

INTRODUCTION

In Castles, players try to collect the most gold by establishing castles in the richest regions of the realm.

Object of the game

The object of Castles is to collect the most gold over a predetermined number of rounds (equal to the number of players, one different a player starts each round). You must place your castle nearest most valuable resource tiles and try to avoid hostile tiles, which deplete the gold you collect from the region. To control tiles you must deploy your armies over the terrain. To count your gains you must attend the tile where you placed your castle and four orthogonally adjacent tiles to that tile. Scoring is described within the **Game End** section.

After all rounds the player with the most gold wins.

- **Suits:** One suit (Suns, Moons, Crowns and Arms) for each player. Six tiles (resource tiles), six coins (army) and one pawn (castle).
- **Resource tiles:** All tiles from piecepack set represent resource tiles that you can find in your realm (farms, villages, cities...). Each resource tile has a number between 2 and 5 and tells you how much gold that tile is worth. A null tile offers zero gold as a resource tile and an ace tile takes value 1 when it is used as a resource tile.
- **Castles:** Represented by pawns, there is one castle for each player.
- **Army:** These counters modified gold that can be offered by a resource tile.
- **Round counter:** The dice are used to keep track of the current round.

SETUP

1. Each player takes a pawn and the corresponding set of coins and tiles from the selected suit.
2. Shuffle the tiles, draw one, look at it secretly and place face-down (grid-side-up) in front of the player. This is the proper tile.
3. Place coins face-down (suit-side-up) in front of themselves, as well. These are army forces.
4. Remaining tiles are shuffled and place face-down (grid-side-up) to the side. This is resource pile.

PLAY

Each player rolls die to determine who starts the game. Highest roll starts.

Play is divided into two sequences:

- Setup Map

In turn, players draw a tile from the resource pile or take his proper tile. They then place the tile (with the suit-side-up) on the game board, always in contact with at least one other tile (side by side, except the first tile, of course). If the resource tile is empty, a player may play his proper tile or another player's proper tile.

- Army Deploy

First, players place their castles by turn, always on a tile of his own suit. Placement of the castle is important:

- -If it is placed on an ace tile, increment the value of armies placed in orthogonally adjacent tiles (not in same tile as the castle) by one point.
- -The tile value where the castle has been placed will be added to player's final score (null tile gives 0 points, ace tile gives 1 point).
- Then, in turn, they deploy their armies (one army each time) over the terrain, suit-side-up. Each tile has a 4 army.

GAME END

A round ends when the last player deploys his last army. Scoring takes place at the end of each round. After scoring the round, begin the next round with the player to the right of the player who started the last round going first. The game ends when each player has started a round. The player with the highest combined score for all rounds wins.

SCORING

First, players add up tile values where their castle has been placed. The null tile has 0 value and the ace tile's value is 1. The value of other tiles is the number on the tile (2, 3, 4, 5).

Next each player adds the values of his own armies' placed on the same tile as his castle and subtracts the values of enemy armies placed on that same tile. A null army has a value of 1. An ace army has a value of 1 if on a null tile, 6 if on an ace tile, otherwise its

value is the value marked on the tile. The value of other armies is the value on the coin (2, 3, 4, 5).

Then, each player totals his own orthogonally adjacent tiles' values, if he control them and subtracts the orthogonally adjacent enemy tiles' values, if he does not control them.

How do you know if you control a tile? If the sum of your own armies is less than the sum of the enemy armies you do not control the tile. Remember that null armies have a value of 1, ace armies take the value marked on the tile and other armies take the value on the coin. If your castle has been placed on an ace tile, your armies values are increased by 1 point.

VARIANT ONE: RANDOM TERRAIN

The tiles are all shuffled and spread out face-down in a resource pile, and the players draw tiles as in the beginning of the game.

VARIANT TWO: SUIT TERRAIN

Each player shuffled his tiles and places them face-down in front of him. Each player draws tiles from his pile.

CREDITS

Design: Santiago Eximeno

Playtesting: Francisco Ruiz and Guinea Pig Tester Group.

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