



A Medieval game for the piecepack



Ediciones Efímeras

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 (equals to number of players, one different 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 terrain. To count your gains you must attend tile where you are placed your castle and four orthogonal adjacent tiles to that tile. In section **Game End** scoring is described.

After all rounds the player with the most gold wins.

Components

We use a complete set of piecepack for this game.

- **Suits:** One suit (Suns, Moons, Crows and Arms) for each player. Six tiles (resource tiles), six coins (army) and one pawn (castle).
- **Resource tiles:** All tiles from piecepack represent resource tiles that you can find in your realm (farms, villages, cities...). Each resource tile has a number between 2 and 5 which tells you how much gold that tile is worth. Null tile offers zero gold as resource tile and ace tile takes value 1 when is used as 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:** We use a piecepack dice to keep track of the current round.

SETUP

1. Each player takes a pawn and set of coins and tiles from selected suit.
2. Shuffled tiles, draw one, look at secretly and place facedown (grid side up) in front of player. This is proper tile.
3. Place coins facedown (suit side up) in front of player too. These are army forces.
4. Remaining tiles are shuffled and place facedown (grid side up) to the side. This is resource pile.

PLAY

Each player rolls dice to determine who starts the game.

Play is divided in two sequences:

- Setup Map

By turn, players draw a tile from resource pile or take his proper tile. Then place tile (with the suit side up) on the board game, always in contact with

at least one other tile (side by side, except first tile, of course). If resource tile is empty, player may play his proper tile or another player proper tile.

- Army Deploy
-

First of all, players place their castles by turn, always in a tile of your own suit. Place castle is important:

-If is place over an ace tile, increment value or armies placed in orthogonal adjacent tiles (not in same tile that castle) in one point.

-Tile value where castle has been placed will be added to player's final scoring (null tile gives 0 points, ace tile gives 1 point).

Then, by turn, they deploy their armies (one army each time) over the terrain, suit side up and respect four armies maximum for tile.

GAME END

Game round ends when last player deploys his last army. Then scoring takes place. When finish scoring, play next round. Each round next player in turn must starts. When rounds have finished, player with highest scoring (sum of all rounds) wins.

SCORING

First, players add tile value where castle has been placed. Null tile has 0 value, ace tile has 1 value. Other tiles take their values (2,3,4,5).

Then add own armies values placed in same tile that own castle and substract enemy armies values placed in same tile that own castle. Null army has 1 value, ace army takes value marked on tile (1 over null tile, 6 over ace tile, value marked in other tiles). Other armies take their values (2,3,4,5).

Then add orthogonal adjacent own tiles value, if you control these tiles, and substract orthogonal adjacent enemy tiles value, if you don't control these tiles.

How do you know if you control tile? If sum of your own armies (remember, null army has 1 value, ace army takes value marked on tile, other armies takes his value) is minor than sum of enemy armies, you **don't control** this tile. Remember: if castle has been placed in ace tile, your armies increments his value in 1 point.

VARIANT ONE: RANDOM TERRAIN

The tiles are all shuffled and spread out facedown in a resource pile, and the players draws no tiles as in the beginning of the game.

VARIANT TWO: SUIT TERRAIN

Each player shuffled his tiles and place facedown in front of him. Each player draws tiles from his pile.

CREDITS

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 (www.piecepack.org)

Author: Santiago Eximeno (santiago@eximeno.com)

Publisher: Ediciones Efímeras (www.edicionesefimeras.com)

Copyright © 2003 Santiago Eximeno (www.eximeno.com)

Copyright © 2006 Ediciones Efímeras

Licensing Information: These games instructions may be distributed and copied for free as long as the author is credited.

Playtesting: Guinea Pig Tester Group.