

Game: The Castles of Mad King Ludwig

Number of Players: 1 - 4

Time: 90 minutes

Age Range: 13+

Object of Game:

Score the most points by placing room tiles in your castle and winning the King's favors for building your castle according to group and individual goals.

Starting the Game:

- 1) Select color; take starting foyer tile, 3 Bonus cards, and 15,000 Marks. Place colored counter on scoring board counter on starting tile.
- 2) Select starting player. Return one Bonus card to bottom of deck in player order.

Set Up:

2 players: remove 2 stairs, 4 hallways, 2 tiles from large stacks, 4 tiles from small stacks

3 players: remove 1 stair, 2 hallways, 1 tile from large stacks, 2 tiles from small stacks

4 players: use all tiles

Room cards: use 11 times the number of players

Contract board: use side with 4 favor token circles for 4 player game; use other side for 2-3 player game

Draw Room Cards from deck to fill Auction Board. [Rightmost place is not used for 2-player game.]

Game Turn:

Master Builder adds 1000 M to each remaining Room Tile from previous round (except for beginning of game). Master Builder refills any empty auction slots by turning over Room Cards and taking the top tile off of the appropriate stack(s). S/he may re-arrange any/all of the room tiles. Player to the left of the Master Player begins and play moves clockwise. The player whose turn it is must do one of two things:

- 1) Take 5000 in money from the bank. OR
- 2) Buy and position a building tile or a hallway or stairs, paying the Master Builder. The player must be able to place the acquired piece legally in his/her castle. Rooms are scored immediately.

The Master Builder purchases a tile or takes money last. If purchasing a tile, the Master Builder pays the bank.

Rules for Placing Tiles:

- 1) At least one entrance from the new room must align with an entrance of a room already in your castle.
- 2) Room tiles may not overlap.
- 3) Rooms may be placed in any 90-degree orientation.
- 4) You may align entrances to walls, as long as rule 1 has been satisfied.
- 5) Your castle must always have at least one external entrance.

- 6) Downstairs rooms and downstairs hallways may only connect to upstairs rooms via stairs. Downstairs rooms may be adjacent to upstairs rooms.
- 7) No rooms may be adjacent to the fenced edge of an outdoor room.
- 8) If you can't place a room legally, you may not purchase it.

Room Scoring:

- 1) Score the number of points in the castle shape in the upper left of the room.
- 2) Add (or subtract) any points based on the icons in the center of the room
- 3) Check the rooms that are connected to the room you just placed and add any points based on the icons for those rooms, if the new room you placed qualifies.
- 4) Check for any adjacent Activity rooms to the room you just placed and subtract any points based on the icons for those Activity rooms, if the new room you placed qualifies.
- 5) Check for any Downstairs rooms and add points for their "each of your" icon condition, if it matches the type of room you just placed.
- 6) If you completed one or more rooms, apply the completion reward for those rooms. See the Room Completion player aid for room completion rewards.

Game End:

The game is over immediately after the round in which the deck of Room Cards has been depleted. If there are more empty spaces than cards on the last turn, the Master Builder draws the remaining cards, gets the rooms for those cards, then shuffles all the Room cards in that game's deck (including the ones he just drew) and draws as many as needed for any remaining empty spaces, ensuring that the last round will have a full set of rooms.

After the last round, points for each of the Favor tiles are allocated to the players who qualify. Each player receives 2 points for each room they have from each depleted stack of rooms, including Hallways and Stairs (even if a room from that stack remains below the Contract board. Then each player, in turn order (from the current holder of the Master Builder clockwise), shows their Bonus cards and receives points per the Bonus card criteria. He also receives 1 point for every 10000 he has. The player with the most points wins! In case of a tie, the player with the largest castle (total square fee, shown in the upper right of each tile) wins!

King's Favors and Bonus Cards:

The King's Favors are scored at the end of the game as follows: 1st place, 8 points; 2nd place, 4 points; 3rd place, 2 points; 4th place, 1 point. In order to score any points for a Favor, you must have at least one of the items on the Favor. If one or more players tie for a place, the tied players get the points for that place plus the next one(s) divided by the number of tied players (rounded down).

Bonus cards for each player are scored at the end of the game.