
A Castle for All Seasons
Inka and Markus Brand
Rules

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A Castle for all Seasons

A tactical game for 2 – 4 dedicated builders, 10 years and up, by Inka and Markus Brand.

Length: about 45 – 60 minutes

Amidst craggy mountains, the first silhouettes of a monumental castle arise. A line of traders twists its way to the gate; and the hustle and bustle attracts bricklayers, stonemasons and workers in the hope of getting wages and victuals. The area is crammed with market booths; the magnificent castle is being enlarged around them.

Contents and Object of the Game

You are builders who always need sufficient resources and money. To this end, you have character cards at your disposal whose way of use determines the order of play anew each round. You constantly have to be careful that your opponents don't benefit from your actions more than you do.

This game holds the builders in its spell from beginning to end and culminates in an exciting final scoring every time. The player who has the most victory points in the end deserves the protection of the castle and wins the game.

Game Materials

1 gameboard



summer side winter side

4 summary cards



frontside backside

23 building tiles



summer side winter side

example: building tile for the tavern

28 helpers (7 each in the players' colors: blue, red, yellow and green)



4 victory markers in the players' colors





83 resource pieces:
20 sand piles (yellow)
18 wooden beams (dark brown)
15 clay slabs (reddish brown)
15 stone blocks (gray)
15 silver bars (silver)



4 card sets of 8 character cards each



6 winter cards



1 starting player marker



65 game coins (taler):
51 x 1 taler (copper-colored)
8 x 3 talers (turquoise)
6 x 5 talers (gold-colored)



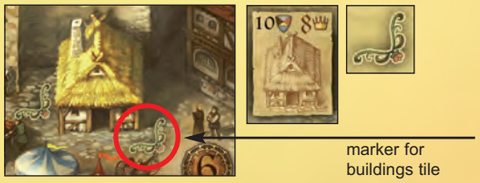
Set-Up

1) Place the gameboard in the middle of the table so that the summer side is showing. For the winter variant, use the winter side of the gameboard, the rules of the summer game and the winter cards (S. 8)).





- In the two- and four-player game, put one taler on each of the first 12 spaces designating rounds. In the three-player game, put one taler on each of the 15 round spaces.
- Put one sand pile, wooden beam, stone block, silver bar, and clay slab on the defense tower. The "Defense Tower" in this game refers to the tower currently being built above the carts.
- Place all the building tiles on the gameboard over their matching pictures on the board.



2) Each player chooses a color and takes:

- A victory point marker that he puts on the starting space of the victory point bar.



- 6 helpers of his color. In the two-player game, both players get 7 helpers each.
- A card set in the player's color (see card backs). Each card set consists of 8 character cards: one each of a messenger, trader, bricklayer, and stonemason; 3 workers and 1 master builder.
- A summary card.



- 3 talers, 1 sand pile and 1 wooden beam, which he puts in his play area (the space in front of him on the table).



3) The remaining resources form the general stock. Distribute them, sorted, onto the 4 carts and the rider at the bottom of the gameboard. Each cart transports the kind that is depicted next to it. The rider carries silver bars in his saddlebags.

4) Put the remaining talers as general stock (the "bank") face up next to the gameboard.



Course of the Game: Overview

The game plays for 12 or 15 rounds. Each round consists of the following phases:

1. The starting player takes the starting player marker and the taler from the highest round space on the gameboard. The players choose the starting player for the first round using any method they prefer.

2. Each player selects one of his character cards and lays it face down in his play area.

3. All players flip over their played cards <u>at the same time</u>.

4. When a player turns over a worker card, he equips it with resources.

5. The players execute the cards in a <u>fixed card order</u>. The card order is shown on the summary cards. When the last card is executed, the next round starts by changing the starting player.

After the last round, the game ends with the final scoring (victory points for the helpers).

As a guide, the course of a round is also outlined in abbreviated form on the back page of these instructions.

Course of the Game: Details

1) ***Selecting character cards:***
Every round, each player plays one card from his hand face down in his play area. In a two-player game, each player plays two cards each round. The summary cards show the functions and advantages of each character card. The back of these rules provide an additional overview: here it shows directly which cards give what resources, talers, or immediate victory points.

NOTE:
- A player may not play the master builder in the first round! (see "Master Builder" page 6)
- Sometimes the bank has more, sometimes less, and sometimes no talers at all. This can be the decisive factor for using the messenger or bricklayer – because if there is little or nothing in the bank, the players also get little or nothing!

2) ***Equipping worker cards:***
When a player has played a worker, he takes the 3 resource pieces depicted on the card from the general stock (carts and riders) and places them on the card. The presence of helpers there is irrelevant.

There are 3 different worker cards:
- one worker gets 2 wooden beams and 1 silver bar;
- another one gets 2 sand piles and 1 clay slab;
- a third one gets 1 stone block and any 2 pieces: sand piles, clay slabs and/or wooden beams.





3) ***Executing character cards:***
Now players execute the played cards in the order indicated below. The detailed description of each character card and the sections "Erecting Buildings" and "Using Helpers" begin on page 6. The order is:

1. Messenger
2. Trader
3. Bricklayer
4. Stonemason
5. Worker
6. Master Builder

4) ***The function of the starting player:***
If more than one player has played the same card, the order of execution starts with the starting player and moves clockwise around the table.
BUT: the order from the messenger to the master builder as mentioned above always has priority and always remains unchanged!

5) ***Playing and getting back character cards:***
Every played card remains lying face up the player's play area until the player plays the master builder. It is best to lay out the played cards in an overlapping fashion so that everybody can see which cards have already been played.



With the master builder (page 6), the player takes all cards he has played back into his hand.

6) ***Changing the starting player:***
As soon as the last card in a round has been executed, the starting player passes the starting player marker clockwise to the next player, who also gets the taler from the next (highest) round space.

Players take talers from the round space bar on the gameboard from right to left so that they can see at any time how many rounds are still left. Since the players may have a different number of cards in their hands during the game, the round spaces make it clear how many rounds are left.

7) ***The last round:***
The game ends after 12 rounds (for 2 or 4 players) or after 15 rounds (for 3 players). In rare cases, it may occur that a player erects the last building in a game before 12 or 15 rounds have been completed. In this case, the current round is the last round.

8) ***Final scoring:***
First, players remove all helpers from the carts; these helpers don't score any victory points.

The remaining helpers on the board are scored in order according to the list of buildings (page 7). To keep things clear, it is better to lay down each helper after scoring him, but to leave him in place!

9) ***The winner:***
The player to earn the most points on the victory point bar after the final scoring wins the game.

When a player reaches the end of the victory point bar (90 points) and gets more victory points, he starts again at space 1 of and adds 90 to his score.

In case of a tie, the player who has the most talers among those tied for first wins. Talers that were turned into victory points do not count. If there is still a tie, the player who has the highest value of unused resources in his personal stock wins among the tying players. Resources that were turned into victory points do not count.

The Character Cards

1. The Messenger



The player who plays the messenger takes 8 talers from the bank.

2. The Trader



The player who plays the trader gets resources for himself and other players by placing <u>one</u> of his helpers next to one of the four carts or next to the rider.

- Only after each cart has gotten a helper can the rider also get a helper.



- Only <u>one</u> helper is allowed per cart or beside the rider. Each of these "trader's helpers" remains on the gameboard and "occupies" the respective kind of resource until he is displaced by another trader's helper *(…or until the player needs his helper for a building)*.

- A player may only displace an opponent's helper (including the courier's helper):
  - if this helper was not placed in the same round AND
  - if all carts are occupied.

For example, if the stone, clay, wood, and sand carts are occupied, a player may decide whether to displace an opponent's helper from one of these carts, or to place his helper next to the silver courier (rider).

The original owner gets the displaced helper back into his personal stock.

- After all trader cards have been executed in a round, every owner of a trader's helper gets resources. Each of these players gets as many pieces of <u>each</u> kind where he has a helper as shown by the printed symbols. Thus, the carts and the silver courier earn the players resources a maximum of once per round.

- When a player earns resources with his trader's helper, he must immediately put one piece of each kind he gets on the defense tower.



(The entire image of the defense tower can be used, including the walls.)

- If there are not enough resources left, the tribute to the tower comes first. The remainder goes to the respective players.

3. The Bricklayer



The player who plays the bricklayer takes resources from the defense tower, may erect buildings, place helpers.

- The player takes all resource pieces of <u>one</u> kind of from the defense tower.

- Next, the player may erect up to 2 buildings (page 6) if he has the resources to pay for them. The bricklayer earns the player one taler from the bank for each resource piece used.

- If the player erects at least one building, he may place up to 2 helpers on the board (page 6) and earn victory points for them in the final scoring.

4. The Stonemason



The player who plays the stonemason may buy resources from workers, erect buildings and, place helpers.

With the stonemason, a player can buy <u>one</u> piece of resource from the card of any player who plays a worker in that round. Each piece costs one taler. If there is more than one stonemason in a round, each of them may, one after another, purchase one piece of resource from the played worker cards.

IN PRINCIPLE, THE FOLLOWING APPLY:

- The stonemason never buys from a player's personal stock, but only those resources that are on the worker cards played that round.
- The worker may not refuse the sale unless it is his last piece.
- The resources purchased from the cards are not refilled.
- In the two-player game, a player may NOT buy resources from his own worker with his stonemason.

- Next, the player may erect up to 2 buildings (page 6) if he has the resources to pay for them. For each building the stonemason erects, the player gets the victory points indicated on the building board (the number before the crown). Record these victory points immediately on the victory point bar.

- If the player erects at least one building, he may place up to 2 helpers on the board (page 6) and earn victory points for them in the final scoring.

5. The Worker



The player who plays a worker gets resources and can erect buildings:

- The resources of a player's worker card are not his until this card is executed. When the player begins to execute the card, he moves them from the card to his personal stock.

- Next, the player may erect up to 2 buildings (page 6), if he has the resources to pay for them. For each building the worker erects, the player gets half of the victory points indicated on the building board (the number before the crown). Record these victory points immediately on the victory point bar.

Although the worker gives the player only half as many victory points as the stonemason, it may make sense to build with the worker if no master builder is played in that round.

Example: if a player occupies the two gates with his helpers, he should erect towers for the final scoring.

6. The Master Builder



The player who plays the master builder gets his previously played character cards back into his hand and immediately gets victory points for each building built in this round.

- All cards played by the player (also the master builder himself) go back into the player's hand and are at his disposal in the next round, BUT:

- If a player holds all 8 cards in his hand, he may <u>not</u> play the master builder!

- A player may <u>not</u> build with the master builder!

- The player immediately gets 5 victory points for each building that is erected by other players in the current round.

- In the two-player game, a player may build with one card and play the master builder in the same round. However, the master builder does <u>not</u> give the player victory points for the buildings he erects!

Erecting Buildings

(applies to bricklayers, stonemasons, and workers)

A player can erect buildings with the bricklayer, stonemason, or worker, but is compensated in different ways: the bricklayer gives the player talers, the stonemason gives victory points, and the worker gives half victory points.

Looking at the building tiles still on the gameboard, the player decides which building(s) he wants to erect. For **each** of these buildings, he pays **exactly** the indicated value of the building in resources to the general stock and then takes the building tile from gameboard, placing it in his play area. The gameboard now shows the completed building.

The following details apply:

- Each tile is marked with the building value a player must pay in resources for the building. The bottom line on the tiles shows a preview of what helpers in the (erected) building offer for the final scoring and how much in fees the players will have to pay when placing a helper.



This preview shows that each helper placed in the palace costs a 17-taler fee, and that a helper here gives the player victory points for 5 resources of any kind in the final scoring. There is more detailed information in the "List of Buildings for the Final Scoring" (page 7).
If a player erects a building, he need not place one or two helpers. The preview is intended to help the players decide which building to erect.

- The player compiles the exact building value for **each** single building using at least 3 different kinds of resources and puts these pieces of resources in the general stock. Overpaying is not allowed and the player may not combine the payments for two buildings. Each must be paid for separately.

- Each resource has a value ("building points") that is also shown on the overview:
  one sand pile = 1 building point
  one wooden beam = 2 building points
  one clay slab = 4 building points
  one stone block = 5 building points

Example:
The stable has a building value of 18.
That means a player can erect a stable with, for example, 2 stone blocks, 1 clay slab, and 4 sand piles. This uses 3 kinds of resources and sums to a total of 18 building points.

Hints:
1) All building values are even numbers. If, with 3 kinds of resources, a player can achieve only odd values, he cannot erect a building.

2) If a player erects a house or tower, it's best to place the building tiles so they are easily visible in his play area. This is helpful for the final scoring of the stable and the gates.

- If a player has silver and wants to use it for paying for a building, he must first turn it into the resources he wants:
  the player puts the desired amount of silver in the forge (on the gameboard) and takes any one piece of resource from the carts for each silver bar he placed in the forge. It does not matter if helpers are there or not.
  The silver remains in the forge until the end of the game.

NOTE: each building a player erects earns 5 victory points for each opponent who played a master builder this round!

Using Helpers

(applies to bricklayers and stonemasons only)

The game figures are the helpers. With the bricklayer or stonemason, a player may place up to 2 helpers in buildings per round under the following considerations:

- The player must have erected at least one building in the current round.
- The player may place his helper on an unoccupied copper-colored space ("helper's place") of any erected building. The forge and the market already exist from the beginning of the game. *For the well, the towers and the houses, no helpers are intended.*
- A maximum of one helper may stand on a helper's place.
- For each helper a player places, he must pay the taler "fee" indicated on the helper's place. He pays the amount to the bank from his personal stock.
- If a player places 2 helpers in one round, he must place them on different buildings. In another round, he can place a helper in the same building in which there is already one of his helpers, if there is still a place available. In different rounds, a player can place 3 helpers in all 3 places in the servants' house.

- A player may remove his trader's helper(s) from the carts/rider and immediately use them in buildings.
- Each used helper remains in the building till the end of the game. *That means: the bricklayer's and stonemason's helpers cannot be displaced (in contrast to the trader's helpers).*



Helpers in buildings give their owner victory points in the final scoring. How many victory points a helper gives a player depends on the kind of building in which he is. For each building, different factors apply for the scoring of victory points, e. g.:

- the number of occupied or unoccupied helper's places
- the number of erected towers or houses
- the number of remaining building tiles, etc.

For a detailed description, see below for the list of buildings for the final scoring below.

List of Buildings for the Final Scoring

The keep



The owner of the helper in the keep scores 3 victory points for each unoccupied copper-colored helper's place in the castle.

The tavern



The player who placed a helper for 12 talers scores one victory point each for this and any other helper (his own and other players') who is in the castle at the end of the game.
The player who placed a helper for 6 talers scores one victory point each for every 2 helpers (his own and other players') that are in the castle at the end of the game. If the number of helpers is uneven, the number is rounded down.

Example:
After the helpers have been removed from the carts, 11 helpers are in the castle at the end of the game. Player A gets 11 victory points for his helper in the tavern because this helper is standing on the 12 spot. Player B gets only 5 victory points for his helper because his helper is standing on the 6 spot.

The gates
The players with helpers in the gates score victory points for each erected tower; it is unimportant who erected the towers:



- The owner of the helper in the small gate (building value 12) scores 1 victory point for each tower.
- The owner of the helper in the big gate (building value 18) scores 2 victory points for each tower.



The stable
The owners of helpers in the stable score victory points for each erected house; it is unimportant who erected the houses:



- The owner of the helper on the 16 spot scores 3 victory points for each erected house.
- The owner of the helper on the 12 spot scores 2 victory points for each erected house.

The servants' house
The players with helpers in the servants' house score one victory point per un-built building tile: the number of victory points is equal to the number of building tiles that are on the gameboard at the end of the game.



The market
The players with helpers in the market may convert their talers into victory points at the end of the game. They place converted talers back in the box.



- If a player has only one helper in the market, he scores one victory point per 2 converted talers. *Since the player can convert only an even number of talers, if he has an odd number, he keeps one taler until the winner has been determined.*
- If a player has helpers on both spaces in the market, he scores one victory point for each converted taler.

The Palace
The owner of a helper in the palace may convert up to 5 resource pieces of any kind from his personal stock into victory points at the end of the game:



- Calculate this value according to the entries on the overview (see "Erecting Buildings", page 7) *Therefore, a clay slab, for example, scores 4 victory points.*
- If a player has both helpers in the palace, he can convert up to 10 resource pieces from his personal stock into victory points.
- If a player wants to convert silver, he must first put it in the forge (and leave it there). He takes any one piece of resource from the carts for each bar he puts in the forge.

The forge
A player with a helper on the 10 spot of the forge scores one victory point for each silver bar that is in the forge at the end of the game.
A player with a helper on the 6 spot, scores one victory point for each 2 bars. Round an odd number of bars down to the next even number.



Example:
9 silver bars are in the forge. One player managed to occupy both spaces with his helpers. He scores 9 victory points for his first helper and 4 victory points for the second for a total of 13 victory points.

The Castle in Winter

The onset of winter has come much too early. Frost and icy cold from the north blow through the whole country. Severe snowfalls hinder the building of the half-completed castle whose silhouettes stand out more clearly week by week against the grey of the sky.

The rules of the basic game apply, except for the following differences and additions:
Place the game board on the table with the winter side face up. Shuffle the winter cards and place them next to the gameboard as a face-down stack.



Place the building tiles on the snow-covered buildings.

First, each player plays one or 2 character cards as usual face down in his play area. In each round marked with a winter card, one winter card is brought into the game: the starting player draws the top card from the stack and reads the card aloud. Then he puts it face up next to the castle, easily visible to all players.
For many winter cards, the conditions described have to be carried out immediately before the played character cards are revealed. After that, the player places the winter card back in the box.

IMPORTANT: As in the basic game, players may, if it is advantageous, convert their silver bars into resources of their choice.

Example fireplace: the player puts 2 silver bars in the forge in order to pay the required 2 wooden beams.

The functions of the Winter cards:

Village tavern:



With a stonemason or bricklayer, a player can place a helper here as an "innkeeper" for 3 talers. From now on, when a player plays the trader, he has to pay 1 taler to the owner of the innkeeper. If there is no innkeeper yet, the taler is put on the card and is taken by the player who next places his helper on the card. If a player cannot pay the taler for his trader, he must take one of his trader's helpers off the gameboard and back to his personal stock.
The innkeeper doesn't have to stay in the village tavern. If a player plays the trader, bricklayer, or stonemason, he can remove his innkeeper and use him as a helper in a new place. This winter card stays in the game, and new talers are put on the card again until a player places a helper as an innkeeper.

The card does not count for the final scoring.

Granary:



With the stonemason or bricklayer, a player can place helpers in the granary. Here, the rule "Using Helpers" (page 6) applies, if not stated otherwise.
In this case, placing a helper costs 5 talers.
If only one helper is standing in the granary at the final scoring, he scores 10 points for his owner; with 2 helpers, each of them scores only 7 points for his owner, and with 3 helpers, each of them scores only 3 points for his owner. Is does not matter whether these helpers belong to one or more players.

The granary doesn't count for the keep or the tavern in the final scoring.

Plague:



Each player immediately loses any one card from his discard pile or pays one taler to the bank for each of the cards in his discard pile. Each player chooses whether he would rather pay or give up a card.

Cracked wall:



Each player may immediately give up a maximum of 3 stone blocks (to the general stock) to score 3 victory points for each of these blocks. After that, the card is removed from the game.

Damsel of the castle:



From now on until the end of the game, players may court the damsel of the castle. When any player declares his desire to court the damsel, the players, beginning with the starting player, place any one piece of resource or one taler on the card at the beginning of each round. If a player does not want to participate in the courting any more, he is out for the game and cannot rejoin later. When only one player remains(he has placed a taler or resource piece and the others have dropped out), he takes the card with the damsel of the castle and immediately scores 8 victory points. All others, including those who did not court, share the resources and/or talers that are on the card. Beginning with the starting player, each player in turn takes one piece from the card until it is empty. After that, the card is removed from the game.

If the card is still lying face up at the end of the game and nobody was able win over the damsel of the castle, nobody gets the card, and nothing is distributed.

Snowdrift:



Each player immediately gives up one worker or pays 3 talers to the bank. If a player gives up a worker, he takes the card from his hand or from his discard pile and puts it back in the box. As soon as everybody has paid his tribute for the snowdrift, this card is removed from the game.

Summaries of the Summer Game and the Winter Game

Course of a round

1. The starting player takes the taler from the round space and the starting player marker.
2. Players play character cards face down and flip them over at the same time.
3. Equip turned-over worker cards.
4. Execute played cards in the defined order.

How to get resources, talers or immediate victory points

1. Resources
- The trader uses his helper(s) next to a cart or silver courier.
- The bricklayer chooses one kind from the defense tower.
- The stonemason buys from the workers.
- The worker gives the player what the stonemason didn't buy from him.

2. Talers
- The messenger gives the player 8 talers from the bank.
- The bricklayer uses resources (one resource = one taler).
- The worker: only if a stonemason buys resources from him.

3. Victory points (VP)
- The stonemason erects buildings (number of VP before the crown).
- The worker erects buildings (half number of VP before the crown).
- The master builder scores the player 5 VP for each building erected in the current round.

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