
BOOK OF RULES



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The dream world is under siege!

The terrifying Menace, an entity of many faces wants nothing more than to ravage everything in its path. Only you can stop it, as commander of Castellion, the majestic shape-changing fortress. But, before you encounter the Menace itself, you may wish to learn what is taught at the School of Architects, or submit to training at the Admiral's Academy. . .

GOAL AND OVERVIEW OF THE GAME

Castellion is a tile game that may be played solitaire or co-operatively with a second player.

The game presents three successive levels of play:

- **The School of Architects:** an introductory level that will familiarize you with the rules of construction.
- **The Admiral's Academy:** the base level that incorporates the Defense tiles' special powers.
- **The Menace:** the more difficult expert level that adds special powers to the different defensive formations.

To win the game (regardless of the selected level of play), you must overcome three ordeals. To overcome an ordeal, you must build your castle according to the instructions on the Ordeal cards, while making sure that your castle's foundation is complete. As time is short, you must build your castle as efficiently as possible, carefully choosing where to place each Defense tile.

With the exception of the Ordeal cards, the components used in each level of play are identical.

Note: The rules of the base level are presented in a way that presumes you have read the rules of the introductory level. Likewise, the rules of the expert level presume that you have read the rules for the introductory and base levels. Therefore, regardless of which level you wish to play, you will still need to read the rules from the beginning.

COMPONENTS



84 Dream tiles

72 Defender tiles
Used to build your castle.
There are 4 defender factions (see below) and 3 shape types (triangle, square, circle).


18x Seers
Blue


18x Chameleons
Green


18x Jugglers
Orange


18x Pyros
Brown

12 Traitor tiles (3 of which have a black border)
The treacherous minions of the Menace that have infiltrated the ranks of your defenders.



24 Ordeal cards

Introductory level



Exams the Architects use to test your mastery of construction principles.

5 Exam cards
Beige border

Base level



Simulations prepared by the Admiral to prepare you for the ultimate battle.

7 Simulation cards
White border

Expert level



Invasions of the Menace that intends to reduce the Oniverse to naught but fire and blood.

12 Assault Cards
Brown border



2 player aids



1 Champion of the Oniverse card



1 Menace pawn

Each level of the game offers an appendix with two variants that use the pawn in different ways.

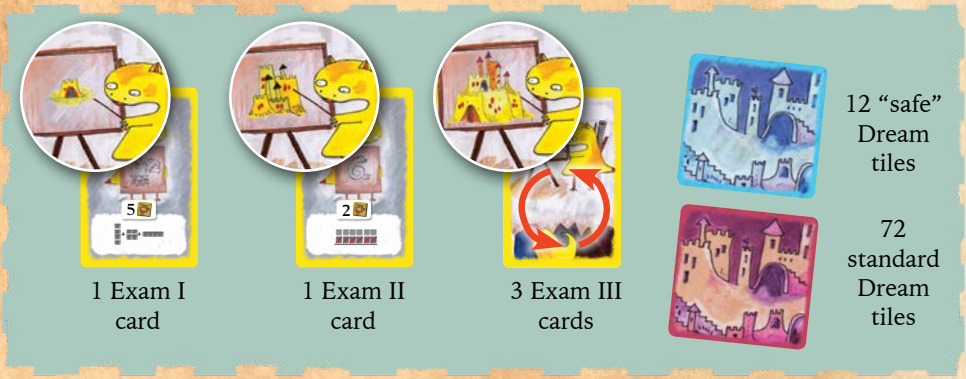
THE SCHOOL OF ARCHITECTS: THE INTRODUCTORY LEVEL

SETUP

Place Exam I card and Exam II card faceup on the table.

Shuffle the 3 remaining Exam III cards and choose 1 at random. Place the chosen card next to cards I and II, and return the remaining 2 cards to the box (they are no longer needed).

Shuffle the 12 “safe” Dream tiles (blue back) and the other 72 Dream tiles (brown back) separately.



GAME SEQUENCE

Each turn, you must draw a Dream tile. You may decide whether to draw from the regular pile or from the “safe” pile.

Note: The “safe” pile contains 12 Defender tiles (no Traitors). Once it is depleted, you must always draw from the regular pile. Use this limited resource wisely.

There are two tile types which lead to three possible actions:

1. It is a Defender tile. You may A) place it, or B) discard it.
2. It is a Traitor tile. You must C) place it.

A) Place a Defender Tile

You may add a Defender tile to your castle, thereby increasing its resistance to the ordeals that await you, most notably by creating defensive formations (page 8). A tile placed in your castle remains there until it destroyed or moved, or until the game ends.

When placing a tile, you must follow these **4 placement rules:**

1° With the exception of the first tile, each tile must be placed orthogonally adjacent to another tile in your castle.



2° With the exception of the 6 tiles that make up the bottom row (your foundation), each tile must be placed above another tile (parts of your castle may not simply hang in the air).

Important : you may not place a tile below your foundation (the bottom row), nor may you place a tile directly on top of another tile (so that it covers it).



3° With the exception of the 6 tiles that make up your foundation, you may not place a tile adjacent to another tile that depicts the same shape.

Important : there are three shapes (the triangle, the square, and the circle).

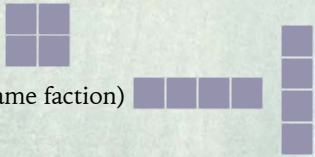


4° The castle may not be greater than 6 tiles wide and 6 tiles tall.

Defensive Formations

As long as you follow the placement rules above, you may place Defender tiles wherever you wish. However, you will want to do so in such a way that you create defensive formations, which require 4 Defenders of the same faction *(as a reminder, the four factions are: Seer, Chameleon, Juggler, and Pyro)* placed in a particular pattern.

There are 3 defensive formations:



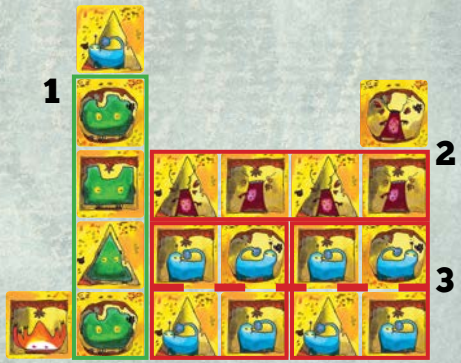
- The bastion (a square of 4 Defenders of the same faction)
- The line of defense (a horizontal line of 4 Defenders of the same faction)
- The tower (a vertical line of 4 Defenders of the same faction)

Important: A defensive formation must contain exactly 4 tiles of the same faction; any additional tiles of the same faction cancel the defensive formation.

Note that a defensive formation is not canceled if Defender tiles of a different faction are placed next to it.

Examples:

1. ***None of the tiles next to the Chameleon tower are of the same faction. The tower remains active.***
2. ***The Pyro line of defense is canceled by the additional Pyro positioned above it.***
3. ***The eight Seer tiles nullify each other. They may not be used to create lines of defense or bastions.***



Note: The faction used to create a defensive formation does not matter. A tower made of Pyros has the same effect as a tower made of Seers.

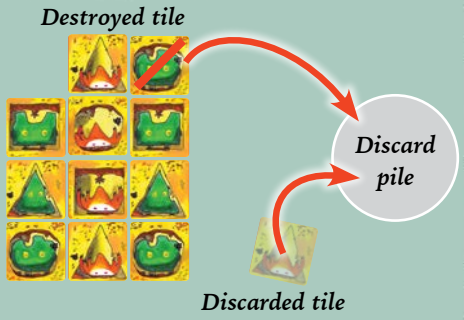
B) Discard a Defender Tile

After drawing a Defender tile, if you cannot place it (because it would violate the placement rules), or you do not wish to place it (because it would compromise your building strategy), you may simply discard it. Place it faceup in the discard pile.

Destroy/Discard:

In these rules, **destroy** means that a tile is removed from your castle and placed in the discard pile. **Discard** means that you are placing a tile in the discard pile instead of adding it to your castle.

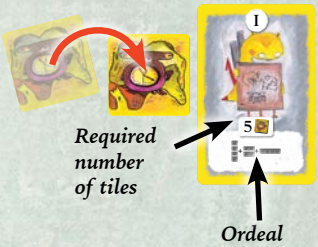
Regardless, destroyed tiles and discarded tiles share the same discard pile.



C) Place a Traitor tile

Place the Traitor tile to the left of the lowest numbered Ordeal card *(note: the black border around certain tiles has no significance in the introductory level)*. Keep a close eye on the number of Traitor tiles next to an Ordeal card.

You must encounter an Ordeal (page 10) when the number of tiles next to it is equal to the traitor number on the Ordeal card.



Special case – Completed castle

If you complete your castle (6x6 tiles), you must immediately encounter the lowest numbered Ordeal card, regardless of how many Traitor tiles are next to it. If your castle remains complete after succeeding an encounter with an Ordeal card, you must immediately encounter the next Ordeal card.

ORDEAL CARD - EXAM I



You must encounter this Ordeal once you have five Traitor tiles next to it (or if you complete your castle). Verify that you have a complete foundation and have built the defensive formations required to pass the Exam (in this case: 1 tower, 1 bastion, and 1 line of defense).

If you have failed to build the required defensive formations, or you do not have a complete foundation (6 tiles on the bottom row), you fail the exam and lose the game!

If you have succeeded in building the formations and your foundation is complete, congratulations! You will continue on to the following exam. Remove the Ordeal card and all Traitor tiles next to it from the game.

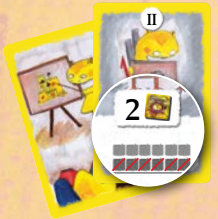
Failure: Only 1 formation, AND an incomplete foundation.



Success: The 3 defensive formations AND a complete foundation are present.



ORDEAL CARD - EXAM II



You must encounter this Ordeal once you have two Traitor tiles next to it (or if you complete your castle).

Destroy the 6 tiles that form the foundation of your castle, thereby causing the second row to become the first row (i.e. your new foundation). If, after destroying these 6 tiles, your new foundation is incomplete (has less than 6 tiles), you lose the game!

However, if your foundation still consists of 6 tiles, congratulations! You have passed the second exam.

Remove the Ordeal card and all Traitor tiles next to it from the game.

Special case: if you encounter the first exam by completing your castle and succeed in passing it, you will immediately encounter the second exam (which you are certain to pass). Remove these two exams and all Traitor tiles next to them from the game.

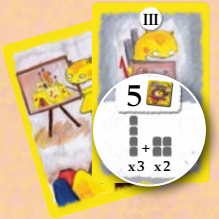
Failure: The new foundation is incomplete.



Success: The new foundation is complete.



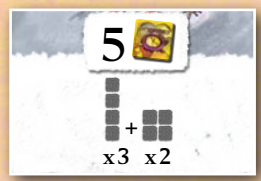
ORDEAL CARD - EXAM III



You must encounter this Ordeal once you have five Traitor tiles next to it (or if you complete your castle). Verify that you have a complete foundation (6 tiles) and have built the defensive formations required to pass the Exam.

If you have not, you lose the game!

If you have, you win! The Master Architects grant you their prestigious diploma, and recommend that you advance to the Admiral's Academy before facing off against the Menace.





Failure: One of the required towers is missing AND the foundation is incomplete.



Success: The 3 towers and 2 bastions are present. The foundation has 6 tiles.

APPENDIX: SHADOW OF THE MENACE

THE VIGIL (AN EASIER, MORE TACTICAL GAME)

At the beginning of the game, place the Menace pawn in front of you. Draw a tile from the "safe" pile and place it next to the pawn. This tile is your "Vigil."

Whenever you draw a Defender tile, you have a third possible action, in addition to

A) Place it or **B)** Discard it:

A-2) Replace the Vigil: Swap the Defender tile you just drew with the Vigil tile. You must now place or discard this tile as though you just drew it. There is now a new tile next to the Menace; it is your new "Vigil" which you may choose to swap for on a future turn.

Note:

- ***There is no limit to the number of times you may 'Replace the Vigil' during a game.***
- ***You may not 'Replace the Vigil' with a Traitor tile.***

THE PROPHET (A MORE DIFFICULT GAME)

At the beginning of the game, choose 1 of the 3 Ordeal cards and place the Menace pawn next to it. The chosen Ordeal card now requires 1 fewer Traitor tile than usual before it must be encountered. After facing this Ordeal, the Menace pawn is returned to the box.

A general note for all the appendices: players are welcome to use variants from one level's appendix with a different level of the game. Be warned, however, that it may affect the difficulty of the game to a greater or lesser degree than normal.



RULES FOR TWO PLAYERS

The rules for two players are identical to those used for solitaire play, with the following exceptions:



SETUP

Place the Champion of the Oniverse card nearby.

GAME SEQUENCE

Each player builds her own castle.

You may not directly place a drawn Defender tile into your partner's castle. You may, however, donate a drawn Defender tile to your partner. To do so, you must destroy a tile in your own castle (you may not destroy a tile that has other tiles above it, nor may you destroy a tile that would split your castle into two separate structures). Your partner receives the donated tile and must immediately place it in her castle. Then, it is the turn of the player who received the donated tile. In this way, one player might place 2 tiles in a row.

Players take turns drawing and playing tiles until the game is over.

Notes:

- ***You may not donate a Traitor tile.***
- ***You must always destroy a tile in order to donate a tile. As such, you may not donate a tile if there are no tiles in your castle.***
- ***Drawing a Traitor tile counts as your turn.***

When you must encounter Exam I, verify that both players have a complete foundation (6 tiles). If they do not, both players lose. Otherwise, you and your partner decide which of you will encounter the Exam. The player who encounters the Exam must fulfill its conditions as in the solitaire game. If successful, that player receives the Champion of the Oniverse card, and the game continues. If that player failed the Exam, both players lose.

When you must encounter Exam II, it is the player who does not have the Champion of the Oniverse card who must encounter the Exam. If successful, she receives the Champion of the Oniverse card from her partner, who will be responsible for encountering Exam III. If successful, the two players win!

A player in possession of the Champion of the Oniverse card may choose to give it to her partner. To do so, she must destroy 6 tiles in her castle (you may not destroy a tile that has other tiles above it, nor may you destroy a tile that would separate your castle into two separate structures).

THE ADMIRAL'S ACADEMY: THE BASE LEVEL

All rules of the introductory level apply to the base level, with the following exceptions and additions:

SETUP

Place the Simulation I Ordeal card faceup on the table. Shuffle the 3 Simulation II cards, choose 1 at random, and place it faceup on the table (return the other 2 to the box). Do the same with the Simulation III cards.

Note that each of these Simulations must be encountered after 3 Traitor tiles have been placed next to them (or if you complete your castle). If you fail a Simulation, or end with an incomplte foundation, you lose the game. When you pass a Simulation (and your foundation is complete), remove the Ordeal card and all Traitor tiles next to it from the game. If you pass Simulation III and your foundation is complete, you win.

GAME SEQUENCE

B) Discard a Defender tile

From now on, whenever you choose to discard a Defender tile instead of placing it, you activate its special power. The effect depends on the faction of the tile you discard.

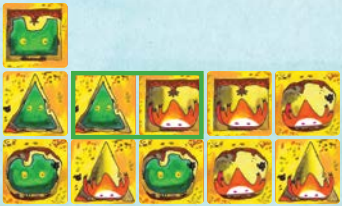


The Juggler

Change positions of 2 orthogonally adjacent Defender tiles.

Note: You do not need to follow placement rule 3. In other words, tiles of the same shape may be made adjacent using this power.







The Seer

Reveal 4 Dream tiles and place them faceup. These tiles may be revealed from the standard or "safe" piles in any combination.

Important: Whenever there are revealed (faceup) Dream tiles, you may not choose to draw a facedown Dream tile. You **must** play (place or discard) all the revealed tiles before continuing to draw from the facedown piles.

Important: There may never be more than 4 revealed tiles. If you discard another Seer, you simply reveal Dream tiles until there are a total of 4 revealed tiles.



The Chameleon

Recover a Defender tile from the discard pile. The tile you recover must have the same shape as the discarded Chameleon. Then, immediately use (place or discard) the recovered tile.



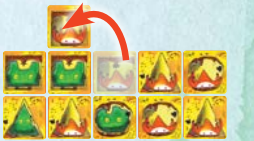
The Pyro

The Pyro has **two** effects that occur one after the other. **First**, choose a tile in your castle to destroy.



Note: If the destroyed tile was taken from under one or more tiles, the remaining tiles in that column immediately slide to fill the empty space. Tiles of the same shape are permitted to become adjacent as a result of this slide. You may not destroy a tile that would separate the castle into two separate structures.

Second, choose a tile in your castle to move to another position in your castle. This tile must respect all placement rules, except for rule 3. In other words, tiles of the same shape may be made adjacent using this power.



Note: You may not choose to move a tile that is under another tile. You may not move a tile if doing so would separate the castle into two separate structures.

General Note: You are not required to use the power of any tile you discard. However, if you choose to use the power, you must use the full effect.

D) Discard a Traitor Tile



From now on, you may choose to discard a Traitor tile instead of C) placing it next to an Ordeal card, allowing you to prevent an encounter from happening before you are ready.

But this action comes at a price. When you discard a Traitor tile, you must destroy 4 tiles in your castle.

If you have fewer than 4 placed Defender tiles, simply destroy all Defender tiles in your castle. If you have no placed Defender tiles, you may simply discard the Traitor tile without effect.

Important: There are 3 Traitor tiles with a black border. If you draw one of these, it must be placed; you may not choose to discard it.

Note: If the tiles you destroy are under other tiles, the remaining tiles in the affected columns immediately slide to fill empty spaces. Tiles of the same shape are permitted to become adjacent as a result of a slide. You may not destroy a tile that would separate the castle into two separate structures.



Special cases:

- *You may choose to prematurely encounter the lowest numbered Ordeal at any time. To do so, simply encounter the Ordeal card as you normally would, then (if you succeed), discard the Ordeal and all Traitor tiles that have been placed next to it.*
- *If all the Dream tiles have been played, immediately resolve all unencountered Ordeals in numbered order.*

APPENDIX: SHADOW OF THE MENACE

THE PREMONITION (AN EASIER VERSION)

At the beginning of the game, place the Menace pawn in front of you.

Once during the game, you may choose to ignore a Traitor tile you just drew. Remove the Traitor tile and the Menace pawn from the game without suffering a penalty.

Note: You may not use the Menace pawn to remove a black bordered Traitor tile.

THE PRISON (A MORE DIFFICULT VERSION)

At the beginning of the game, place the Menace pawn in front of you.

In addition to encountering the 3 Ordeals, you must build a prison to contain the Shadow of the Menace. This prison is built separately from your castle, and consists of 8 tiles that surround the Menace pawn.

Whenever you draw a Dream tile, you may now choose to add it to the prison. Each tile used to build the prison (after the first) must be placed adjacent to a previously placed tile. Rule 3 of tile placement (same shapes may not be adjacent to each other) applies here.

Note: Once a tile has been placed in the prison, it remains there until the end of the game. An effect that may or must be applied to the castle may NOT be applied to the prison instead (e.g., destroying a tile by discarding a Pyro or Traitor tile).

After encountering the first Ordeal, verify that the prison is complete. If it is, continue the game. If it is not, you must destroy 6 tiles in your castle before continuing the game. Do the same after encountering the second Ordeal.

If the prison remains incomplete by the end of the third Ordeal, you lose the game.

RULES FOR TWO PLAYERS

The rules for two players are identical to those used for solitaire play, and to those used in the two-player introductory level game with the following exceptions:

- In order to pay for a donation, a player may now destroy a tile that is under other tiles in her castle. If she does so, the tiles above slide down to fill the empty space. Tiles of the same shape are permitted to become adjacent as a result of this slide.
- A player may not use the effect of a discarded Juggler or Pyro on her partner's castle. She may, however, donate the tile so that her partner can discard it and use the effect himself.
- Tiles revealed by the Seer must be used by both players. There may be only a total of 4 revealed tiles between the two players.
- If two players wish to play with *The Prison* rules, they build one prison together.



THE MENACE: THE EXPERT LEVEL

All rules of the base level apply to the expert level, with the following exceptions and additions:

SETUP

Shuffle the 4 Assault I Ordeal cards, choose 1 at random, and place it **facedown** on the table (return the other 3 to the box). Do the same with the Assault II and Assault III cards.

Note that each Assault must be encountered after only 2 Traitor tiles have been placed next to them (or if you complete your castle).

GAME SEQUENCE

From now on, the defensive formations each provide a special power (in addition to being necessary to counteract the effects of the Ordeal cards).

The line of defense *(4 adjacent Defender tiles of the same color in a horizontal line)* **:** When you draw a Traitor tile and choose to discard it, you destroy 1 fewer Defender tile than normal for each line of defense in your castle. If you have 4 lines of defense in your castle, you may discard Traitor tiles without destroying anything.

Reminder: Black-bordered Traitor tiles may not be discarded.

The tower *(4 adjacent Defender tiles of the same color in a vertical line)* **:** When you complete a tower (place the 4th tile), choose one facedown Ordeal card and reveal it. If all Ordeal cards have been revealed, this special power has no effect.

The bastion *(4 Defender tiles in the same color in a 2x2 square)* **:** For each bastion in your castle, you destroy 4 fewer tiles when you fail to construct the defensive formations required by the Harpy, Behemoth, or Horde Assaults (see below: The four avatars of the Menace). The Bastion does not prevent the destroying of tiles executed by the Earthworm Ordeal cards.

THE FOUR AVATARS OF THE MENACE

Each of the expert level Ordeal cards must be encountered after 2 Traitor tiles have been placed next to them (or if you complete your castle). Regardless of which avatar is encountered during an Ordeal, your foundation must be complete (6 tiles) in order to continue. Otherwise, you lose.



The Behemoth



The Harpy



The Horde

The Harpy, the Behemoth, and the Horde

Contrary to the rules of the beginner and base levels, failure to satisfy the building requirements of Ordeal cards in the expert level does not result in immediate defeat; instead, you must destroy a number of tiles in your castle. The number of tiles you must destroy is indicated on the bottom right of the Ordeal card (and is reduced by 4 for each bastion in your castle).

Note that if your castle contains the defensive formations an Ordeal requires, the penalty is not suffered.



The Earthworm

The Earthworm

This avatar behaves differently than the others: it forces you to destroy 1 or more of the lower rows of your castle (Assault I – bottom row; Assault II – bottom 2 rows; Assault III – bottom 3 rows).

After the required rows have been destroyed, the bottommost row of those remaining is considered your new foundation (which must be complete, or you lose).

Again, a Bastion cannot reduce the number of tiles destroyed by the Earthworm.

Harpy Example: You survived Assault I, and are preparing for Assault II. You place a second Traitor tile next to the Assault II card and must now encounter: it is a Harpy. Unfortunately, you only have 2 towers in your castle when 3 are necessary to prevent the effects of this second Assault. The card indicates that you must destroy 32 tiles before continuing. As your castle currently consists of only 34 tiles, this would result in defeat due to an incomplete foundation. However, your castle contains 2 bastions, so you only need to destroy 24 tiles and may begin preparing for the third Assault.

GAME END

Here is a reminder of the victory conditions, which are the same as those in the introductory and base levels.

DEFEAT: If you have an incomplete foundation after encountering an Ordeal card, you lose.

VICTORY: If your foundation remains complete after encountering the third Ordeal card, you win.

APPENDIX: THE SHADOW OF THE MENACE

A COLD SWEAT (AN EASIER VERSION)



Place the Menace pawn in front of you. During the game, if you draw a Traitor tile, you may choose to discard it without penalty if you place the Menace pawn on the highest tile of 1 of the 4 middle columns (you choose which column). This tile is now haunted by the Shadow of the Menace.

1°) This tile may not be part of a defensive formation.

2°) No tile may be placed orthogonally adjacent to this tile.

3°) If this tile is ever destroyed, you lose immediately.

This tile may be moved (along with the pawn) by a special power (Juggler or Pyro) or a destruction. Although tiles may not be placed or moved adjacent to the haunted tile, others tiles may slide next to the haunted tile due to a special power or a destruction.

Note: You may not choose to discard a black-bordered Traitor tile.

THE UNNAMEABLE HORROR (A MORE DIFFICULT VERSION)

Place the Menace pawn in front of you. When you draw a black-bordered Traitor tile for the first time, before placing it next to an Ordeal card and resolving its effect, you must first place the Menace pawn on the highest tile of 1 of the 4 middle columns (you choose which column). This tile is now haunted by the shadow of the Menace.

1°) This tile may not be part of a defensive formation.

2°) No tile may be placed orthogonally adjacent to this tile.

3°) If this tile is ever destroyed, you lose immediately.

This tile may be moved (along with the pawn) by a special power (Juggler or Pyro) or a destruction. Although tiles may not be placed or moved adjacent to the haunted tile, others tiles may slide next to the haunted tile due to a special power or a destruction.

Note: The Menace pawn can not be placed if your castle consists of fewer than 6 tiles.

Note: If your foundation is incomplete, it is impossible to determine which are your 4 middle columns. In this case, place the Menace pawn on the top tile of whichever column you choose.

RULES FOR TWO PLAYERS

The rules for two players are identical to those used for solitaire play, and to those used in the two-player base level game.

EXPANSION: THE PANTRY

All rules of the expert level apply, with the following exceptions:

SETUP

Place the 6 Pantry tiles in front of you.


2x


2x


2x

GAME SEQUENCE

From now on, you may choose to place a Pantry tile instead of drawing a Dream tile, and place it in your castle. The rules for placing Pantry tiles are the same as those for placing Defender tiles.

All other rules that apply to tiles (destroying, moving, etc.) also apply to Pantry tiles. However, Pantry tiles may not be part of a defensive formation.

Victory Condition for The Pantry

After resolving the effects of an Ordeal card, you must have the required number of Pantry cards in your castle, or you lose immediately.

After the first Ordeal: you must have exactly 2 Pantry tiles in your Castle.

After the second Ordeal: you must have exactly 4 Pantry tiles in your Castle.

After the third Ordeal: you must have exactly 6 Pantry tiles in your Castle.

In the two player game, Pantry tiles in both castles count toward the requirement. However, each player must have the same number of Pantry tiles as the other when encountering an Ordeal.

If a Pantry tile is destroyed, it is placed in the discard pile. You may recover a Pantry tile by drawing and discarding a Chameleon tile of the same shape.

You may choose to place a Pantry tile even when there are tiles revealed by a discarded Seer.

Variant: For a more difficult game, apply the following rule: you may not place a Pantry tile orthogonally adjacent to another Pantry tile. It is permitted for 2 or more Pantry tiles to become adjacent as a result of tile destruction.



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