



BLUEPRINTS

OF MAD KING LUDWIG

GAME DESIGN BY
TED ALSPACH

THE GAME

INTRODUCTION

Blueprints of Mad King Ludwig is a flip-and-sketch game in which each player sketches out a full-color castle plan to serve the whims of the mad king.

Players are architects who choose the best Room layouts from Room Cards and sketch them on vellum sheets. Connect all of a sketched Room's entrances to earn bonus points, plus special abilities like taking an extra turn, adding a secret door, and expanding the castle's lot to build even more Rooms.

After 10 rounds, the player with the most Victory Points (VPs) wins!

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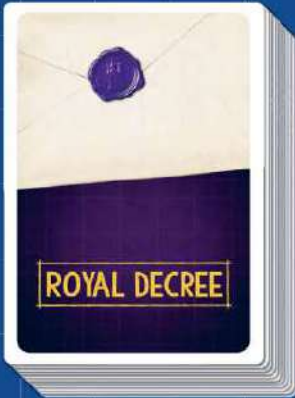
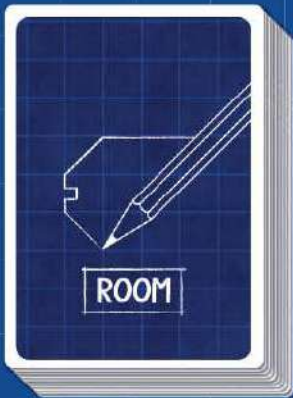
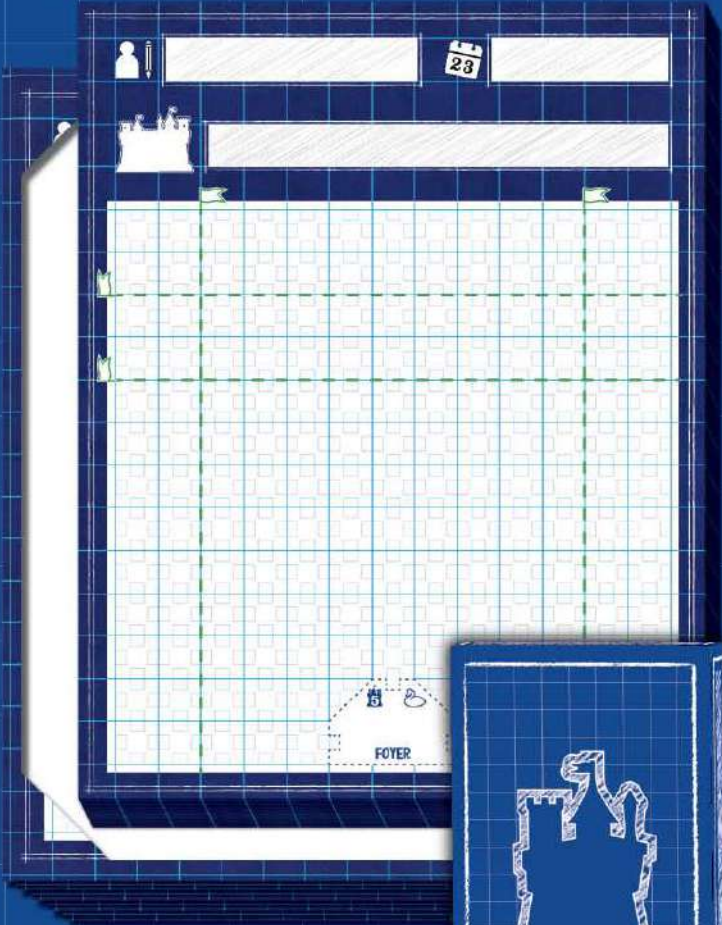


CONTENTS

5 Player Reference Cards

1 Pad of Score Sheets

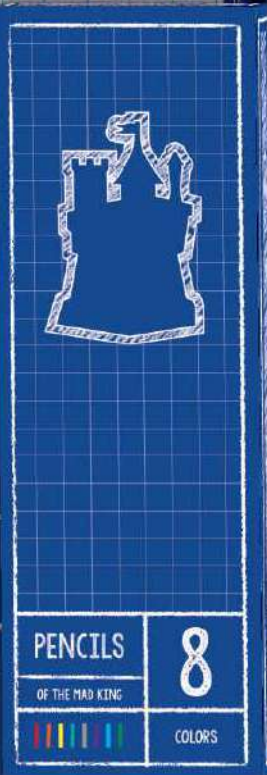
1 Pad of Sketch Sheets + 5 Sketch Panels



1 Castle Eraser



1 Pencil Sharpener



PENCILS

OF THE MAD KING

8

COLORS

96 Room Cards

37 Bonus Cards

32 Royal Decree Cards

35 King's Favor Tokens

1 Pencil Sharpener

1 Box of 8 Colored Pencils

SETUP



1.

Shuffle the Room Cards. Count out the correct number of cards for the **number of players** you have (listed here) to create the Room deck, then place it face down in the center of the table. Return all unused cards to the box.

1 Player: 30 cards
2 Players: 40 cards
3 Players: 50 cards
4 Players: 60 cards
5 Players: 70 cards

(Solo Mode pg. 21)

2.

Reveal 2 more Room Cards than the number of players from the top of the deck and arrange them face up nearby to create the **Market**. (4 Player Setup Shown.)

3.

Flip the **King's Favor Tokens** face down and mix them up. Reveal **4 Tokens** and place them face up where everyone can see them. Return all unused tokens to the box.

4.

Place the **Colored Pencils** within reach of everyone.

5.

Shuffle the Bonus Card deck and place it face down in the center of the table. Deal each player **2 Bonus Cards** face down. Players should keep their Bonus Cards secret, but may look at them at any time.

6.

Give each player a Reference Card, a Score Sheet, and a Sketch Sheet inserted into the corners of the Sketch Panels.

SETUP

6

Use these special rewards at any time.

EXTRA TURN Take an extra turn immediately after all players have taken their turns.

MOVE DOOR(S) Move any number of entrances on a new room when you are drawing it.

ADD A SECRET DOOR Add 1 secret passage to any new or existing room. This door does not make complete rooms incomplete.

REMOVE A DOOR Remove 1 entrance from an already drawn room.

TAKE ROOM FROM RESERVE Choose a Room Card from the Reserve instead of from the Market.

EXPAND LOT Fill in a lot on your Sketch Sheet to expand your building area.

BUILD A MOAT Draw a 1 square by any length Moat.

TAKE Take 2 Room Cards from the Market.

Score your Room Cards (don't include your Foyer)

Score a Bonus Card

Score a 2nd Royal Decree when playing the Bloke Decree variant.

Fill in the box when the room is completed.

Fill in the box when the reward is taken.

Fill in the box with VP at game end.

7

Start Player + Secret Turn + Go Last =

EXTRA TURN

MOVE DOOR(S)

ADD A SECRET DOOR

REMOVE A DOOR

TAKE ROOM FROM RESERVE

EXPAND LOT

BUILD A MOAT

TAKE

Score your Room Cards (don't include your Foyer)

Score a Bonus Card

Score a 2nd Royal Decree when playing the Bloke Decree variant.

Fill in the box when the room is completed.

Fill in the box when the reward is taken.

Fill in the box with VP at game end.

8

ROYAL DECREE

9

EXPAND LOT

ABANDON EMPTY SQUARE X 2

BUILD A MOAT

ROOMS WITHIN

TAKE

Score

Tip: Once you're familiar with the game, you may remove specific Royal Decrees from the deck before starting.

7.

Randomly choose a **start player** and give them the **Castle Eraser**.

8.

Shuffle the **Royal Decree** deck and deal 2 more cards than the number of players to the player on the right of the start player. This player secretly chooses 1 Royal Decree to keep, then passes the remaining Royal Decrees to the player on their right (in reverse turn order). This continues until each player has chosen 1 Royal Decree.

The start player will receive 3 Royal Decrees to choose from; after they choose 1 to keep, they return all unselected Royal Decrees to the bottom of the deck. All players then simultaneously reveal their Royal Decrees and place them face up in front of themselves.

9.

Starting with the start player and going in clockwise order, each player chooses a Room type and colors in the Foyer on their Sketch Sheet with the color for that Room type. For example, if you want your Foyer to be a Food Room (and give you an extra turn when you complete it), color it yellow. Each player fills in the first **Swan** on their score sheet's **Moat track** in the color they chose for their Foyer.

10.

The game begins with the start player selecting a Room Card from the Market (see Round Overview, pg 6).

GAMEPLAY

TURN ORDER

During the **first round** of the game, players take their turns in **clockwise** order, starting with the start player.

In all following rounds, turn order is determined by the **size of the Room** on top of each player's **pile of Room Cards**, shown in the **top left** on both sides of each Room Card. Turns are taken in order from the player with the **smallest** Room (lowest number) on their pile to the player with the **largest** Room (highest number) on their pile.

The player who takes the **last turn** also gets to fill in a **Go Last** circle. You gain a **special reward** each time you fill in 3 Go Last circles (see Special Rewards, pg. 12).

Whenever 2 or more players have Rooms of the **same size** on top of their pile, they reveal the **next** card in their pile and use this to break the tie. If there is no card underneath, they use the initial clockwise turn order from the start player.



ROUND OVERVIEW

The game is played over 10 rounds. Each round has the following steps (explained over the following sections):

- 1. Player Turns:** In turn order, each player takes 1 face up Room Card from the Market. After sketching the Room on their Sketch Sheet, each player forms their own Room Pile with Room Cards they have added to their Blueprint in the order they were sketched.
- 2. End of Round:** Discard any remaining Market cards face up to form the public Reserve pile next to the Room Card deck. Determine the turn order for the next round. The player who will be last in turn order fills in a Go Last circle.

- 3. Refill New Rooms:** Fill the Market from the top of the Room Card deck by revealing 2 more Room Cards than the number of players.

PLAYER TURNS

Each player takes **1 turn** each round to choose a **Room Card** from the Market and sketch it on their sheet.

- On your turn, take any 1 face up **Room Card** from the Market and place it near your sheet.
- Next, take the **Colored Pencil** matching the color of the Room on your card and use it to **sketch** the Room on your Sketch Sheet. You must follow all rules for sketching Rooms (see Sketching Rooms, pg. 8).
- If your card has a **Swan icon** on it, fill in the next empty Swan on the **Moat track** of your Score Sheet with the same Colored Pencil you used for the Room.

At the end of round 3, Saige has a size 2 Room on top of her pile, while Carmen has a size 8 Room, and Lewis has a size 6 Room on his. This means that in round 4, Saige will go first, followed by Lewis, then Carmen.

Tip: The Room on top of your pile is always the **last Room you sketched**. This means that if you use an ability to take an **extra turn** after your turn, the **extra Room** you take will be on top of your deck at the end of the round and determine your position in turn order.

GAMEPLAY

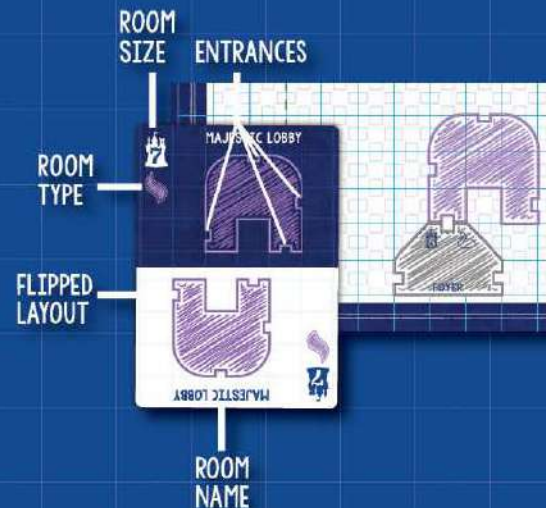
- Once you've finished sketching your Room, check if you **completed** any Rooms on your sheet by connecting (or removing) all of their **entrances**. Whenever you complete a Room, you earn a **completion reward** based on the Room's type (see Completing Rooms, pg. 10), and fill in a circle for that room on your score sheet.
- During your turn, you may use any number of **completion rewards** and/or **Special Rewards** you have earned by filling in the flag for that completed room (see Completion



Rewards, pg. 11, and Special Rewards, pg. 12).

- When you have **finished** your turn, place your card face down on top of your personal **Room pile**. You may look at the Rooms in your own pile at any time, but must keep them in the order you sketched them, since the **top card** on your pile is used to determine **turn order** for the following round.

Tip: For a faster game, the next player can start taking their turn while you are sketching your Room.



On her turn, Saige takes the Majestic Lobby and sketches it on her sheet.

END OF ROUND

Once the last player has taken their turn (and any extra turns have been taken), take the following steps to end the round:

- Discard any **Room Cards** left in the Market to a face up **Reserve pile** next to the Room deck.
- Determine the new **turn order** by checking the Room on top of each player's **Room pile**; **smaller rooms go first and larger rooms go later** (see Turn Order, pg. 6).

- The player who will be last in the new turn order fills in the next empty Go Last circle at the top of their score sheet with any Colored Pencil (see example below).



Henry has the largest Room on top of his pile, so he gets to fill in a "Go Last" circle. If he gets 2 more, he will earn a special reward.

REFILL NEW ROOMS

- Start the next round by dealing new **Room Cards**. Refill the Market, as done in Setup, by revealing 2 more Room Cards than the number of players from the top of the Room Card deck.

Tip: For a faster game, players who are done sketching can reveal new Room Cards while everyone else finishes.

GAMEPLAY (CONT.)

SKIPPING YOUR TURN

Once per game, you can choose to **skip your turn** and not take a face up Room card. If you do, fill in the **Skip Turn** circle at the top of your sheet (with any colored pencil). This unlocks a **special reward** you can use (see Special Rewards, pg. 12).

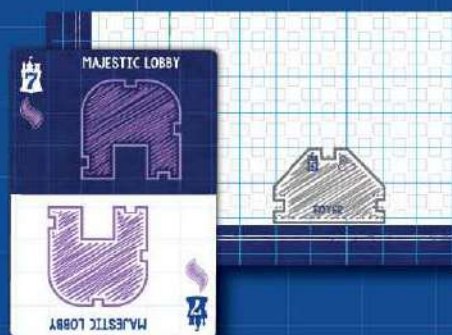


EXTRA TURNS

You can gain an extra turn by **completing a Food Room** (see Completion Rewards, pg. 11) or using a **special reward** (see Special Rewards, pg. 12). Extra turns are always taken **after** the last player takes their normal turn but **before** doing end of round cleanup. If multiple players have extra turns in the same round, they are resolved in the **same turn order** as normal turns were. Additional rules and examples for extra turns can be found under Food Rooms, pg. 13.

SKETCHING ROOMS

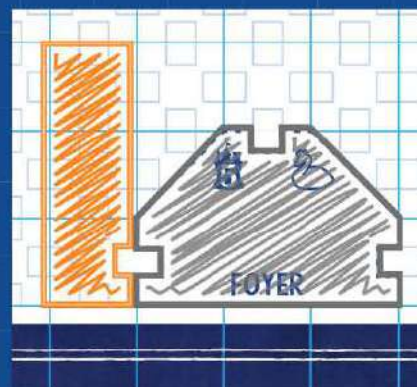
Whenever you sketch a Room, you must use the Colored Pencil matching its color on the Room Card to keep track of what **type** of Room it is. Your Sketch Sheet is semi-transparent, so you can place the card **underneath** your sheet and **trace** the shape of the Room (or draw freehand if you prefer). It is up to you whether you prefer to **fill in** the Room with the Colored Pencil, or just sketch its outline.



Carmen traces the Majestic Lobby on her sheet.

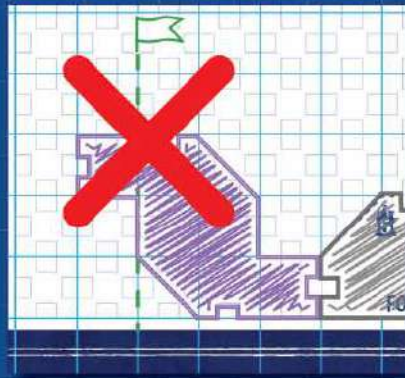
When choosing where to sketch a Room, you must respect all of the following rules:

- You must **connect** at least **1 entrance** on your new Room to an entrance on an already sketched Room (or your Foyer).

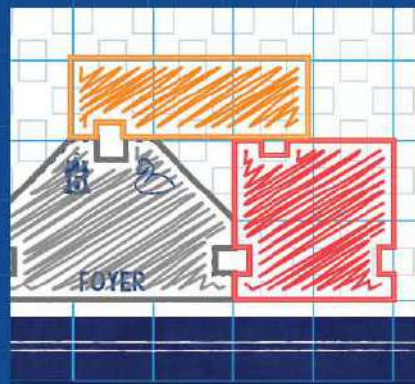


CREATING YOUR BLUEPRINT

- You must sketch your new Room **fully within** your castle's **lot**. Your lot is the area defined by the **dashed lines** on your Sketch Sheet (initially a 9x9 square), and can be **expanded** by completing Outdoor Rooms to a max lot size of 13x13 (see Outdoor Rooms, pg. 16).



- You may **block** any number of entrances on your new or already sketched Rooms (as long as your new Room has at least 1 connected entrance).



CARING FOR YOUR COLORED PENCILS

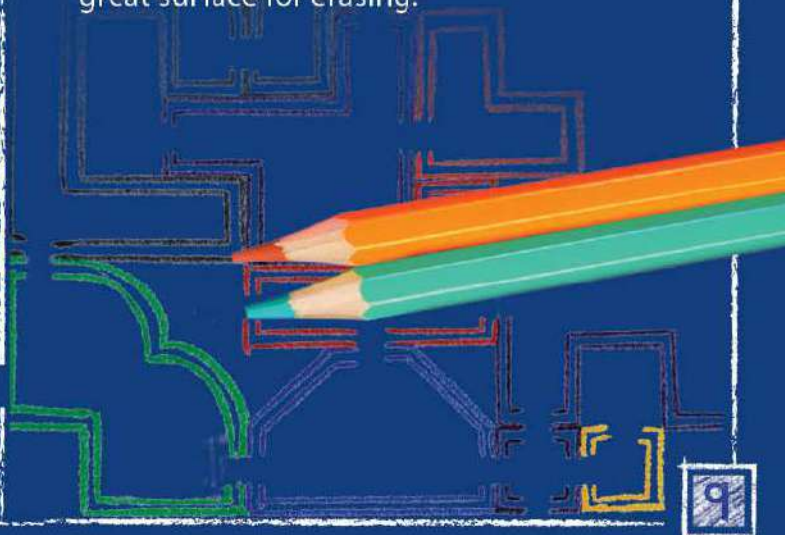
Colored Pencils contain colorful pigments which makes for a softer core than traditional pencils.

Excess pressure while sketching can cause the core to break, often at a point where the pencil requires sharpening to be used again. Try not to press too hard as you sketch.

When it is time to sharpen your Colored Pencil, use the included sharpener, hold the pencil as straight as possible while sharpening, and sharpen very slowly and gently; sharpening with rough or heavy motions can break off more of the core, making your pencil shorter and shorter.

The vellum sheets work particularly well with Colored Pencils, and also provide a great surface for erasing.

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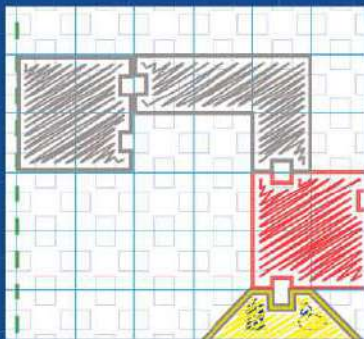
CREATING YOUR BLUEPRINT

SKETCHING ROOMS (CONT.)

- The top and bottom of each card show **mirrored** versions of the Room. You may choose **either one** to sketch. You may **rotate** a Room by 90° as many times as you like before sketching it.



- You may **not** sketch a new Room that **overlaps** an existing Room or Moat.
- Once you have one or more **Downstairs Rooms** in your castle, you must connect each new Downstairs Room to at least 1 entrance on an already sketched Downstairs Room (see pg. 14).



- You may not take a Room if you have nowhere you can legally sketch it.

COMPLETING ROOMS

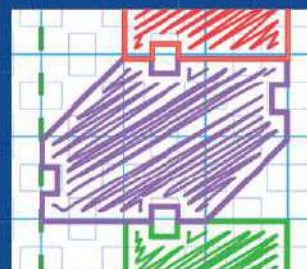
Completing a Room grants you a **completion reward** that you can use during the game and **extra VPs** at the end of the game.

A room is complete if **all of its entrances** are connected to **entrances** on other Rooms. If any of a Room's entrances lead to **empty space** or are **blocked** by a directly adjacent wall, then it **isn't** complete.

Whenever you sketch a new Room, check to see if you have completed any Rooms in your castle. For each Room you've completed, find the **Room track** for the type of Room you completed, then fill in the **next empty circle** indicating you've earned a completion reward.

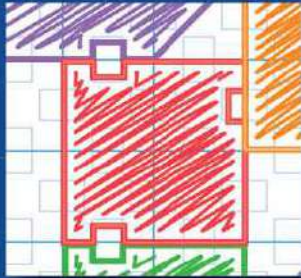


This Outdoor Room is complete, because both of its entrances are connected to other entrances.



This Living Room isn't complete, because 2 of its entrances are still unconnected.

COMPLETION REWARDS



This Activity Room isn't complete, because one of its entrances is blocked by a wall.

 **Tip:** Entrances can be **removed** with some Completion rewards. Once an entrance is removed, it does **not** need to be connected to complete the Room.

COMPLETION REWARDS

Each Room you complete earns you a **completion reward** you can use during the game.

Each **type** of Room grants a different reward. Some rewards must be used **immediately** when they are earned, while some can be saved for a **future turn**. See the section on **Room Rewards** (pg. 13) for details on the different rewards.

When you use a completion reward you've earned, **fill in the flag** above the circle to show you've used it.

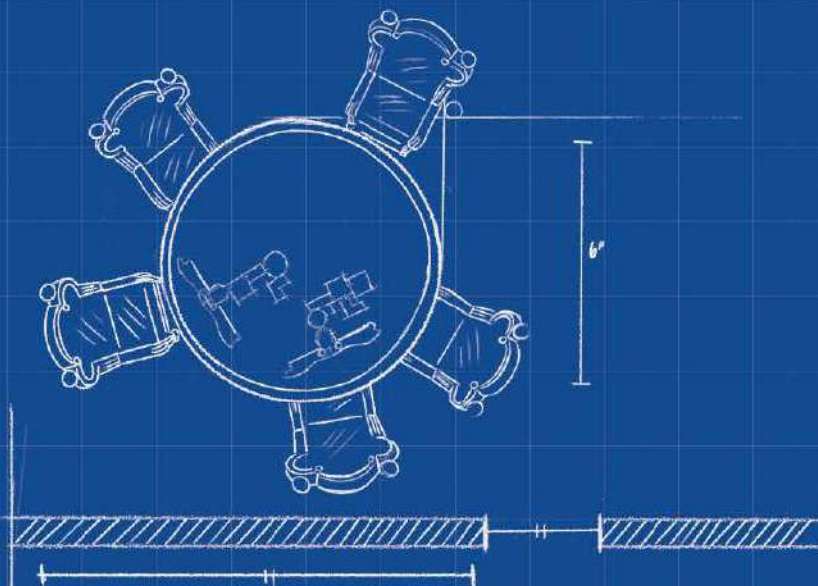
SCORING COMPLETED ROOMS

At the end of the game, you will score **extra VPs** for each **circle** you've filled in on your Room tracks (whether or not you've filled in the flag to use the reward). Each **type** of Room is worth a different amount of completion VPs. These values are printed on your score sheet at the end of each Room track.

Incomplete Rooms do not score extra VPs (but still score the **size** printed on their card; see Final Scoring, pg. 20).



When you complete a Room, fill in a circle on the matching track.



COMPLETION REWARDS



Each filled-in circle grants you a reward. When you use it, fill in the flag above the circle.



At the end of the game, score the printed number of VPs for each filled circle.

SPECIAL REWARDS

When you take certain actions during the game, you can fill in the circles at the **top of your score sheet** to earn **special rewards**.



- **Start Reward:** This circle is filled in from the start of the game for all players. You may use this special reward on your first turn of the game or save it for any future turn.
- **Skip Turn:** The first time you skip your turn during the game, fill in this circle to earn a special reward.

- **Go Last:** When turn order is assessed at the end of the round, if you are last, fill in the next empty circle on this track. When you fill in the 3rd and 6th circles, you earn a special reward.

Once you've earned a special reward, you can use it at **any time on your turn** by filling in the **flag** above it. Each special reward can be used to do **either** of the following:

- Use a **completion reward** of **any** Room type; OR
- Fill in a **Swan** on your Moat track.

If you use the special reward as a Room completion reward, fill in the flag using the corresponding **Room color**. You must follow all rules for that completion reward, including when it can be used (see Room Types, pg. 13).

The **scoring box** underneath each special reward circle is **only** used if you use that reward as a **Utility Room reward** to score an extra Bonus Card (see pg. 18).



Carmen has 3 filled-in Go Last circles, so she has earned a special reward. On her turn, she decides to use it as a Downstairs Room reward to add a secret passage. She fills in the flag above her first 3 Go Last circles in gray (the Downstairs Room color) and sketches a secret passage.

ROOM TYPES & ROOM REWARDS

Whenever a Room is completed (all entrances for a Room are connected to entrances of other Rooms), fill in the first available empty circle for that room type on your Score Sheet with that Room's colored pencil. From that point until the end of the game, that reward is available to you. You may use as many earned rewards on a single turn as you'd like. To indicate that a player has used a Room Reward, fill in the corresponding flag above a filled-in circle. The following describes each of the Room Types and corresponding Room Rewards in detail.



FOOD ROOMS

Each Food Room you complete gives you an **extra turn** to choose a Room Card and sketch it on your sheet at the end of the current turn.

COMPLETION REWARD: 1 EXTRA TURN

When you complete a Food Room, you get an **extra turn** at the **end of the current round** (after each player has taken their normal turn).

- You **must** use each Food Room reward you earn in the **same round** you earn it. You may **not** save it for a future round.
- Take your extra turn as you would a normal turn. You may take any face up **Room card** left in the Market, or use an **Activity Room reward** to take

from the Reserve pile (see Activity Rooms, pg. 16). You may use any number of **completion rewards** or **special rewards** during an extra turn.

- If **multiple players** earn extra turns in the same round, they take their extra turns in the **same turn order** that they took their normal turns.
- If a player earns **multiple extra turns** in the same round, they must take them **one at a time** (each player must have a chance to take their **first** extra turn before any player can take a **second** extra turn).
- You may choose to **skip** your extra turn and fill in your **Skip Turn** circle if it is not already filled (see Skipping Turns, pg. 8). If you are **unable** to take a Room during an extra turn (because the Market is empty and you don't have any Activity Room rewards), you **must** skip your turn.
- Room Cards taken and sketched during an extra turn are added on top of the rewarded player's Room pile.

In a 3-player game, Lily-Kate is second in turn order. On her turn, she completes a Food Room, so she earns a completion reward that lets her take an extra turn this round. She must wait until Henry, who is third in turn order, finishes his turn before she can take her extra turn.

*On Henry's turn, he decides to use one of his special rewards to also take a Food Room reward. He will take his extra turn **after** Lily-Kate takes hers, since he is after her in turn order.*



SLEEPING ROOMS

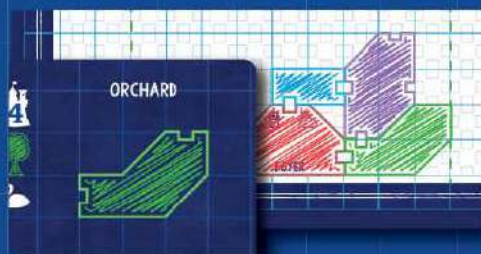
Each Sleeping Room you complete allows you to move a Room's entrances within a Room that you are drawing.

ROOM TYPES & ROOM REWARDS

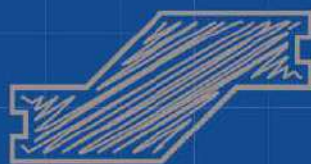
COMPLETION REWARD: MOVE ENTRANCES

When you **sketch a new Room**, you can use a Sleeping Room reward to sketch **any number** of its entrances in **different locations** than they are shown on its Room Card.

- You must place each entrance on an **orthogonal wall** where an entrance could normally appear (you may not place it on a curved or angled wall).
- The Room you sketch must have the **same number** of entrances that are shown on the card. You may choose to move only **some** entrances and leave others where they are.
- If a Room already has an entrance on every legal wall, then moving its entrances has no effect.
- This reward can only be used **when you sketch a new Room**. You **can't** use it on Rooms you previously sketched. (This means you can't use the reward from a Sleeping Room in the same turn that you complete it; you **must** save it for a **future turn**.)



Lewis wants to add the Orchard to his castle, but he will block an entrance if he places it where he wants it. He decides to use a Sleeping Room reward to move its entrances and now it fits perfectly!



DOWNSTAIRS ROOMS

Each Downstairs Room you complete allows you to build a **secret passage** that can help you connect entrances and complete Rooms within your castle. All of your Downstairs Rooms must be **connected to each other**.

PLACEMENT RESTRICTIONS

The first Downstairs Room you sketch can be connected to any entrance in your castle, like any other Room. However, once you have at least 1 Downstairs Room, **each subsequent Downstairs Room** you sketch must be connected to at least 1 **previously sketched Downstairs Room**.

If you can't connect a new Downstairs Room to any of your previously sketched Downstairs Rooms, you may not sketch that Room (see Sketching Rooms, pg. 10).

COMPLETION REWARD: ADD 1 SECRET PASSAGE

At **any time** on your turn, you can use a Downstairs Room reward to sketch a **secret passage** in any room's wall, allowing it to connect to another room or a courtyard.

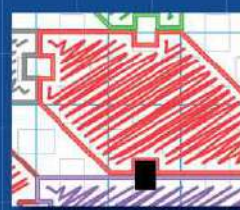
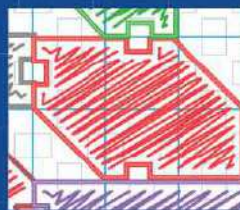
- To sketch a secret passage, first choose **any orthogonal wall** in **any Room** already in your castle (even one that has an entrance). Use a dark color to sketch an **outline of an entrance** on the wall (over the top of an existing entrance if there is one). Then sketch the outline of **another**

ROOM TYPES & ROOM REWARDS

entrance directly adjacent to the first one, where your passage will end. **Fill in** both entrances.

- If you sketch a secret passage that **covers** one or more existing **entrances**, they are **removed** and no longer considered when checking if the Room is complete.
- You may sketch a secret passage that leads to **empty space** around or within your castle (it does not have to lead to another Room). However, you may **not** sketch a secret passage that extends **outside of your lot** or into a **Moat** (see Outdoor Rooms, pg. 16, and Moats, pg. 17).
- If you have a secret passage leading to **empty space**, you may sketch a new Room connected to it. The passage can connect to **any entrance** of the **new Room**.
- Passages to **empty space** do **not** count as unconnected entrances. This means that adding a secret passage from an already completed Room to an empty space does **not** make the Room incomplete. (This can be a good way to create **Courtyards** inside your castle; see Courtyards, pg. 19.)

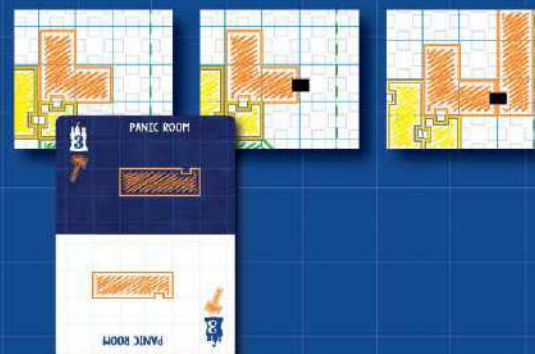
- You can use a Downstairs Room reward **immediately** after you earn it **or** save it for a future turn.



One of the entrances to Henry's Activity Room is blocked by an adjacent wall. He uses a Downstairs Room reward to sketch a secret passage to the adjacent Living Room, which connects the entrance and completes the Activity Room.



Stella adds a secret passage from one of her Outdoor Rooms to an empty space inside her castle. This creates a Courtyard. The Room where she added the passage remains complete.



Elijah wants to add a new Panic Room to his castle, but there is no entrance on this side, so he adds a secret passage. He connects the passage to the Panic Room's entrance to complete it immediately, gaining a Utility Room reward (2 Bonus Cards).



LIVING ROOMS

Each Living Room you complete allows you to **remove an entrance** from a previously sketched Room, making it easier to **complete Rooms**.

ROOM TYPES & ROOM REWARDS

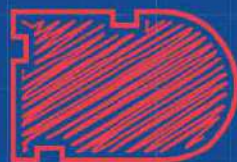
COMPLETION REWARD: REMOVE ENTRANCE

At **any time** on your turn, you can use a Living Room reward to **fill in any one unconnected entrance** in any Room in your castle (using the same color as the rest of the Room).

- Entrances that have been filled in are no longer considered when checking if the Room is **complete**. Filling in an entrance can complete a Room immediately.
- You can use a Living Room reward **immediately** after you earn it, or save it for a future turn.



Saige uses a previously earned Living Room completion reward to remove the last unconnected entrance to this Living Room to earn its completion reward and end-game VPs. This reward may be used immediately which would allow Saige to remove another door and possibly complete another room.



ACTIVITY ROOMS

Each Activity Room you complete allows you to take a Room Card from the **Reserve pile instead of the Market** on your turn. This can be helpful if you need a specific Room from the Reserve, or there are no Rooms left in the Market that you want.

COMPLETION REWARD: CHOOSE FROM RESERVE PILE

Whenever you would take a Room card from the market, you may use an Activity Room reward to take any 1 discarded card from the **Reserve pile** instead of taking a Room Card from the Market.

Any player may **look through** the Reserve pile at any time. You can use an Activity Room reward during an **extra turn** (which is especially useful if the Market is empty).



OUTDOOR ROOMS

Each Outdoor Room you complete allows you to **expand the size of your lot** where you can build Rooms.

The **dashed lines** on your sheet define the lot where you are allowed to sketch Rooms. At the start of the game, your lot is a **9x9 square area** around your Foyer. You are **not allowed** to sketch Rooms outside this area (see Sketching Rooms, pg. 8).

Completed Outdoor Rooms score **VPs** based on how many **empty squares** they are touching.

COMPLETION REWARD: EXPAND LOT

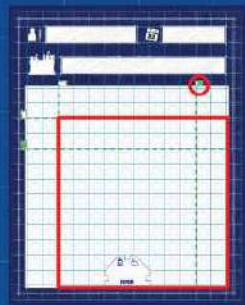
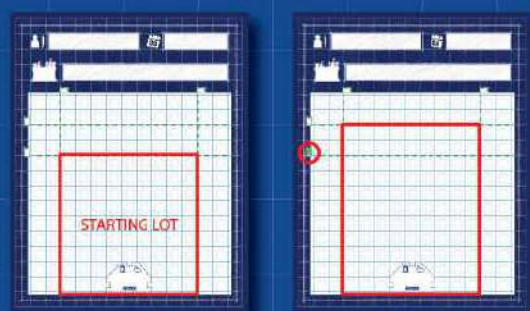
At any time during your turn, you may use an Outdoor Room reward to **expand your lot**.

- To expand your lot, choose one of the **dashed lines** on your Sketch Sheet and **fill in the flag** connected

ROOM TYPES & ROOM REWARDS

to it. For the rest of the game, you may **ignore** that dashed line when sketching Rooms.

- You may use an Outdoor Room reward **immediately** after you earn it or save it for a **future turn**.



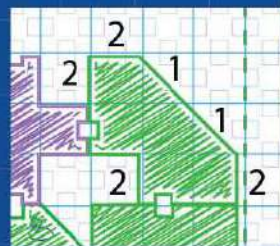
Each time you use an Outdoor Room reward, fill in a flag to expand the area where you can sketch new Rooms.

Tip: If you run out of space in your lot and you don't have any Outdoor Rooms rewards to use, remember that you can use a **special reward** as a completion reward of any type (see Special Rewards, pg. 12).

SPECIAL SCORING

At the end of the game, each Outdoor Room you have completed scores **2 VPs** for each orthogonally adjacent **empty square** and **1 VP** for each orthogonally adjacent **half-empty square** (next to a curved or angled wall).

The partial squares along the **edges of your sheet** are treated as **full empty squares** for this purpose.



At the end of the game, this complete Outdoor Room scores 10 VPs (4 full empty squares plus 2 half-empty squares).

MOATS

Moats can be used to **remove entrances** they touch and score **VPs** based on the number of Rooms that are behind your Moat.

Unlike Rooms, Moats do **not** appear in the Room deck. To sketch a Moat, you must first fill in **4 Swans** on your Moat track. You can fill in Swans by either taking Room Cards with **Swan icons** on them (see Player Turns, pg. 6) or using special rewards (see **Special Rewards**, pg. 12). When you fill in your 4th (or 8th) Swan, immediately fill in the **circle** next to it to show you've earned a Moat completion reward. Then fill in the flag when you use the reward to sketch a Moat.

COMPLETION REWARD: SKETCH A MOAT

At **any time** during your turn, you can use a Moat reward to **sketch a Moat** with the turquoise Colored Pencil.

- A Moat is a **straight row or column** of full squares of any desired length. It follows all rules for sketching (cont.)

ROOM TYPES & ROOM REWARDS

Rooms (see pg. 8), except that it does **not** have to be connected to an entrance.

- Just like a Room, your Moat must be sketched **fully within your lot** (see Outdoor Rooms, pg. 16).
- After you sketch a Moat, immediately **remove** any **Room entrances** that are **directly adjacent** to it by filling them in using the Room's color. These entrances are no longer considered when checking if these Rooms are **complete**. This can complete one or more Rooms immediately.
- You may use a Moat reward **immediately** after you earn it or save it for a **future turn**.
- Once you've filled in **all 8** of your Swans, gaining additional Swans has no effect.

SPECIAL SCORING

At the end of the game, each Moat you have scores **2 VPs** for each Room that is **fully behind it** when looking from outside of your lot. A Room does **not** have to directly touch a Moat to be considered behind it. Rooms that are only **partially** behind your Moat score no VPs.



Lily-Kate has 4 filled-in Swans. At the end of the game, she decides to sketch her Moat along the right side of her lot (up to the second dashed line, since she's only filled in the first flag). She immediately removes the Activity Room and Food Room entrances that are touching her Moat, completing both rooms. There are 10 Rooms fully behind her Moat, so her Moat is currently worth 20 VPs.

UTILITY ROOMS

Each Utility Room you complete allows you to draw **2 Bonus Cards** and **score any 1 of your Bonus Cards** at the end of the game.

COMPLETION REWARD: DRAW 2 BONUS CARDS

When you complete a Utility Room, you may use its reward to draw **2 Bonus Cards** from the deck, secretly look at them, and keep them with your other Bonus Cards.

- The Bonus Card deck has a **limited number** of cards, and if you earn a Utility Room reward after the Bonus Card deck has run out, you do **not** draw any more Bonus Cards. (It can still be worth completing Utility Rooms after the Bonus Card deck has run out, since this will allow you to **score** more Bonus Cards you already have; see Special Scoring, pg. 19)
- You may use a Utility reward **immediately** after you earn it or save it for a **future turn**.

ROOM TYPES & ROOM REWARDS

Tip: Remember that if you use a **special reward** as a Utility Room reward at the **end of the game**, you still get to draw 2 new Bonus Cards before scoring (see Special Rewards, pg. 12).

SPECIAL SCORING

At the end of the game, you will choose **1 of your Bonus Cards to score** for **each** completed Utility Room you have (and each **special reward** you choose to use as a Utility Room reward).

This means that if you have **no** completed Utility Rooms (or unused special rewards) at the end of the game, you will **not** score any Bonus Cards, including the ones you drew at the start of the game (see Final Scoring, pg. 20).

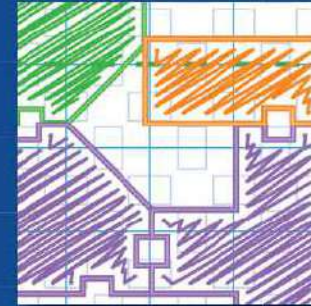


Carmen completes her first Utility Room and she fills in the first circle on her Utility Room track. She then fills the flag above it and draws 2 Bonus Cards. With the 2 she drew at the start of the game, she has a total of 4 Bonus Cards. The Room she completed will let her score 1 Bonus Card of her choice at the end of the game.

COURTYARDS

Courtyards are **enclosed empty spaces** within your castle that have **at least 1 entrance** from an adjacent Room.

- Courtyards are **not** considered Rooms and do not grant immediate completion rewards, but each completed Courtyard is worth 10 VPs at the end of the game.
- To be considered **complete**, a Courtyard must be **totally enclosed** by Rooms and/or Moats on each orthogonal edge (corners don't matter), and it must be connected to an adjacent Room by an **entrance** or **secret passage**.

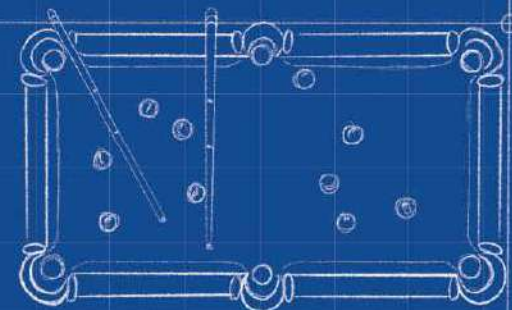


This empty space is fully enclosed but does NOT have an entrance. It is **NOT** a completed Courtyard and is worth no VPs.

Tip: A Room that has an **entrance** to a Courtyard **isn't complete**, since this entrance **isn't connected to another Room**. However, if you use a **secret passage** to connect a Room to a Courtyard (even if it covers an existing entrance), this could complete the Room **and** count as an entrance to the Courtyard (see Secret Passages, pg. 14).



This area is fully enclosed and has an entrance, so it is a completed Courtyard that scores 10 VPs.



GAME END & SCORING

GAME END

When the **Room deck** runs out, players finish the current round and the game ends.

If players have any completion rewards or special rewards they haven't used, they may use them at the end of the game. If multiple players have unused rewards, they must resolve them in **turn order**.

Once players have finished, each player adds up their **final score**.

FINAL SCORING

(See example of final score sheet on pg. 2.)

Add up your score on your score sheet as follows:

- **Special Rewards:** If you used any special rewards as **Utility Room rewards**, write your score for each selected **Bonus Card** (see Utility Rooms, pg. 18). Special rewards score no VPs otherwise.
- **Completed Rooms:** Score each filled circle on your first 5 Room tracks, using the VP values at the end of each track (Food, Sleeping, Downstairs, Living, and Activity).
- **Completed Outdoor Rooms:** Each complete Outdoor Room scores **2 VPs** for each adjacent **full empty square** and **1 VP** for each adjacent **half-empty square** (see Outdoor Rooms, pg. 17).
- **Completed Moats:** Each Moat scores **2 VPs** for each Room that is **fully behind it** when looking from outside of your lot (see Moats, pg. 18).

- **Completed Courtyards:** Each fully enclosed Courtyard with an entrance scores **10 VPs** (see Courtyards, pg. 19).
- **Completed Utility Rooms:** For each Utility Room completed, choose **1 Bonus Card** and write its total in a box under a completed circle and flag on your Score Sheet's Utility Room track (see Utility Rooms, pg. 18).
- **Castle Size:** Go through your **Room pile** and add up the **Room sizes** on each of your cards. Write down the total. (Do **not** include the size of your Foyer; your Foyer's size is only used for Bonus Cards, Royal Decrees, and King's Favors.)
- **Royal Decrees:** If your Royal Decree awards VPs at the end of the game, write the total in the scoring box (see Royal Decrees, pg. 25).
- **King's Favors:** For each King's Favor, write the VPs you score based on your **rank** relative to other players. In order to score **any** VPs for a King's Favor, you must have **at least 1** qualifying item (for example, to score the Most Outdoor Rooms Favor, you must have at least 1 Outdoor Room). If 1 or more players **tie** for a rank, the tied players evenly split the VPs for that rank plus the next one(s), rounded down.

 *Tip: If 1 or more players tie for a place, the tied players get the VPs for that place plus the next one(s) divided by the number of tied players (rounded down).*

1st Place	15 VPs
2nd Place	8 VPs
3rd Place	4 VPs
4th Place	1 VP
5th Place	0 VP

SOLO MODE

THE WINNER

After adding up scores, the player with the **most VPs** wins!

In the (uncommon) event of a **tie**, the tied player with the **largest castle** (most Room size VPs) wins. In the (unlikely) event there is still a tie, the tied player who has the **most VPs from Favors** wins. In the (still more unlikely) event there is still a tie, the tied player who has the **most completed Rooms** (filled-in circles) wins. In the (next to impossible) event there is still a tie, the player with the **fewest used rewards** (empty flags above filled-in circles) wins.

In the (downright preposterous) event there is still a tie, the first tied player to **grab the eraser** wins. Try not to get hurt in the process.

Since there is no turn order, the **Go Last** special reward is not available.

FINAL SCORING

At the end of the game, score your castle as normal, with the following exception.

- **King's Favors:** When determining your rank for each Favor, compare your castle to the **Reserve pile** as if the Room Cards in it made up an opposing player's castle. You get 15 VP for 1st and 0 VP if tied for 1st or in 2nd. (You do not need to record the Reserve pile's score.)

*The "Most Activity Rooms" Favor is in play.
You have 3 Activity Rooms in your castle, but
there are 4 Activity Rooms in the Reserve pile.
You rank 2nd and score 0 VPs.*

SETUP FOR SOLO MODE

Follow the rules for setup on pg. 4, with the following exceptions:

- Deal a **Room deck** of 30 cards.
- When revealing King's Favors, if you reveal any with the **no solo icon** [X], discard them and immediately reveal new ones to replace them.
- When selecting **Royal Decrees**, deal yourself 3 Royal Decrees and keep 1. If you draw any Royal Decrees with the **no solo icon** [X], immediately discard them and draw new Royal Decrees to replace them.

GAMEPLAY

Each round, reveal **3 Room Cards to the Market** and take your turn as in a normal game.

Compare your final score to this chart to determine how well you did:

000-050	<i>Baconry Dietician</i>
051-100	<i>The Butler of the Duchess Chamber</i>
101-150	<i>The Peasant of Hundig's Hut</i>
151-200	<i>The Drawing Room's Royal Pencil Sharpener</i>
201-225	<i>Cat Chamber Allergist</i>
226-250	<i>Snake Charmer of The Bog</i>
251-275	<i>Servant's Quarters</i> <i>Servant's Assistant</i>
276-300	<i>Ghost of the Necropolis</i>
301-325	<i>Dirt Room Sweeper</i>
326-350	<i>Bottomless Pit</i> <i>Depth Tester</i>
351-375	<i>Food Prep Room</i> <i>Official Taster</i>
376-400	<i>Keeper of the Crypt</i>
401+	<i>Venus Grotto</i> <i>Rock Polisher</i>

KING'S FAVORS



Number of **Courtyards** in your castle.



External Entrances in your castle (not blocked by moat, or room, or leading into an enclosed courtyard).



Number of **rooms with Swan icons** in your Room Pile.



Number of **unique Room sizes** that appear in your castle (up to 8). *Courtyards and Moats are not counted.*



Number of **unique Room types** that appear in your castle, counting **Moats** and **Courtyards** (up to 9).



Sum of the **sizes** of all **Courtyards** in your castle. *Count each full square as 2 and each half-square as 1.*



Sum of the **sizes** of all **Moats** in your castle. *Count the total number of squares.*



Number of **Moats** in your castle.



Number of Rooms of the indicated **type** in your castle. *Include your Foyer if it is the correct type.*



The width x the height of your castle.



Number of **incomplete** Rooms in your castle. *An incomplete Room must have at least 1 unconnected or blocked entrance. Courtyards and Moats are not counted.*



Sum of the **sizes** of Rooms of the indicated **type** in your castle. *If your Foyer is the correct type, add its size (5) to your total.*



Number of Rooms on the **longest path** you could walk through your castle, starting from any Room and never visiting the same Room twice. *Your path may not include Courtyards.*



Number of your completed rooms.



Number of rooms of the indicated **size** in your castle.



Turn order at the **end** of the final round. This is determined by the size of the Room on top of each player's pile at the end of the game, in smallest to largest order. Score this Favor before scoring Castle Size.

BONUS CARDS

Bonus Card VPs apply to the number of the specified items in your castle. Rooms do not have to be completed to qualify.

FOR EACH OF 1	FOR EACH OF 1	FOR EACH OF 1	FOR EACH OF 1	FOR EACH OF 1	FOR EACH OF 1	FOR EACH OF YOUR
SLEEPING ROOM	UTILITY ROOM	ACTIVITY ROOM	LIVING ROOM	DOWNSTAIRS R	FOOD ROOM	OUTDOOR ROOMS

Score **X VPs** per Room of the indicated **type** in your castle. *Include your Foyer if it is the correct type.*

FOR EACH 0	FOR EACH 0	FOR EACH 0	FOR EACH 0	FOR EACH 0	FOR EACH 0	FOR EACH 0	FOR EACH OF YOUR
ROOM	ROOM	ROOM	ROOM	ROOM	ROOM	ROOM	ROOM

Score **X VPs** per Room of the indicated **size** in your castle. *Do not count your Foyer.*

IF THIS IS THE ONLY BONUS CARD YOU SCORE

Score **20 VPs** if this is the only **Bonus Card** you score.

IF THE SUM OF YOUR FAVORS IS <10

Score **20 VPs** if your total score from **Favors** is less than 10 VPs.

FOR EACH ROOM ADJACENT TO A MOAT

Score **4 VPs** per Room in your castle that touches at least 1 Moat along an orthogonal wall.

IF ALL 4 LOT EDGES ARE STILL LOCKED

Score **25 VPs** if you **never expanded** your lot.

FOR EACH OF YOUR

COURTYARDS

Score an **extra 5 VPs** per **Courtyard** in your castle.

IF YOUR CASTLE HAS A MILDLY AMUSING NAME

Score **8 VPs** if you've named your castle something mildly amusing. It only needs to be amusing to one player (it may be yourself).

FOR EACH OF YOUR FIRST PLACE

Score **7 extra VPs** per **Favor** you **ranked 1st** in (without tying).

IF YOU HAVE ALL 8 ROOM SIZES

Score **15 VPs** if you have **all 8 different Room sizes** in your castle.

FOR EACH OF YOUR ROUNDED WALL SEGMENTS

Score **4 VPs** per **curved wall** segment in your castle. *Count each square with a curved wall in it.*

BONUS CARDS



Score an **extra 8 VPs** per **Moat** in your castle.



Score **2 VPs** per **completed Room** in your castle. *Courtyards and Moats do not count as completed Rooms.*



Score **4 VPs** per **flag** you filled in to **expand your lot**.



Score **5 VPs** per **Go Last circle** you filled in. *This cannot score more than 30 VPs.*



Score **2 VPs** per **angled wall segment** in your castle. *Count each square with a 45-degree wall in it.*



Score **4 VPs** per **reward** you earned that you did **not** use. *Count both Room completion rewards and special rewards.*



Score **20 VPs** if you have **all 7 different Room types** plus a **Moat** and **Courtyard** in your castle.



Score **6 VPs** per **empty row and column** in your current **lot**. *Only count rows and columns that are within the flags you've filled in to expand your lot.*



Score **15 VPs** if you did not use your **Start reward**.



Score **4 VPs** per **entrance** or **secret passage** that leads to **empty space** outside of your castle (not a Courtyard).



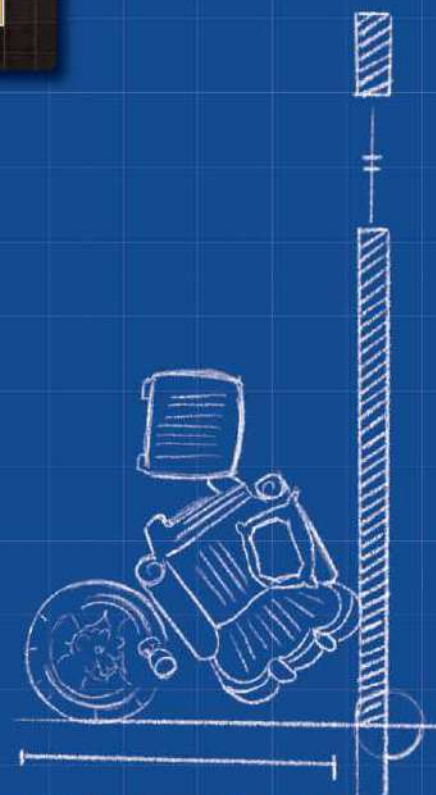
Score **20 VPs** if you have **completed** at least **5 Rooms of a single type**.



Score **2 VPs** per **Bonus Card** you have. *Count all your Bonus Cards, including ones you didn't score.*



Score **3 VPs** per **filled-in Swan** on your score sheet.



ROYAL DECREES

DOUBLE DECREES

Once your group is familiar with the game, you can choose to play with 2 Royal Decrees each. To do so, follow the standard rules for choosing Royal Decrees, but deal out **2 times the number of players plus 2 cards**. For example, in a 4 player game, you will deal out 10 cards.

Players choose 1 Royal Decree at a time: each player chooses their **first** Royal Decree as normal (in **counterclockwise** order starting with the player to the **right** of the start player), and then each player chooses their **second** Royal

Decree in **reverse** order (starting with the start player, who will choose their 2 Decrees back-to-back, and going clockwise).

Players reveal **both** of their Royal Decrees, and can score both of them at the end of the game (there are 2 boxes for Royal Decrees on the score sheets).



START OF THE GAME



When you reveal this Royal Decree, fill in **2 flags** of your choice to **expand your lot**.



When you reveal this Royal Decree, fill in the **first 3 Go Last circles** on your score sheet. *This unlocks your first Go Last special reward immediately.*



When you reveal this Royal Decree, take **2 random unused Favors** from the box, secretly look at them, and place them face down on this card. During final scoring, **only you** score **VPs** based on your **rank** on both Favors.



When you reveal this Royal Decree, fill in the **next 3 Swans** on your Moat track. *This unlocks your first Moat immediately.*



After all Royal Decrees have been revealed, secretly look at the **top 3 Royal Decrees** on the deck and choose 1 to keep. Discard this Royal Decree and the other 2 you looked at to the bottom of the deck.



When you reveal this Royal Decree, look through the **unused Room Cards** in the box. Choose 1 and place it face up on this card. During final scoring, score **5 VPs** for each Room of the matching **size** and **5 VPs** for each Room of the matching **type** in your castle. Rooms that are the **same size and type** score **10 VPs**. *Do not count this Room when scoring King's Favors, Bonus Cards, Castle Size, or other Royal Decrees.*

ROYAL DECREES

DURING THE GAME



When you sketch any Room, you may choose to make it a Utility Room instead of the type shown on the card.



When you use a Food Room reward, take your extra turn immediately, instead of waiting until the end of the round.



When you use an Outdoor Room reward, you may fill in any 2 flags to expand your lot.



When you sketch a Moat, gain an extra turn. You must use your extra turn this round. *Follow all rules for extra turns (see Food Rooms, pg. 13).*



When you use a Downstairs Room reward, you may add up to 2 secret passages.



When you use a Utility Room reward, draw 3 Bonus Cards instead of 2.



When you are last in turn order, you may take your turn first instead. Fill in a Go Last circle as normal. After you take your turn, turn order resumes with the normal first player.



You may place 1 Room card here on your turn instead of sketching it, and choose to sketch it on a future turn. This may be done multiple times, but only 1 Room card may be stored at a time.



When you use a Living Room reward, you may remove up to 3 entrances.



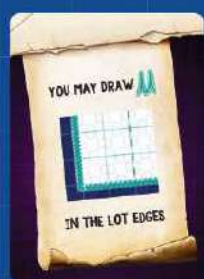
After you sketch your 2nd Moat, you may sketch a 3rd Moat for free. You may do this immediately or on any future turn.



When you use an Activity Room reward, you may take up to 2 Rooms from the Reserve pile and sketch both of them.



When checking for completed Rooms, treat any entrances that are blocked by walls as if they were connected.



When you sketch a Moat, you may sketch it along the edge of your map, filling in partial squares as if they were full squares. Follow all other rules for sketching a Moat. You must have expanded your lot to the map edge where you sketch the Moat. When determining the size of your Moat, each partial square counts as a full square.

ROYAL DECREES

FINAL SCORING



Score **2 VPs** per unique **type** of Room in your castle, including Moats and Courtyards.



Each summary castle (the castle shapes along the right edge of your Score Sheet) is at least **10 VPs**.



Score an extra **10 VPs** per Courtyard in your castle.



Score an extra **12 VPs** per pair of Activity and Living Rooms you completed. They do not need to be connected to each other.



Each Room card is worth at least **4 VPs** when summing the values of Room Cards. It does not affect Moats or Courtyards.



When determining your rank for any Favor, you win ties. You score for the higher rank, and any players tied with you instead score for the next-highest rank(s).



Score your best Bonus Card a second time. If you did not score any Bonus Cards, score your best unscored Bonus Card once.



Score **5 VPs** per distinct group of 2 or more connected Rooms of the same type in your castle.



Score **2 VPs** per Room on the longest path you could walk through your castle, starting from any Room and never visiting the same Room twice. Your path may not include Courtyards.



Score **3 VPs** per unique **size** of Room in your castle. Do not include Moats and Courtyards.



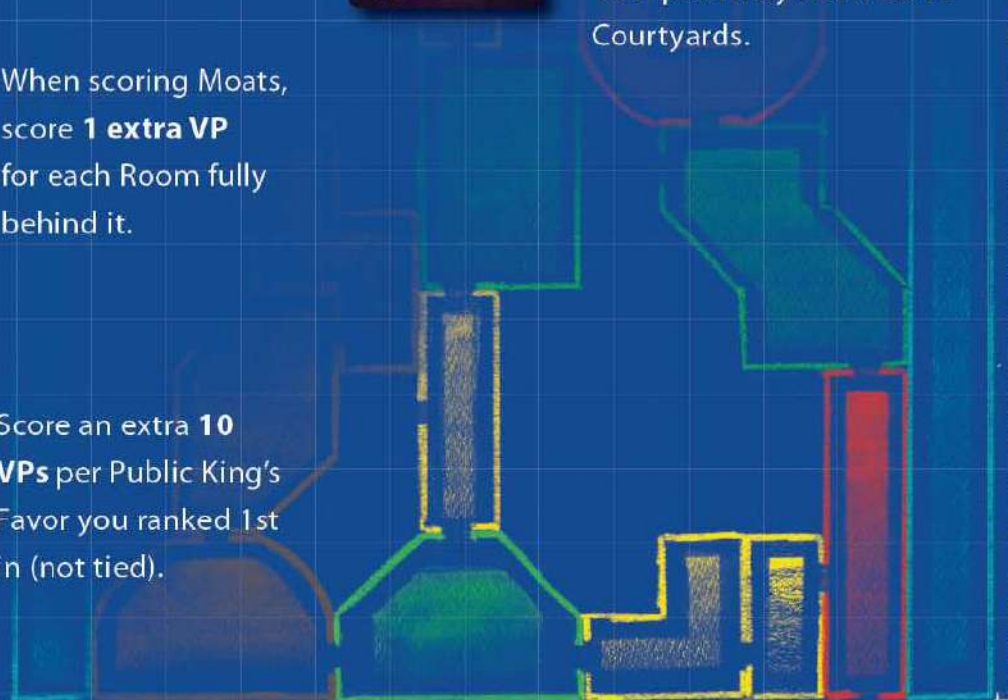
When scoring Moats, score **1 extra VP** for each Room fully behind it.



Each King's Favor gives you at least **6 VPs** whether or not you qualify for them.



Score an extra **10 VPs** per Public King's Favor you ranked 1st in (not tied).



CREDITS

ABOUT THE DESIGNER

Ted Alspach is the designer of many boardgames, including *Castles of Mad King Ludwig*, *One Night Ultimate Werewolf*, *Maglev Metro*, *Silver*, *Ultimate Werewolf*, *The Palace of Mad King Ludwig*, *Suburbia*, and the 2019 Spiel des Jahres finalist, *Werewords*.

ABOUT THE ARTIST

Roland MacDonald has over 12 years experience making art for games. Best known for *Undaunted* and *Western Legends*, he also Illustrated the 2019 Spiel des Jahres finalist *Werewords*. Roland has also designed and published his own game: *Ruthless!*

Alanna Kelsey is the Senior Graphic Designer and Illustrator for Bezier Games. She has worked on several titles including *Castles of Mad King Ludwig: Collector's Edition*, *Maglev Metro*, *Maglev Maps: Vol. 1*, *Ultimate Werewolf Collector's Edition*, *Sync or Swim*, and *Suburbia*.

PLAYTESTERS

Gage Alspach, Toni Alspach, Harrison Berry, Jessica Berry, Dan Calhoun, Jonathan Casper, Ryan Clapp, Tyler Cornell, Jerry Duncan, Ben Fellow, Angela Godel, Lila Godel, Ally Gold, Tony Grappin, Renée Harris, Loys Johnson, Melanie Johnson, Daniel Kachelmyer, Alanna Kelsey, Jim MacDonald, Nathan McKeehan, Ryan Moore, Sheila Morton, Samuel Pair, Kevin Padula, Matt Ryan, Lindsay Schlessner, Mark Smith, Mark Sliwoski, Chris Strater, "Evil" Elizabeth Weaver, Sean Welsh, Stephanie Welsh



CEO: Ted Alspach COO: Toni Alspach
App Development: Jonathan Casper, Erik Coburn & Steven Melton
Licensing & Program Management: Renée Harris
Director of Marketing: Ally Gold
Trade Show Management: Kevin Padula
Social Media Management: Lindsay Schlessner
Graphic Design: Alanna Kelsey
Customer Support Management: Ryan Moore
Quality Assurance: Nathan McKeehan & Bryon Quick
Editor: Melinda Barsales, Jeff Fraser

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Bezier Games, Inc., PO Box 730, Louisville, TN 37777. USA. info@beziergames.com

