Ted Alspach
Castles
of Mad King Ludwig

bézier games
THE NEW CLASSICS

Introduction

Castles of Mad King Ludwig is a tile laying game in which each player is trying to build an amazing castle, subject to the whims of the Mad King. Players are contractors, looking for the best deals on rooms while selling their services to other players. As the players add rooms to their castles, they earn Victory Points (VPs). The player with the most VPs at the end of the game wins!

◆ Table of Contents:

NOTE: The 🚪 symbol means square feet. Each of the rooms is a specific size, as indicated by the number in the upper right corner and on the back of each tile; for example, a 250 🚪 room is 250 square feet. You'll see this symbol other places in the game to refer to size, such as favors and as the symbol on the back of the Room cards.

Components
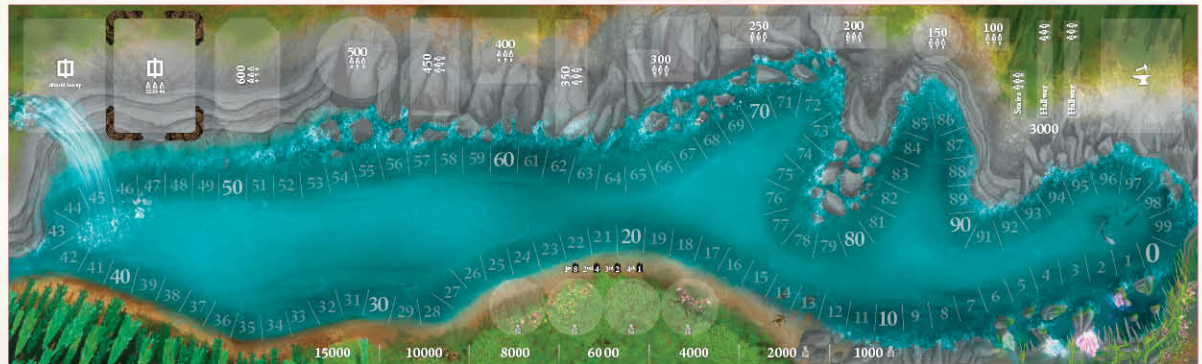
(1) Scoreboard

(1) Master Builder Token

(4) Foyer Tiles
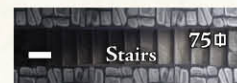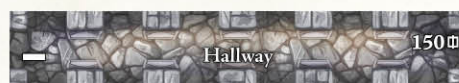
(6) Stairs Tiles

(9) Hallway Tiles

(4) Player Swans

(24) King's Favors

(48) 1000 Coins

(30) 5000 Coins

100

(9) 100 ⊞ Room Tiles

150

(9) 150 ⊞ Room Tiles

200

(9) 200 ⊞ Room Tiles

250

(9) 250 ⊞ Room Tiles

350

(6) 350 ⊞ Room Tiles

300

(9) 300 ⊞ Room Tiles

450

(6) 450 ⊞ Room Tiles

400

(6) 400 ⊞ Room Tiles

500

(6) 500 ⊞ Room Tiles

600

(6) 600 ⊞ Room Tiles

(50) Room Cards

(27) Bonus Cards

(4) Player Aids

1 Place the double-sided **scoreboard** at one end of the table, making sure the side shown in the image above is facing upward. The other side is for expansions only.

2 Shuffle the **Bonus card** deck and place it face down on the board.
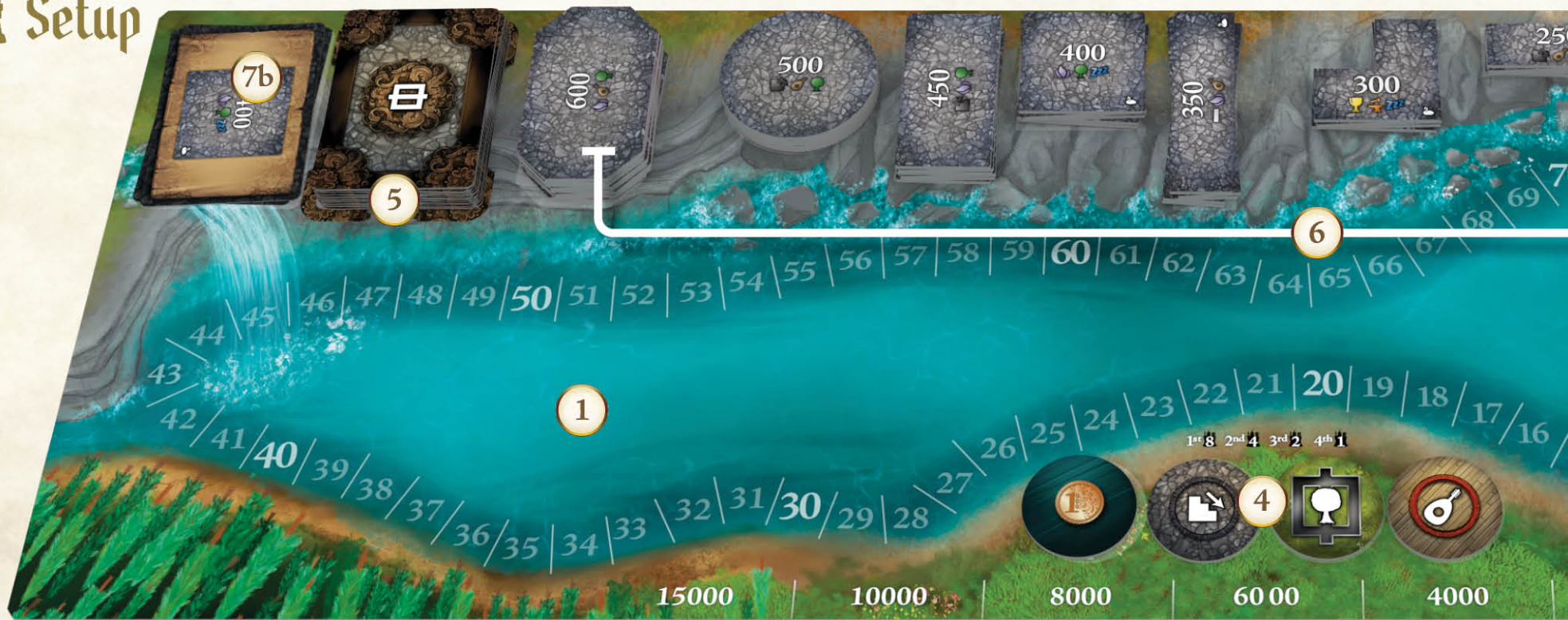
3 Place the **coins** in a supply pile near the board where everyone can reach them.

4 Shuffle the King's Favor tokens face down. Reveal **1 token per player** and place them face up on the board. Return all unused tokens to the box.

5 Shuffle the **Room cards**. Count out **11 cards per player** to create the Room deck and place it face down on the board. Return all unused cards to the box.

6 Count out the correct number of **Room tiles** of each **size** (the number printed on the back) for your player count, as well as the correct number of **Hallway tiles** and **Stairs tiles**. Stack each set of tiles face down in the corresponding space on the board.

PLAYERS	LARGE ROOMS (350-600 🗖) and Stairs	SMALL ROOMS (100-300 🗖) and Hallways
2 🦢	4	5
3 🦢	5	7
4 🦢	6	9

8 Give each player a color matched Foyer and Player Swan, a Player Aid, and 15000 in Coins.

NOTE: The back of the Foyer has a 4th entrance. Choose a Foyer side before the game begins.

9 Randomly choose a player to be the **Master Builder** and give them the Master Builder token.

TIP: Spin the Master Builder token to choose who is the Master Builder!

10 The Master Builder places their **swan** on "**0**" on the score track. The player to their left places their swan on "**1**," followed by the next player to the left on "**2**," etc, until each player has placed their swan.

11 Deal each player **3 Bonus cards** face down. Each player **chooses 2 cards** to keep and puts the 3rd on the bottom of the Bonus card deck. Players should keep their Bonus cards secret but may look at them at any time.

12 The Master Builder starts the **first round** by arranging the Room tiles on the market (see page 6).

7 Determine how many **Room tiles** are available each round at your player count. Reveal that many **Room cards** from the top of the deck. For each card you reveal, take the top **Room tile** of the indicated size and place it face up under the market (**7a**) on the scoreboard (the Master Builder will arrange them later). When finished, place all revealed Room cards face up in the **discard pile** next to the Room deck (**7b**).

MARKET

PLAYERS	REVEALED ROOMS	15000	10000	8000	6000	4000	2000	1000
2 🦢	5	⬡	⬡	⬡	⬡	⬡	✗	✗
3 🦢	6	⬡	⬡	⬡	⬡	⬡	⬡	✗
4 🦢	7	⬡	⬡	⬡	⬡	⬡	⬡	⬡

♖ Round Overview

The game is played over a series of rounds. Each round has the following steps:

1. Draw New Rooms:
The Master Builder fills each **empty space** under the market by revealing Room cards from the deck. (Skip this step in the first round.)

2. Price Rooms:
The Master Builder sets the **price** of each Room tile by rearranging them under the market including previously unpurchased Rooms with coins.

3. Buy Rooms:
Starting to the left of the Master Builder and going in clockwise order, each player takes a turn to **purchase a tile or take 5000 in coins**.

4. Add Coins:
Add a 1000 coin to each Room tile left on the market.

5. Pass Master Builder:
The Master Builder token passes to the next player to the left and a new round begins.

♖ Round Details

◆ Step 1: Draw New Rooms

At the start of each round, the Master Builder must **refill** the market with new **Room tiles**.

- For each **empty space** under the market, the Master Builder reveals a **Room card** from the deck, then takes the top **Room tile** of the indicated size and places it face up in the empty space. When finished, they discard all revealed Room cards.

- Do **not** discard or replace any Rooms left from the previous round. If the market is **already full** at the start of the round (including during the first round of the game), do not reveal any new Rooms.

- Do **not** fill any spaces that are **not allowed** for your player count (marked with a higher player number).

> **NOTE:** After filling the market, the total number of revealed Room tiles should be the same as the number revealed at setup.

- If a Room card is revealed that matches an **empty** Room stack, immediately discard it and draw a new one to replace it.

◆ Step 2: Price Rooms

Once the market has been filled, the Master Builder may set the **price** of each Room by **rearranging** them under the market.

- The Master Builder may move all Rooms under the track to new prices (not just Rooms added this round). They may do this even if no new Rooms were revealed.

- Each **price** may only have **1 Room** placed under it.

- Rooms may **not** be placed under prices that are **not allowed** for your player count (marked with a higher player number).

- When a Room is moved, all **coins** on it must be moved with it.

- The Master Builder may choose not to move any Rooms.

◆ Step 3: Buy Rooms

Once the Rooms have been priced, each player takes a turn to **purchase a tile** or take 5000 in coins.

- The player to the **left** of the Master Builder takes the first turn, followed by each other player in clockwise order. The Master Builder takes the last turn of the round.

- On your turn, you may buy any revealed **Room** for the price set by the Master Builder, or you may buy a **Hallway** or **Stairs** for 3000 in coins (if there are any left).

- To buy a Room, you must pay its price from your personal coins to the **Master Builder** (even if it is a Hallway or Stairs).

- If there are **coins** on a Room, you may pay them to the Master Builder as part (or all) of your payment for the Room.

> **TIP:** If the number of coins on a Room equal or exceed its price, keep any coins left over after paying the Master Builder.

- After you buy a Room, **place it face up in your castle (see page 9)**.

- Instead of buying a Room, you may **pass** your turn to immediately gain **5000 in coins** from the supply.

> **TIP:** You only get one chance to buy a tile each round. If you decide to take 5000 in coins, you can't buy a tile again until the next round.

◆ Step 4: Add Coins

After the Master Builder takes the final turn, add a **1000 coin** to each Room tile left under the market to make it more attractive for the following round. Rooms can have any number of coins on them.

◆ Step 5: Pass Master Builder

The Master Builder token passes to the next player on the left. The new Master Builder then begins the next round by drawing new Rooms.

Master Builder's Turn

The Master Builder takes their turn, choosing to either purchase a tile or take 5000 in coins. However, if they buy a Room, they must pay its price to the supply (can include any coins on the Room that they buy).

> **TIP:** The Master Builder can spend coins that other players paid them earlier in the round.

> **NOTE:** Learn a deeper understanding of each step with the examples starting on the next page!

Round Overview Example:

At the start of the 2nd round in a 3-player game, there are 3 empty spaces for room tiles, and the blue player is the Master Builder. They draw 3 Room cards and fill the track with a 200 🚪 room, a 300 🚪 room, and a 450 🚪 room.
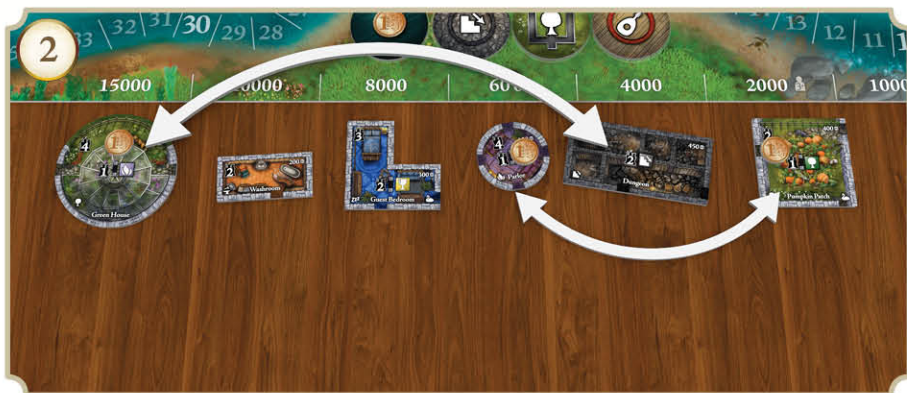

Blue can now rearrange the Rooms based on how they think their opponents will value them. The new 450 🚪 room seems very appealing to several players, so they price it high at 15000.
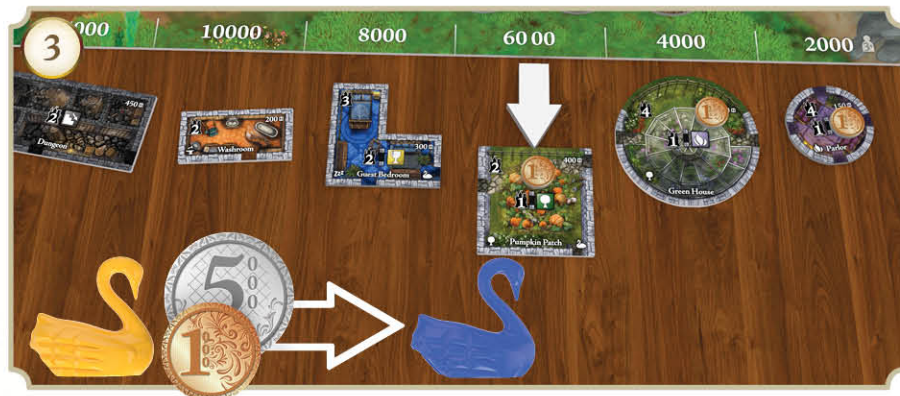

Now that the blue player has set the prices, the yellow player (to their left) may buy the first Room. Yellow decides to pay blue 6000 to buy the Pumpkin Patch.
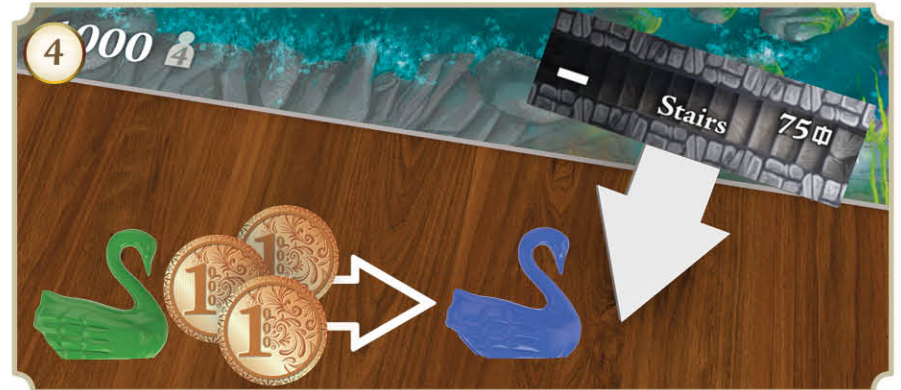
Next, green can buy a Room. Green wants a set of Stairs so they can start adding Downstairs Rooms to their castle, so they give blue 3000.
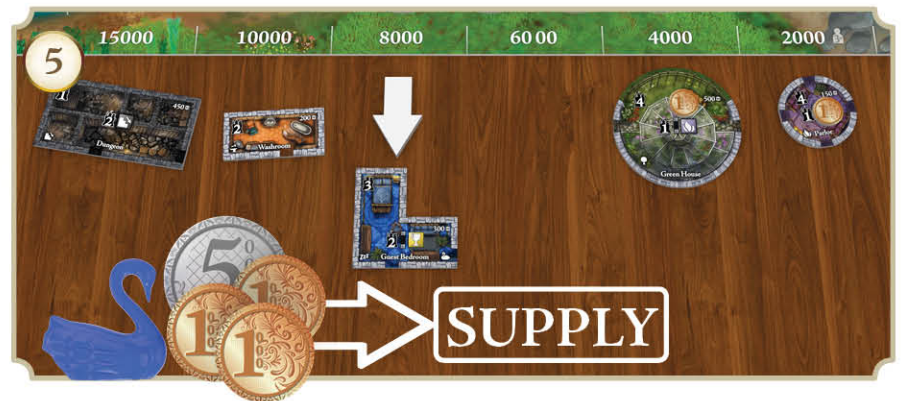
Finally, it is blue's turn. They decide to spend the 6000 yellow paid them plus another 2000 to buy the Guest Bedroom for 8000. Since they are the Master Builder, their payment goes to the supply. (They regret not pricing it cheaper, since the other players weren't as interested in it as they expected).
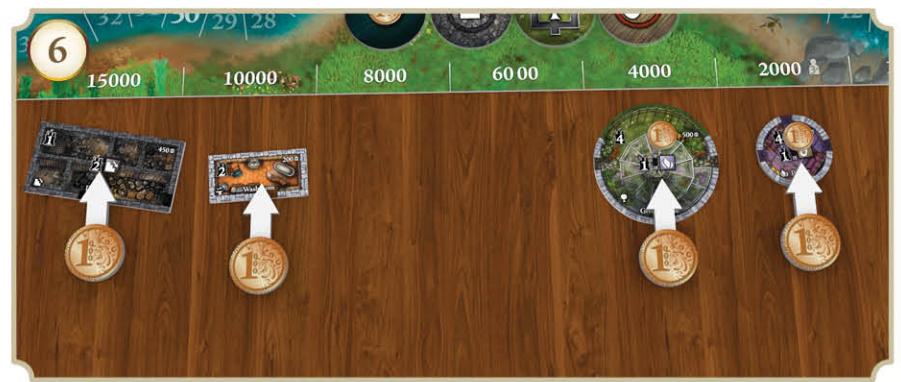
Now that each player has had a turn, blue adds a 1000 coin to each of the remaining Rooms, then passes the Master Builder token to yellow.

⛫ Building Your Castle

◆ Placing Rooms

When placing a Room in your castle, you must follow these rules:

1. You must **connect** at least **1 entrance** on your new Room to an entrance on an already placed Room.

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

3. You may **rotate** a Room by 90° as many times as you like before placing it.

4. You may **not** place a new Room that **overlaps** any already placed Rooms.

5. You must **always** ensure you have at least 1 **external entrance** to your castle. An external entrance is an open entrance on an **outside edge** of your castle (it is not inside an area that is fully enclosed by tiles).

6. You may not place a Room adjacent to the fenced edge of an **Outdoor Room** (see page 16).

7. You may **only** connect **Downstairs Rooms** to the bottom of Stairs tiles, Downstairs Hallways, or other Downstairs Rooms (see page 15).

8. You may **not** buy a Room if you have nowhere you can legally place it.

◆ Scoring and Completing Rooms

Each time you place a new Room in your castle, follow these steps to immediately **score VPs** and gain **completion rewards**.

1. **New Room VPs:**
   Gain the VP value listed in the top-left corner of the placed room.
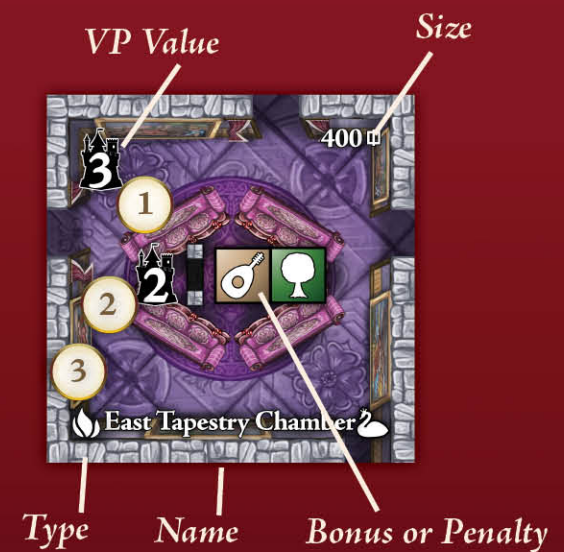
2. **New Room Bonus/Penalties:**
   If the Room you placed has a **bonus or penalty** in the center, gain or lose VPs as indicated (see page 10).

3. **Other Room Bonus/Penalties:**
   If the new Room activates bonuses and/or penalties on **other Rooms** in your castle, gain or lose VPs as indicated (see page 10).

4. **Completion Rewards:**
   If placing the new Room **completes** 1 or more Rooms (by connecting all of its entrances), gain an immediate reward for each completed Room based on its type, activating completion rewards in the player's choice of order (see page 12).
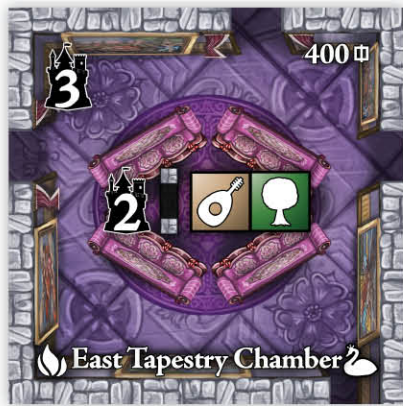
VP Value   *Size*

Type   *Name*   *Bonus or Penalty*

◆ Room Bonuses and Penalties

Some Rooms have bonuses or penalties that are triggered by **other Rooms of specific types** in your castle.

CONNECTION BONUS:

Gain VPs for each connected Room of any of the indicated types. Rooms are connected if they share an entrance.

This Room scores a bonus 2 VPs for each connected Activity Room or Outdoor Room.

ADJACENCY PENALTY:

Lose VPs for each adjacent Room of any of the indicated types. Rooms are adjacent if any part of one Room touches any part of the other.

This Room reduces your score by 1 VP for each adjacent Living Room or Sleeping Room.
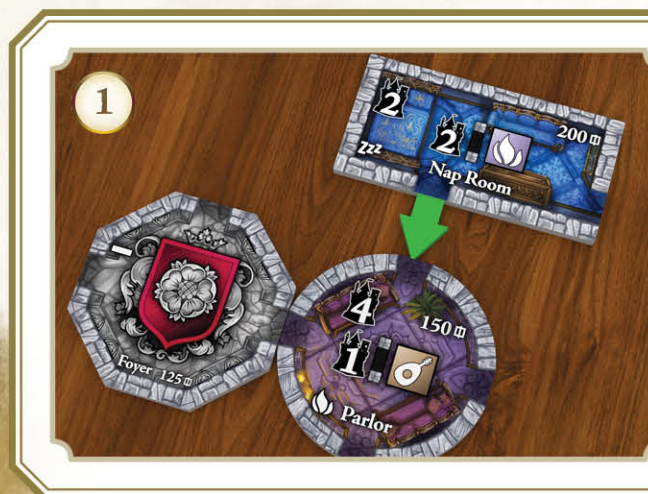
DOWNSTAIRS BONUS:

Gain VPs for each Room of the indicated type anywhere in your castle.

This Room scores a bonus 1 VP for each Outdoor room in your castle.

◆ When to Score Bonuses and Penalties

Each time you **place a Room**, you score the bonus or penalty on the new Room **AND** on any relevant Rooms already placed in your castle.

Example 1:

The Nap Room awards 2 VPs for each connected Living Room. The red player places the Nap Room so that it connects to a Living Room they've already placed and scores 4 VPs (the Nap Room's 2 VP value plus a bonus 2 VPs for the connection).

On a later turn, red places a second Living Room so that it connects to the Nap Room's other entrance. This time they score 7 VPs (the Lilac Cabinet's 5 VP value plus a bonus 2 VPs for connecting to the Nap Room).

Example 2:
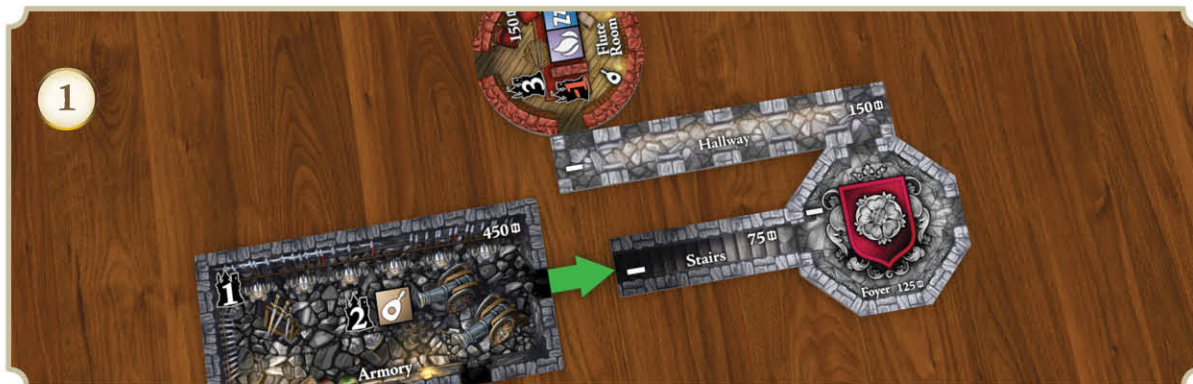
The Armory awards 2 VPs for each Activity Room in its owner's castle. The Green player places the Armory at the bottom of their Stairs and immediately scores 1 VP, plus 2 VPs for the Flute Room they have.
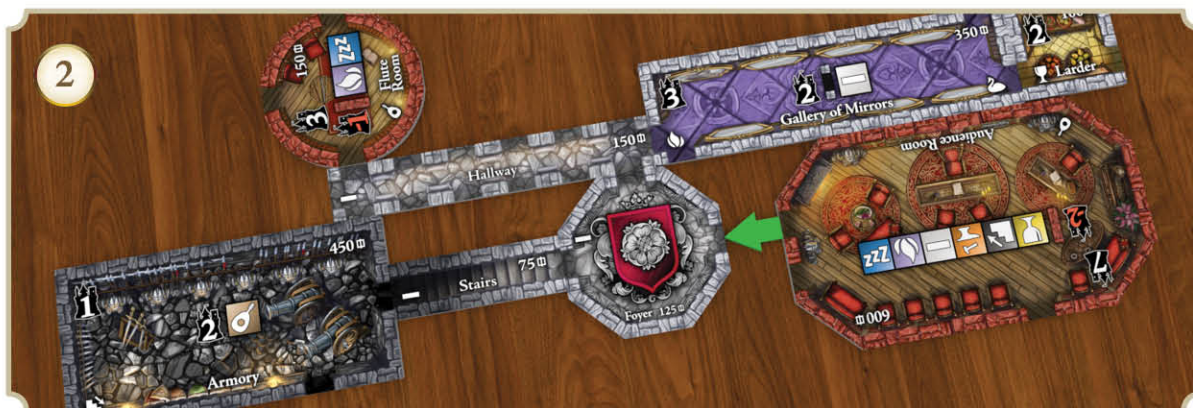
On a later turn they place the Audience Room, scoring 7 VPs, minus 2 VPs for being adjacent to the Hall of Mirrors and another 2 VPs for being adjacent to Green's foyer, which is a Corridor Room. It will also touch the Larder, a Food Room, for another loss of 2 VPs. Finally, they gain 2 VPs for the Armory. This player will net 3 VPs.

◆ Room Adjacency

Two rooms are considered adjacent for the purposes of Room adjacency penalties if **any part** of one Room touches **any part** of the other.

A Room does **not** need to connect to or block another Room's entrance for them to be adjacent. Downstairs Rooms and Hallways **can** be adjacent to regular (upstairs) Rooms.

The Cloak Room is adjacent to the Stairs and the Hallway.

You may need to make sure your Rooms are precisely lined up to determine whether they are adjacent to other Rooms. **Round Rooms** in particular may appear to touch other Rooms if they are not lined up correctly.


When aligned correctly, the Flute Room is not adjacent to either purple Living Room, so this player does not lose any points for the adjacency penalty.

◆ Completion Rewards

If you manage to connect **ALL** of a Room's entrances to entrances on other Rooms, it is considered **complete**.

Whenever you complete a Room, you immediately gain a **completion reward**. Each **type** of Room (indicated in the bottom left corner of the tile) gives a different completion reward (see beginning on page 14). If you complete multiple Rooms in the same turn, you gain completion rewards for each of them, in the order of your choice.

> **TIP:** If any of a Room's entrances are blocked by a wall, it **can't** be completed.

Completion Reward Example:
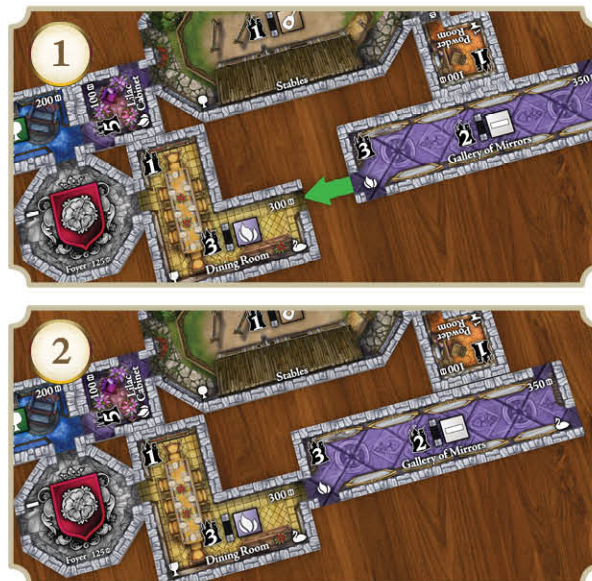
On their turn, the red player buys the Gallery of Mirrors and places it in their castle. They score 3 VPs for the tile itself, plus another 3 VPs for the bonus on their connected Dining Room. They score no VPs for the Gallery of Mirrors bonus, since it is not yet connected to any Corridors, but they could score VPs for this on future turns.

Red has now connected all the entrances of their Dining Room to other Rooms. The Dining Room is a Food Room, which allows its owner to take another full turn when completed. Red uses their extra turn to immediately buy another Room!

🏰 Game End

When the last card in the Room deck is drawn, players finish the current round, then end the game and count up their final VPs.

If the last card is drawn and the market still has empty spaces, the Master Builder shuffles the discarded Room cards (including any drawn this turn) and continues drawing until there is a full set of Room tiles under the market.

FINAL SCORING

All players score the following end-game items:

1. Depleted Stacks
2. King's Favors
3. Bonus Cards
4. Leftover Money

1. Scoring Depleted Stacks

Each player scores **2 VPs per Room** in their castle that matches the size of an **depleted tile stack** on the scoreboard.

A stack is considered empty if there are **no face down tiles** left in it. Ignore any face up tiles on the market or that were placed on the draw stack in the last round (using a Sleeping Room completion reward; see page 17).

If the **Hallways** stack is empty, then every Hallway tile (upstairs AND downstairs) scores 2 VPs. If the **Stairs** stack is empty, then every Stairs tile scores 2 VPs.

2. Scoring King's Favors 🏰

Each King's Favor awards players VPs based on their **rank** in a certain category. (The scoring conditions for each Favor are listed on page 18).

1st	———————	**8 VPs**
2nd	———————	**4 VPs**
3rd	———————	**2 VPs**
4th	———————	**1 VP**

In order to score **any** VPs for a King's Favor, you must have **at least 1** qualifying item. For example, to earn VPs for "Small Rooms," you must have at least 1 Small 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.

3. Scoring Bonus Cards

In turn order starting with the Master Builder, each player reveals their Bonus cards and scores VPs as indicated. (Bonus cards scoring conditions are listed on page 19.)

4. Scoring Leftover Money

Each player scores 1 VP per 10000 in coins they have remaining, rounded down. For example, a player with 29000 scores 2 VPs.

Depleted Stacks Example:

At the end of the game, the 300 🏛 and 450 🏛 stacks are depleted, so each player scores 2 VPs for each 300 🏛 and 450 🏛 room they have.


The green player has three 300 🏛 rooms and one 450 🏛 room, so they score a total of 8 VPs for the depleted stack scoring.

King's Favor Example:

The first face up King's Favor awards VPs for having the most square-shaped rooms. Yellow and red have 3 square rooms each, so they tie for 1st place and each earn 6 VPs (8 VPs for 1st + 4 VPs for 2nd divided by 2 = 6 VPs).

Green has 1 square room, so they rank 3rd and score 2 VPs. Blue doesn't have any square rooms, so they score 0 VP.

1st (8VPs)	🦢 🦢
2nd (4VPs)	
3rd (2VPs)	🦢
4th (not awarded)	
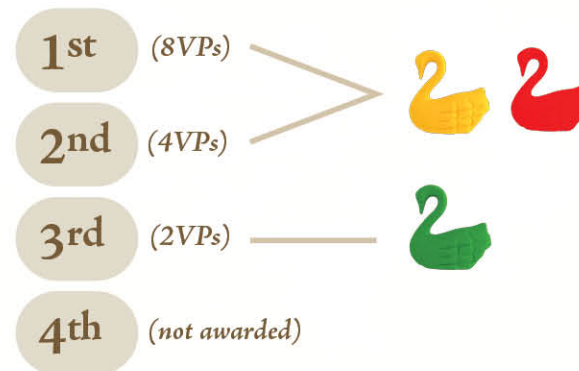
The Winner

After scoring end-game bonuses, the player with the **most VPs** wins!

In the (uncommon) event of a **tie**, the tied player with the **largest castle** (total square footage) wins. In the (incredibly unlikely) event there is still a tie, the tied player who has the **most money** wins. In the (downright preposterous) event there is still a tie, the first tied player to **grab the Master Builder** token wins. Try not to get hurt in the process.

Solo Mode

◆ Setup

1 Set up the game for 3 players, but do not turn over any Room cards and don't place any King's Favors.

2 Take 2 Bonus cards, 15000, and a Foyer in the color of your choice. Place your swan on the "0" space.

◆ Gameplay

1. Each round, flip over **3 Room cards** and place the Rooms **in order** under the 2000, 4000, and 6000 spaces. These are your Room choices for this round. You may **not** rearrange them.

2. Then take your turn as normal, either buying 1 Room or taking 5000 in coins. If you buy a Room, pay its price to the **supply**.

3. At the end each round, **discard** all leftover Room tiles and return to the game box. If you take 5000 on a turn instead of buying a Room, or if you build a Hallway or Stairs on a turn, you still remove the tiles from below the scoreboard.

◆ Final Scoring

Count up your final score (skipping King's Favors) and determine your rank:

<60	—	**Court Jester**
60-80	—	**Humble Servant to the Royal Crown**
81-95	—	**Most High Highness of Castle Building**
96-110	—	**Imperial Regent of Palaces**
>110	—	**Regal Supreme Chancellor of Grand Castle Construction**

Room Types

◆ Activity Rooms 🪕

The King needs things to do, but he also loves quiet when he's not in these Rooms, so there's always a penalty for placing an Activity Room next to certain Room types.

Special Rules

• Each Activity Room has an **adjacency penalty**, which subtracts VPs for adjacent Rooms of certain types (see page 11). *Remember that a Room is adjacent if it touches any part of the Activity Room, not just if it is connected at an entrance.*

> **NOTE:** It is possible for an Activity Room to be worth negative VPs if its adjacency penalty exceeds its VP value plus bonuses.

Completion Reward

• Gain 5 VPs.

◆ Corridors ▭

Your Foyer, Hallways (both regular and downstairs), Stairs, and larger halls are all Corridors that lead from room to room in the King's castle.

Special Rules

• **Hallway tiles** are double-sided, with a lighter side for upstairs Hallways and a darker side for **Downstairs** Hallways. When placed, a Hallway tile must be flipped to the appropriate side (upstairs if it connects to regular Rooms, and downstairs if it connects to Downstairs Rooms). Downstairs Hallways do not count as Downstairs Rooms.

• **Stairs** connect Downstairs Rooms to the rest of your castle. The lighter end of a Stairs tile may only be connected to regular (upstairs) Rooms, while the darker end may only be connected to Downstairs Rooms or Downstairs Hallways. You may not place 2 Stairs so that they connect to each other.

Completion Reward

• Take either a **Hallway** or **Stairs** tile at no cost, then place and score it immediately. This reward may only be earned once per turn.

> **NOTE:** It is unlikely that a Hallway will be completed because it has so many doorways.

> **TIP:** Remember that your Foyer counts as a Corridor, and you gain a reward if you complete it.

◆ Downstairs Rooms 🔲

These are Rooms which the King never really "invites" guests to view, but sometimes he might take them there anyway.

Special Rules

- Downstairs Rooms can **only** be connected to the darker end of Stairs tiles, to other Downstairs Rooms, or to downstairs Hallways.

- All Downstairs Rooms score VPs for the indicated type. If you already have a Downstairs Room, you gain the bonus each time you place a new Room of any of the indicated types. When you place a Downstairs Room that awards VPs for Downstairs Rooms, include the Room itself.

Completion Reward

- For every **2nd** Downstairs Room you complete, gain your choice of the other 7 completion rewards. If you choose the Living Room reward, you must re-score the Downstairs Room you just completed.

Venus Grotto

Example:

Red places a Crypt connected to their Armory. This completes the Armory, but red does not get a completion reward, since it is only earned for every 2nd complete Downstairs Room.

On a later turn, red places a downstairs Hallway to complete the Crypt. They now have 2 complete Downstairs Rooms, so they may take a bonus of their choice. They decide to take the Food Room bonus to take another immediate turn.

◆ Food Rooms 🍷

The King must eat. And eat in luxury, if at all possible.

Completion Reward

- Take another turn immediately.

- Your extra turn happens before the next player in turn order takes their turn. You may use this extra turn to **buy a Room** (including Hallways or Stairs) or to **pass** and gain 5000. Any payment you make goes to the Master Builder (or the supply if you are the Master Builder).

Food Prep Room

◆ Living Rooms 🔥

Living Rooms are where the King can relax and enjoy the simple pleasures of royalty, like opulent wall hangings and gold leaf-embossed furniture.

Completion Reward

- Re-score VPs for this Room as if you had just placed it. This includes the Room's VP value and connection bonus.

Example:

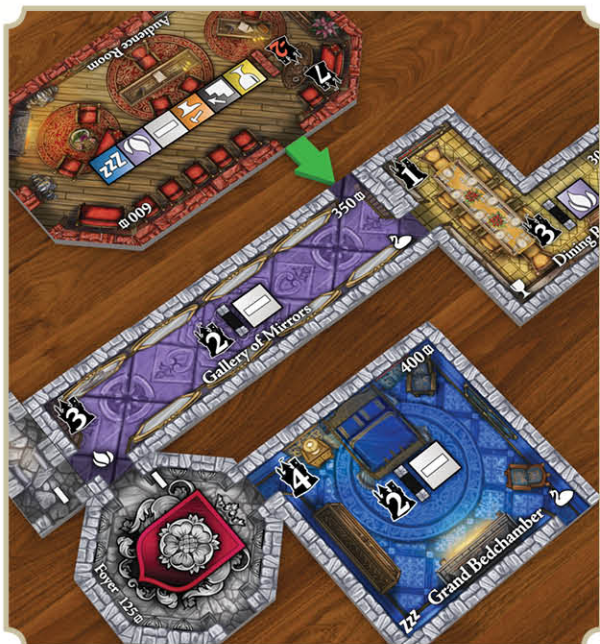

After placing and scoring the Audience Room, red has completed their Gallery of Mirrors. They get to re-score the Gallery as a completion reward.

They gain 3 VPs for the Gallery itself, plus 2 VPs for the connected Hallway, and 2 VPs for their connected Foyer. This means they gain a total of 7 VPs for rescoring the Gallery of Mirrors.

◆ Outdoor Rooms 🌳

The King's castle isn't just defined by the Rooms in it, but also the grounds surrounding it.

Special Rules

- The King loves his views, and so Outdoor Rooms may not have any Rooms adjacent to the **fenced edge**. No Rooms may ever legally be placed adjacent to this edge, and Outdoor Rooms may not legally be placed if this edge is adjacent to any part of another Room (see page 9).

> **TIP:** Touching the stone wall at either corner of the fenced edge of an Outdoor Room does **not** count as touching the fence itself, so it is legal.

Completion Reward

- Take 10000 in coins from the supply.

◆ Sleeping Rooms 💤

Sleeping Rooms are perfect for His Majesty to sleep, nap, relax, and dream about what he will build next.

Completion Reward

- Secretly look through any **1 stack of Room tiles** (except Stairs or Hallways) and choose **0, 1, or 2 Rooms** from that stack. Place them face down in any order on top of the **Room deck**. Shuffle the remaining tiles in the stack and return it to its space on the scoreboard.

- At the start of the next round if there are empty market spaces for your player count, the Master Builder must first refill the market with tiles placed on top of the Room Card deck.

- If a Sleeping Room reward is claimed in the **last round** of the game, instead place the Rooms you choose face up on top of the discard pile. These Rooms will not be drawn, but can be used to **empty a stack** so Rooms of that size will score 2 VPs each at the end of the game.

4 · **400** · **2** · 💤 **Grand Bedchamber**
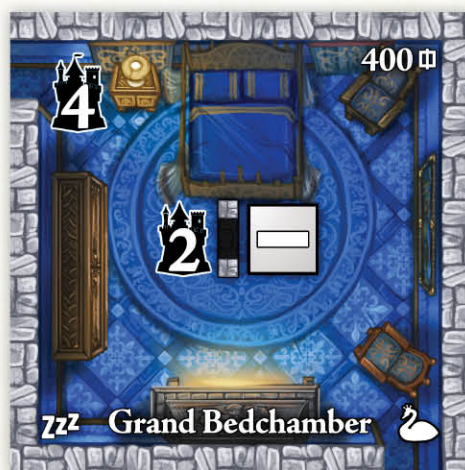
◆ Utility Rooms 🔨

His Majesty needs places to tinker, places to clean up, and places to take care of things we'd rather not mention here.

Completion Reward

- Draw 2 Bonus Cards from the Bonus Card deck. Keep 1 and place the other on the bottom of the Bonus Card deck.

TIP: There is no limit to the number of Bonus cards you can have.

3 · **300** · 🔨 **Panic Room**

Example:

Red places the Lilac Cabinet next to the Nap Room to complete it. They then get to secretly choose up to 2 tiles from any 1 stack and place them on the Room deck.
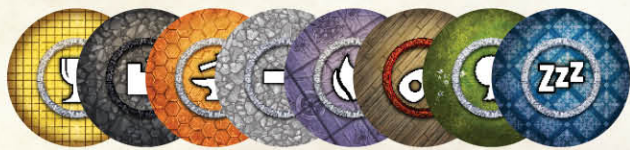

They notice the 300 🏰 Rooms stack has only a few Rooms remaining, and they have several in their castle. Emptying the stack will let them score 2 VPs for each 300 🏰 Room they have, so they decide to choose 2 Rooms from this stack to make it more likely to score.
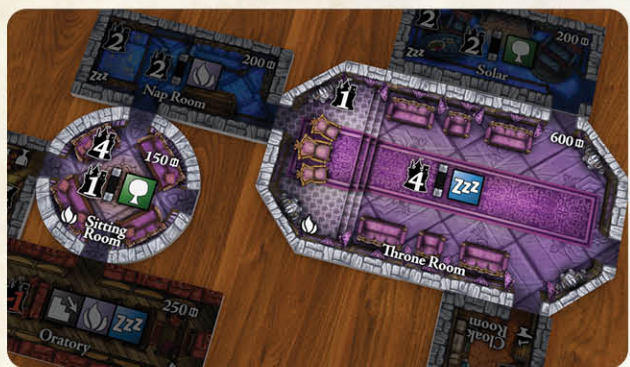
List of King's Favors

Room Type by Number:

Each player counts the number of Rooms of the indicated type in their castle.

Room Type by Size:

Each player adds up the **total square footage** of all Rooms of the indicated **type** in their castle.

At scoring, the player above adds the square footage of their Living Rooms. The Sitting Room is 150 ⬜ and the Throne Room is 600 ⬜, giving them a total of 750 ⬜.

Small Rooms:

Each player counts the number of **100-300 ⬜** Rooms in their castle (not including Foyers or Hallways).

Large Rooms:

Each player counts the number of **350-600 ⬜** Rooms in their castle.

Square Rooms:

Each player counts the number of square Rooms (100 ⬜ and 400 ⬜) in their castle.

Round Rooms:

Each player counts the number of round Rooms (150 ⬜ and 500 ⬜) in their castle.

Completed Rooms:

Each player counts the number of Rooms with **all entrances connected** to other Rooms. If this Favor appears in any space to the right of the Incomplete Rooms Favor, discard this Favor and draw a new one to replace it.

External Entrances:

Each player counts the number of **external entrances** in their castle (not including entrances on Corridors). An external entrance is an open entrance on an **outside edge** of your castle (not an enclosed area).

Incomplete Rooms:

Each player counts the number of Rooms with **at least 1 entrance** not connected to another Room (it may be an unconnected entrance or blocked by a wall). If this Favor appears in any space to the right of the Completed Rooms Favor, discard this Favor and draw a new one to replace it.

Leftover Money:

Each player counts the total value of the coins they have left at the end of the game.

TIP: Once you are familiar with Castles of Mad King Ludwig, you may remove specific Favors before starting the game.
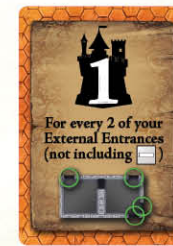
List of Bonus Cards

Rooms of Different Size Bonus: Score 8 VPs if you have all 10 of the different Room sizes in your castle. Having more than 1 of each size does not score extra VPs.

Rooms of Different Type Bonus: Score 7 VPs if you have all 8 different Room types in your castle.

Hallway Bonus: Score 1 VP for each Hallway and Downstairs Hallway in your castle.

Stairs Bonus: Score 2 VPs for each Stairs in your castle.

Completed Rooms Bonus: Score 1 VP for every 2 completed Rooms in your castle.

Square Rooms Bonus: Score 1 VP for each square Room (100 and 400) in your castle.

Round Rooms Bonus: Score 1 VP for each round Room (150 and 500) in your castle.

Leftover Money Bonus: Score 1 VP for every 5000 in coins you have at the end of the game. This is in addition to the normal 1 VP for each 10000 you have at the end of the game.

External Entrances Bonus: Score 1 VP for every 2 external entrances in your castle (not including entrances on Corridors). An external entrance is an open entrance on an outside edge of your castle.

Room Type Bonus: Score VPs based on the number of Rooms of the indicated type in your castle.

8 different Room Type Bonus cards

Room Size Bonus: Score VPs based on the number of Rooms of the indicated size in your castle.

10 different Room Size Bonus cards

TIP: Once you are familiar with Castles of Mad King Ludwig, you may remove specific Bonus cards from the deck before starting the game.

About "Mad" King Ludwig

King Ludwig II assumed the throne of Bavaria in 1864, which was subjugated by Prussia just 2 years later. Instead of focusing on matters of state, Ludwig was fascinated with medieval castles. He commissioned the building of 3 castles, the most famous being Neuschwanstein, a towering, fancy "fairy tale" castle which was the inspiration for the castles at Disney theme parks, and which also graces the cover of this game. He spent his entire fortune (more than 30 million marks) on the construction of these castles, and like Ludwig himself, they were both quirky and magnificent.

Many of the special Rooms that were constructed for Ludwig's castles can be built in this game, including the amazing Venus Grotto, an underground cavern filled with water where Ludwig was able to watch Wagner's operas unfold in an amazing environment.

Eventually the Bavarian ministers removed Ludwig from power by having him declared insane, and in 1886, just one day after being dethroned, Ludwig's body was found floating in a lake. The cause of his death is still disputed to this day, but the castles he built have been his great legacy, with tourists flocking to them each year. If you happen to be in the southern part of Germany, it's well worth your time to visit them.

About the Designer

Ted Alspach is the designer of many board games, including *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 Developer

Dale Yu has been involved with game development since 2001 and has developed many other awesome Bezier Games, Inc. games including *Suburbia*, *Maglev Metro*, *Subdivision*, and *The Palace of Mad King Ludwig*. Previous projects include being part of the development team for *Dominion* as well as refining the solo game for *Agricola*. Dale also was part of the design team for the 2014 Kinderspiel des Jahres finalist, *Flizz&Miez*. Since 2010, Dale has served as the editor-in-chief for OpinionatedGamers.com.

About the Artist

Agnieszka Dabrowiecka is a freelance artist who specializes in fantasy and historical themed art. In her free time she's also a 14th and 17th century reenactor and runs a Modern Belly Dance group named *Mantykora*. These topics and hobbies have greatly influenced her art style. She's also responsible for art in the Collector's Edition of *Castles of Mad King Ludwig* and *Between Two Castles of Mad King Ludwig*. Instagram @anezerynlis. Artstation www.artstation.com/anez.