Components

100

(6) 100 ⌘
Renovation Tiles

150

(6) 150 ⌘
Renovation Tiles

400

(6) 400 ⌘
Renovation Tiles

450

(6) 450 ⌘
Renovation Tiles

◆ 📖 **Royal Decrees**

200

(6) 200 ⌘
Renovation Tiles

250

(6) 250 ⌘
Renovation Tiles

500

(6) 500 ⌘
Renovation Tiles

300

(6) 300 ⌘
Renovation Tiles

350

(6) 350 ⌘
Renovation Tiles

(22) Royal Decree Cards

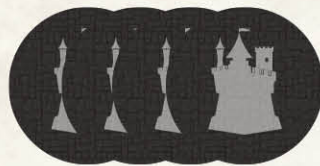**600**

(6) 600 ⌘
Renovation Tiles

(4) King's Favors
for Collector's Edition

(4) King's Favors
for 1st Edition

(5) Bonus Cards
for Collector's Edition

(4) King's Favors
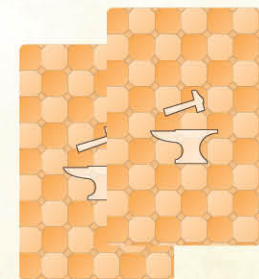for 2nd Edition

(4) King's Favors for
Royal Collector's Edition

(5) Bonus Cards
for 1st Edition

Renovations 1ˢᵗ Edition Setup

1 Place the Contract board in the middle of the table. Use the side with 4 Favor Circles for 4 players. Use the other side for 2 or 3 players. Place the other boards around it. On the left, place the 100-300 🚪 Room board. On the right, place the 350-600 🚪 Room board. At the top, place the Corridor board.

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 Flip the **King's Favors** face down and mix them up. Reveal **1 Favor per player** and place them face up on the board. Return all unused Favors to the box.

5 ◐ Shuffle the Room cards. Instead of counting out 11 cards per player, use the chart to the right 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 for your player count, as well as the correct number of Hallway tiles and Stairs tiles. Stack each set of tiles facedown on the corresponding space on the board.

7 ◐ Shuffle the Renovation tile **stacks** of each size and place them in their tray next to the board.

PLAYERS	2 🦢	3 🦢	4 🦢	5 🦢
ROOM CARDS	17	23	29	35

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

8 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** on the scoreboard (the Master Builder will arrange them later). **8b** When finished, place all revealed Room cards face up in the **discard** pile next to the Room deck.

9 ◐ Draw 1 Renovation tile of each size shown on the Room cards you drew in step 8. Place these face up below the Room tiles on the market. *Renovations aren't assigned to prices on the track, so their position and order do not matter.*

325 NOTE: You can only play with 5 players if you are also using the Towers expansion.

◆ First Time Setup

The first time you add this expansion to the base game, mix in **all** new **Bonus cards** and **King's Favors** with the base game components. (If you have the 1st Edition of Castles of Mad King Ludwig, see page 3 for setup. Use the matching Bonus cards and King's Favors.)Most Bonus cards and Favors do not require specific expansions, and those that do can be discarded during play if you are not playing with that expansion (see page 13).

> **NOTE:** Setup changes for the Renovations expansion are marked with the ◗ icon. The new Renovation tiles can be used with any edition of Castles of Mad King Ludwig.

1 Place the **scoreboard** at one end of the table.

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 Flip the **King's Favors** face down and mix them up. Reveal **1 Favor per player** and place them face up on the board. Return all unused Favors to the box.

5 ◗ Instead of counting out 11 cards per player, use the chart below to create the Room deck and place it face down on the board. Return all unused cards to the box.

PLAYERS	2 🦢	3 🦢	4 🦢	5 🦢
ROOM CARDS	17	23	29	35

6 Count out the correct number of Room tiles of each size (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 (each space shows how many rooms for each player count).

7 Shuffle the Renovation tile **stacks** of each size and place them in their tray next to the board.

8 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** on the scoreboard (the Master Builder will arrange them later). **8b** When finished, place all revealed Room cards face up in the **discard** pile next to the Room deck.

9 Draw 1 Renovation tile of each size shown on the Room cards you drew in step 8. Place these face up below the Room tiles on the market. *Renovations aren't assigned to prices on the track, so their position and order do not matter.*

PLAYERS	REVEALED ROOMS	MARKET							EXCLUDED PRICES	REVEALED RENOVATIONS
		15000	10000	8000	6000	4000	2000	1000		
2 🦢	5	⬡	⬡	⬡	⬡	⬡	✕	✕	1000 and 2000	5
3 🦢	6	⬡	⬡	⬡	⬡	⬡	⬡	✕	1000	6
4 🦢	7	⬡	⬡	⬡	⬡	⬡	⬡	⬡	None	7
5 🦢	8	⬡	⬡	⬡	⬡	⬡	⬡	⬡	None	8

◆ Player Setup

(10) Give each player a **Foyer**, a matching **player marker**, a player aid, and **15000** in coins.

(11) Randomly choose a player to be the **Master Builder** and give them the Master Builder token.

(12) The Master Builder places their **player marker on "0"** on the score track *(score tower for 1st Edition)*. The player to their left places their player marker on **"1,"** followed by the next player to the left on **"2,"** etc, until each player has placed their player marker.

ROYAL DECREES (13) : Shuffle the Royal Decrees deck and deal **2 more cards than the number of players** to the player on the **right** of the Master Builder. This player secretly chooses **1 Decree** to keep, then passes the remaining Decrees to the player on their **right** (in **reverse** turn order). This continues until **each player** has chosen 1 Decree.

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

TIP: Once you are familiar with Royal Decrees, you may remove specific Decrees from the deck before starting the game.

(14) 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 deck. Players should keep their Bonus cards secret but may look at them at any time.

(15) The Master Builder starts the **first round** by arranging the Room tiles on the market (see pages 4-5).

🪙 Gameplay

◆ Round Overview

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.)

   NOTE: The Master Builder also draws new Renovation tiles to replace ones that have been bought (page 10).

2. **Price Rooms:**
   The Master Builder sets the **price** of each Room tile by rearranging them however they like under the market.

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

   NOTE: Instead of buying a Room, you may buy a face up Renovation tile for 5000 in coins (see next page).

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.

◆ Buying & Placing Renovations

Whenever you would buy a Room, you may choose to buy a Renovation instead. Each Renovation costs **5000** in coins (regardless of size). Payment is made to the Master Builder as normal (or to the supply if you are the Master Builder).

When you buy a Renovation, you must place it **on top** of a Room with the matching **square footage** that does not already have a Renovation on it. If you do not have a Room where you can place a Renovation, you may **not** purchase it.

Downstairs Renovations

You may renovate a **Downstairs Room** with a Renovation tile that does **not** have the Downstairs type, as long as it is the correct **size**. However, the renovated Room is still downstairs and can only be connected to other downstairs Rooms and Stairs.

Likewise, you may renovate a regular (upstairs) Room with a Renovation tile that does have the Downstairs type. The renovated Room is still upstairs and can only be connected to other upstairs Rooms and Stairs.

If you have an **odd number** of **completed Downstairs Rooms**, and you **renovate** a completed Downstairs Room, you can no longer count that Room towards earning your next Downstairs **completion reward**.

TIP: To remember if a renovated Room was originally a Downstairs Room, you can look at the color of its **walls** (Downstairs walls are darker).

Downstairs Renovations Example:

Although this Room has been renovated to 2 upstairs types, it is still downstairs, so it can't be directly connected to new upstairs Rooms.

◆ Scoring Renovations

After placing a Renovation, **score** it the same way you would a standard Room:

1. **New Renovation VPs:**
   Gain the **VP value** in the top left of the Renovation tile.

2. **New Renovation Bonus/Penalty:**
   If the Renovation you placed has a **bonus or penalty** in the center, gain or lose VPs as indicated.

3. **Other Room Bonuses/Penalties:**
   If the new Renovation activates bonuses and/or penalties on **other Rooms** in your castle, gain or lose VPs as indicated.

   Each Renovation has **2 Room types**, which each independently trigger relevant bonuses and penalties on other Rooms in your castle. *You may even score a connection bonus on connected Room* **twice**, *if it awards VPs for* **both** *of the Renovation's types.*

NOTE: When you place a Renovation, you do not lose (or gain) any VPs for the Room type, bonus, or penalty that was covered up. However, from now on, you will no longer score bonuses or penalties on the covered Room when placing other new Rooms (you will score bonuses on the Renovation tile instead).

Example:
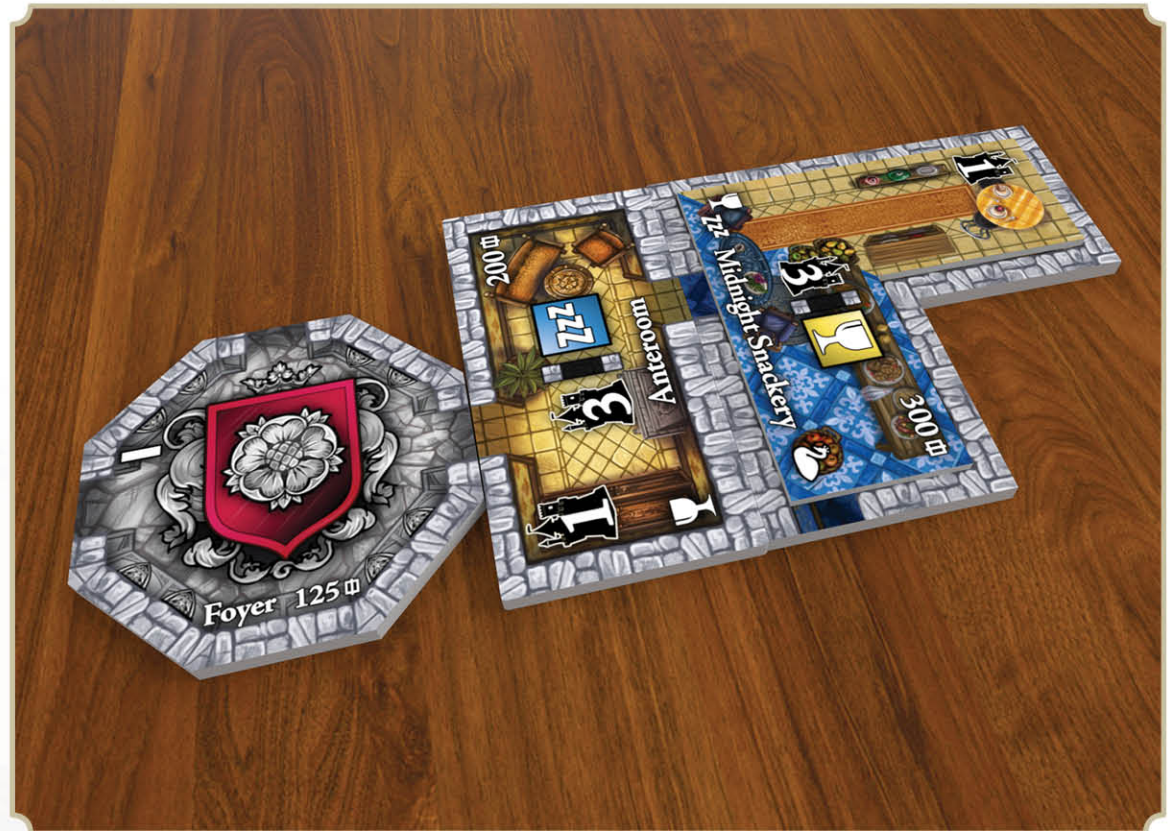
The red player buys the Midnight Snackery and places it on the Guest Bedroom. Red scores 1 VP for the Snackery itself, plus 3 bonus VPs for connecting it to a Food Room (the Anteroom). They also score 3 bonus VPs for connecting a new Sleeping Room to the Anteroom. In total, red scores 1 + 3 + 3 = 7 VPs. Note that red does not lose any VPs they previously scored from the Guest Bedroom.

◆ Completing Renovated Rooms

When you complete a Room with a **Renovation on top of it**, you gain the completion reward for **both** of the Renovation's types. You do **not** gain a completion reward for the covered Room.

When you place a Renovation on a Room that you've **already completed**, you gain both completion rewards for the Renovation **immediately** after you score it.

◆ Game End with Renovations

When playing with Renovations, the game only ends when both the Room card deck runs out, and at least two room stacks (including Stairs, Hallways, and/or Moats) have been depleted. If the Room deck runs out before at least two stacks are depleted, shuffle the room cards and continue drawing them as usual. The game will end on the turn that at least 2 room stacks are depleted.

Completing Renovated Rooms Example:
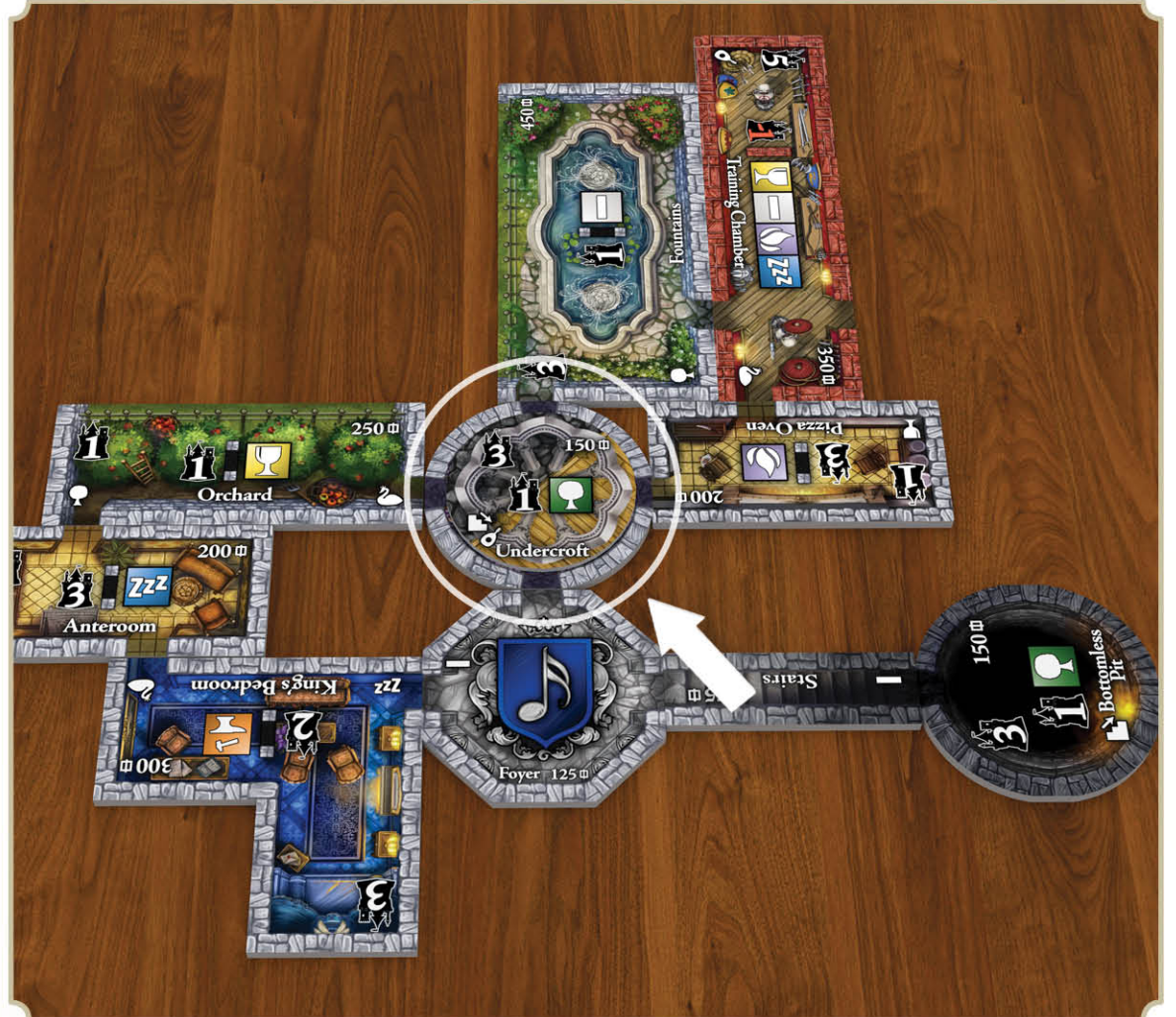
The blue player buys the Undercroft and places it on top of the Sitting Room, which is already complete. After scoring VPs for the Undercroft, they immediately gain completion rewards for it. It counts as both an Activity Room and a Downstairs Room, so they gain 5 VPs, and since they already have 1 completed Downstairs Room, they gain another completion reward of their choice.

◆ Drawing New Renovations

When the Master Builder draws new Rooms at the start of the round, they may also need to draw new Renovations to replace those that have been purchased. Do **not** place **coins** on Renovations that are left at the end of the round.

Each time the Master Builder draws a new **Room card**, they first reveal a matching Room tile, then check if there are **fewer Renovations** than the number that were **available at the start of the game** (the same number as Room tiles that should be on the market). If there aren't enough Renovations available, the Master Builder reveals the top Renovation matching the card they just drew and places it with the other Renovations.

If there are no Renovations left in the matching stack, the Master Builder does not draw a new Renovation and moves on to the next Room card. If they draw a **Room tile** that was placed on the Room deck (by a Sleeping Room completion reward), they treat this the same as a Room card and draw a Renovation tile of the **matching size**.

There should never be **more** Renovations than Room tiles available, but there may be **fewer** Renovations than Room tiles (for example, because players purchased more Renovations than Rooms in the previous round). If the Master Builder does **not draw enough** Room cards to fully refill the Renovations, do not draw any additional Room cards. Instead, play the round with fewer than the allowed number of Renovations, then attempt to refill them again in the following round.

Sleeping Room and Moat Rewards

When you earn a **completion reward** for a Sleeping Room or Moat, you may not look through or take Renovation tiles (you may take standard Rooms only).

Final Scoring

Renovations score end-game bonuses as follows:

- ✦ Renovations do **not** score **depleted stack** bonuses at the end of the game.

- ✦ When counting **total** Rooms, **complete/ incomplete** Rooms, or Rooms of a certain **size**, count each renovated Room as **1 Room**. When counting Rooms of specific **types**, count each renovated Room towards **both** of its types.

- ✦ When counting total square footage, count each renovated Room's square footage once. When counting square footage of a certain type of Room, count each renovated Room's square footage towards both of its types.

Drawing New Renovations Example:

Yellow is the Master Builder in a 5 player game. In the previous round, green bought a Room from the market, blue bought a Stairs tile, red passed, and yellow and orange each bought a Renovation. This leaves **7 Rooms** on the market and **6 Renovations** in the pool.

In a 5 player game, there should be **8 Rooms** on the market, so yellow draws 1 new Room card. It shows a 350 🚪 Room, so reveal the top 350 🚪 Room and place it in the empty space under the market. Since there are **fewer than 8 Renovations**, they **also** reveal the top 350 🚪 Renovation. Since the market is full, yellow does not need to draw any more Room cards, so there will only be **7 Renovations** available this round.

Renovations with Other Expansions

Use the following rules when adding Renovations to other expansions:

325 **TOWERS:** When drawing new Renovations (including at setup), if you draw a Tower Room card or there is a Tower on top of the Room deck, do not draw a new Renovation, and move on to the next Room card. Towers cannot be renovated.

MOATS: When playing with Moats, gain 1 VP per moat for each type of Room shown on a Renovation (except Corridors and Outdoor Rooms). Renovations of any kind may be placed on Outdoor Rooms that are part of the Castle Gardens.

SWAN TOKENS: Whenever a Renovation tile with a **Swan icon** on it is revealed, place a random **Swan token** face up on it. With Renovations, it is possible to run out of Swan tokens during the game. If this happens, any further Rooms or Renovations with Swan icons that are revealed do not receive tokens.

x2 **SECRET PASSAGES:** When you buy a Renovation, you may place any number of Secret Passages connecting the Room you renovate to other Rooms in your castle (as if you had placed a new Room). The Secret Passage score multiplier for connection bonuses applies to all Room types on renovated Rooms.

Example:
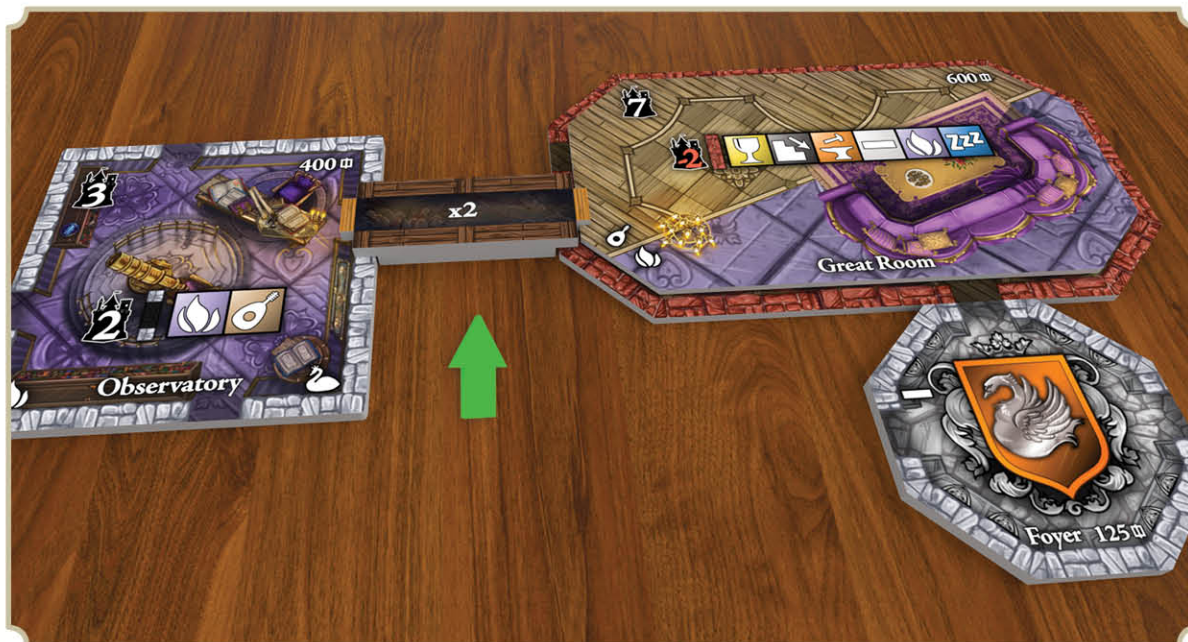
The orange player places the Observatory next to their renovated Great Room and connects them with a Secret Passage. They score 3 VPs for the Observatory. Since the Great Room is **both** a Living Room AND an Activity Room, and the Observatory has a connection bonus of 2 VPs for both of those Room types, orange scores the Observatory's bonus **twice**. The Secret Passage doubles the bonus **each time** it is scored, so orange scores a total of 3 + 4 + 4 = 11 VPs. Since the Great Room and the Observatory aren't adjacent (and the Secret Passage muffles the sound between them), orange does not lose any points for the Great Room's adjacency penalty.

New Favors and Bonuses

King's Favors and Bonus Cards that deal with **specific expansions** are marked with an expansion icon (**325**/☁/◐). If a player draws a Favor or Bonus specific to an expansion you are not currently using, they may immediately reveal it, discard it, and draw a new one to replace it.

King's Favors

Unique Room Sizes:
Each player counts the number of **unique Room sizes** that appear in their castle. Do not count Hallways, Stairs, Foyers, or Barbicans.

Unique Types:
Each player counts the number of **unique Room types** that appear in their castle. Moat tiles **are** counted as a unique type for this Favor. Barbican tiles do not count as Moat tiles.

Renovations:
Each player counts the number of **Renovation tiles** in their castle.

Fewest VPs:
Each player counts their **current VPs**, and players are ranked from **fewest to most**. Make sure to score this Favor at the **correct time** during final scoring. Public Favors should be scored from **left to right** on the track. *Tower Favors should be scored in clockwise order, starting with the Master Builder.*

◆ Bonus Cards

Renovations:
Score 2 VPs for each Renovation you have.

0 VP Bonus Cards:
After all other Bonus cards are scored, score 3 VPs for each Bonus card belonging to any player that scored 0 VPs. If no other Bonus card scores 0 VPs, this card scores 3 VPs for itself.

Swan Tokens:
Score 1 VP for each **Swan token** you have.

Total Square Footage:
Count the total square footage of your castle and score 1 VP for every **500 ⊞** counted. This includes Moat tiles.

Castle Icon:
Score 1 VP for each **"1 VP" castle icon** on **Rooms** in your castle. This counts 1 VP values in the corner of Rooms and renovated Rooms as well as 1 VP bonuses. It does not count -1 VP penalties, values/bonuses that are worth more than 1 VP, or VP values or bonuses on Moats.

Royal Decrees

Each player drafts a Royal Decree that provides them with a unique bonus. Some Decrees take effect immediately when they are revealed at the start of the game; some may be used at specific times during the game; and some take effect during final scoring at the end of the game. Each Decree is detailed below.

NOTE: Royal Decrees that deal with specific expansions are marked with an expansion icon (□/🌊/🌙). If a player draws a Royal Decree specific to an expansion you are not currently using, they may immediately reveal it, discard it, and draw a new one to replace it.

TIP: Keep your Royal Decree face up during the game, and place it somewhere you'll easily see it during the game. This way you won't forget about your unique bonus and possibly miss out on taking advantage of it!

NOTE: Royal Decrees are only used when playing with the Royal Decrees expansion (📜). Once you are familiar with Royal Decrees, you may remove specific Decrees from the deck before starting the game.

◆ Double Decree Variation

Once you've become familiar with Royal Decrees, you can play with the Double Decree Variation if you have the Collector's Edition or Castles Expansions. But if you have just Castles 1st/2nd edition, you shouldn't (there aren't enough Decrees for this to work well over a series of games).

During Setup, add Royal Decrees equal to the number of players to the already prepared amount (so you will have 2 decrees per player with 2 left over). Each player takes 1 decree until it gets to the Master Builder, who takes 2. Then the cards are passed to the left with each player taking 1 more decree. This way all players will have 2 decrees that are active during the game.

◆ During the Game
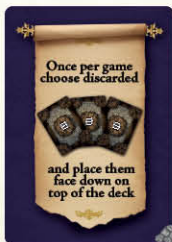
Once per game, at any time, you may flip this Decree face down to look through the **Room card discard pile**, choose **up to 3 cards**, and place them on top of the Room deck in the order of your choice.

When any other player **sets prices** as the Master Builder, they have only **15 seconds** to do so. *Use an app timer to ensure compliance. If the Master Builder runs out of time, **you** may set the prices of any remaining unpriced Rooms.*

After you **set prices** as the Master Builder, you may choose to take the first turn. Discard this in 2 player games.

🌙 You may buy **Renovations** for **2000** each (instead of 5000).

You may connect **Downstairs Rooms** to regular (upstairs) Rooms.

When you **buy** a Room that has **coins** on it, you may **remove** any number of coins on it and return them to the supply. For every **1000** you remove, score **1 VP**.

When you **buy** a Room that costs **15000**, pay only **10000** for it.

When you would **buy** a Room, you may instead take any Room priced at **1000** or **2000 at no cost**. *You still gain any coins on the Room. Discard this card in 2 or 3 player games.*
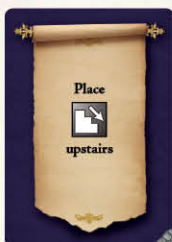
Immediately after the Master Builder sets prices, you may pay any number of players in front you 2000 each in order to purchase rooms ahead of them in turn order. This decree can be used to take your turn before the Master Builder who has the Master Builder Goes First decree. *Other players may not decline the coins. You may use this Decree when you are Master Builder.*

When you **buy** a Room, you may **borrow** money from the supply to pay part or all of its price. Take the amount you want to borrow from the supply and place an exactly equal amount on this card. At any time on any future turn, you may **pay back** some or all of the coins you borrowed to the supply, removing the same number of coins on this card. At the start of final scoring, you **lose 1 VP** for every **1000** still on this card. *You may use this when buying any Room, Hallway, Stairs, Moat, or Renovation.*

You may place **Renovation tiles** on top of **other** Renovation tiles to renovate them again. *When scoring King's Favors and Bonus cards, Renovations stacked on top of each other are **each** counted once.*
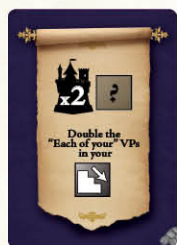
When you **place** a Room or Renovation that has a **square Outdoor icon** on it, gain **7000** in coins. *Only **square** Outdoor icons count, i.e. icons used in bonuses and penalties for Outdoor Rooms.*

Each **connection bonus** in your castle scores **+1 VP** per connected Room of the indicated type(s).
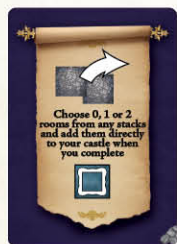
When you earn a **Moat completion reward**, you may take the Moat completion reward action twice.

You gain **double** VPs from **downstairs bonuses**. This does not apply to Moat bonuses.

Whenever you take an **extra turn**, gain **5000** in coins. *These coins may be used on your extra turn or saved for later.*

When you score any Room, Renovation, or Moat, if you gain fewer than 3 total VPs, gain 3 VPs instead.

Final Scoring

When scoring **depleted stacks**, score **4 VPs** for each Room or Moat from an empty stack (instead of 2 VPs).

When scoring **sets of Swan tokens**, score each set using the VP values on this card (instead of those in the Swans expansion). This does not affect the amount of coins you get when trading in Swan tokens.

When scoring **Bonus cards**, score an extra **3 VPs** for each card you have (regardless of how many VPs it would otherwise score).

Score 2 VPs for each **square Living Room icon** on any Rooms in your castle. *Only **square** Living Room icons count, i.e. icons used in bonuses and penalties for Living Rooms.*

During final scoring, score 3VP for each distinct group of 2 unique contiguous rooms of the same type.

Green has 3 contiguous Food Rooms and 4 contiguous Living Rooms. The Food Rooms score 1 set of 2 contiguous same-type rooms for 3VPs, and the Living Rooms score 2 sets of 2 contiguous same-type rooms for 6VPs.

◆ 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. 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 *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 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.