Ted Alspach

Castles
of Mad King Ludwig

EXPANSIONS

Components

Swans

(40) Swan Tokens

(45) Small Room Tiles (9 of each size)

(30) Large Room Tiles (6 of each size)

(11) King's Favors

Royal Decrees

(13) Bonus Cards

(58) Royal Decree Cards

5 Players

(1) Player Swan

(5) Player Aids

1 Foyer

(1) Stairs Tile

(2) Hallway Tiles

◆ 325 Towers

325

(8) 325 🏯 Tower Tiles

Renovations

100

150

200

250

300

350

400

450

500

600

(60) Renovation Tiles
(6 of each size)

◆ 🏰 Room Cards

(5) Room Cards

◆ □ Moats

Barbican 225

(5) Barbican Tiles

1 **1000 🏯**

Moat

(10) Moat Tiles

◆ x2 Secret Passages

x2

x2

x2

(15) Secret Passage Tiles
(5 of each size)

Playing with Expansions

This box contains a number of **optional expansions** for *Castles of Mad King Ludwig*. You can choose to play with **any combination** of expansions (except when playing with the 5 Players expansion, which requires the Towers expansion).

The following 3 sections (pages 4-9) outline changes to the game's **setup**, **round sequence**, and **final scoring** when introducing expansions. Each change is marked with an **expansion** icon corresponding to the expansion it is used in. If you are not using an expansion, you can ignore all changes marked with that expansion's icon.

◆ First Time Setup

The first time you introduce expansions to your game, mix in all the new **Bonus cards**, **King's Favors**, and standard-size **Room tiles** with the components from the base game.

Most of these components do not require expansions, and can be used with the base game. Bonus cards and King's Favors that do require specific expansions can be **discarded** and replaced during play if you are not playing with the appropriate expansion (see pages 4-9).

Expansions Setup

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

NOTE: When using any expansion, flip the board to the expansions side (see setup image).

2 Shuffle the **Bonus card** deck and place it face down on the board.

3a Place the **coins** in a supply pile near the board where everyone can reach them.

🦢 **SWAN TOKENS** **3b**: Place the Swan tokens in the lake on the scoreboard. Flip them face down and mix them up.

4a 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.

325 **TOWERS** **4b**: Instead of returning the unused Favors directly to the box, count out 24 of them in a face down pile on the board. Then return the rest.

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.

325 **TOWERS:** Before counting out the Room deck, shuffle the 5 Tower (325 🏰) **Room cards** in with the other Room cards.

🪙 **RENOVATIONS:** Instead of counting out 11 cards per player, count out an adjusted total number of cards for your player count:

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

6a 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.

325 **TOWERS** **6b**: Count out the correct number of **Tower tiles** for your player count. Stack them face down on the board.

🟦 **MOATS** **6c**: Count out the correct number of **Moat tiles** for your player count. Stack them face down next to the right edge of the board.

🪙 **RENOVATIONS** **6d**: Also shuffle the **Renovation tile stacks** of each size and place them in their tray next to the board.

325 **NOTE:** When playing with 5 players, you must use the Towers expansion.

PLAYERS	2 🦢	3 🦢	4 🦢	5 🦢
LARGE ROOMS (350-600 🏰) and Stairs	4	5	6	7
325 **TOWERS** (325 🏰)	5	6	7	8
SMALL ROOMS (100-300 🏰) and Hallways	5	7	9	11
🟦 **MOATS**	5	7	9	10

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**).

5 PLAYERS **7c** : Reveal 8 Room tiles and place a **2nd Room** under **15000**.

RENOVATIONS **7d** : Draw 1 Renovation tile of each size shown on the Room cards you drew. 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. There are no Renovation tiles for Towers.

NOTE **8** : Setup image example illustrates a 5 player game.

MARKET

PLAYERS	REVEALED ROOMS	15000	10000	8000	6000	4000	2000	1000	EXCLUDED PRICES	REVEALED RENOVATIONS
2 🦢	5	⬡	⬡	⬡	⬡	⬡	✕	✕	1000 AND 2000	5
3 🦢	6	⬡	⬡	⬡	⬡	⬡	⬡	✕	1000	6
4 🦢	7	⬡	⬡	⬡	⬡	⬡	⬡	⬡	NONE	7
5 🦢	8	⬡	⬡	⬡	⬡	⬡	⬡	⬡	NONE	8
		⬡								
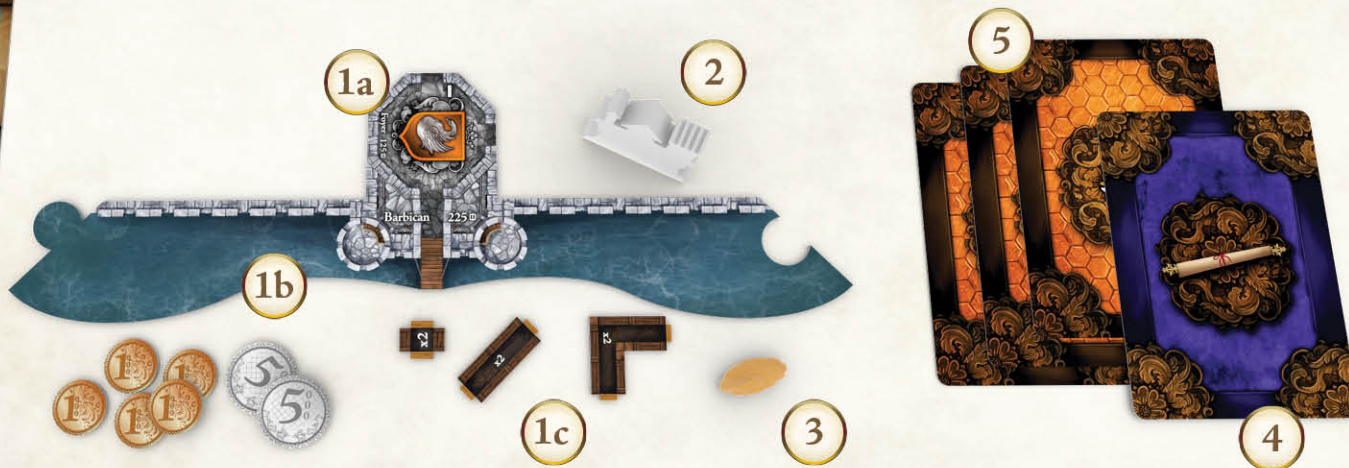
◆ Player Setup

1a Give each player a Foyer, a matching player swan, a player aid, and 15000 in coins.

MOATS 1b : Give each player a **Barbican** tile. Each player places their Barbican so that the **Foyer tile** slots into it, choosing the 3-entrance side or the 4-entrance side now. If playing with the 3-entrance side of the Foyer, players may place it in any 90 degree orientation. If no entrance is connected to the outside drawbridge, the Moat for this castle may never be fully completed, so you always have at least one exterior entrance. When playing with Moats, all players must start with a Barbican, even if they do not intend to purchase any Moats.

x2 SECRET PASSAGES 1c : Give each player a set of **3 Secret Passage tiles** (1 of each size).

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

3 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.

ROYAL DECREES 4 : 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.

5 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.

6 The Master Builder starts the **first round** by arranging the Room tiles on the market.

Expansions Round Overview

Each round has the following steps:

Step 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.)

> **RENOVATIONS:** The Master Builder also draws new **Renovation tiles** to replace ones that have been bought (page 20).

> **SWAN TOKENS:** Place a random **Swan token** face up on each revealed Room or Renovation tile with a Swan icon on it (page 17).

Step 2: Price Rooms

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

Step 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.

> **SWAN TOKENS:** At any time on your turn, you may trade **up to 5 Swan tokens** you've collected for **coins** (page 17).

> **MOATS:** Instead of buying a Room, you may buy a Moat tile for **5000** in coins (page 11).

> **RENOVATIONS:** Instead of buying a Room, you may buy a face up Renovation tile for **5000** in coins (page 18).

> **SECRET PASSAGES:** When buying a Room or Renovation, you may also place any number of Secret Passages connecting it to already placed Rooms (page 15).

Step 4: Add Coins

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

Step 5: Pass Master Builder

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

◆ Tile Scoring

When placing a new Room, Renovation, Moat, Stair, or Hallway tile, take the following steps to **score** and gain **completion rewards**:

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

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

3. Other Tile Bonuses/Penalties:
If the tile activates bonuses or penalties on **other tiles** in your castle, gain or lose VPs as indicated.

4. Completion Rewards:
If placing the tile completes 1 or more Rooms (by connecting all entrances) or completes your Moat (by placing your 3rd Moat tile; see page 11), gain completion rewards for each Room or Moat completed.

◆ Tile Bonuses and Penalties

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

2. 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.

3. ⬛ Secret Passage Multiplier (Secrets Expansion)
If 2 Rooms are connected by a **Secret Passage**, double all connection bonuses between them (page 15-16).

4. ⬜ Moat Bonus (Moats Expansion)
Gain VPs for each Room of the indicated type **anywhere** in your castle (page 11).

5. Downstairs Bonus
Gain VPs for each Room of the indicated type **anywhere** in your castle.

When playing with multiple expansions, final scoring is resolved in the following order:

1. **Depleted Stacks**
2. 🦢 **Sets of Swan Tokens (page 17)**
3. **Royal Decrees (page 23)**
4. **King's Favors**
5. **Bonus Cards**
6. 325 **Tower Favors (page 10)**
7. **Leftover Coins**

NOTE: Some Royal Decrees activate during different steps of final scoring. See clarifications for specific Decrees on pages 23-27.

🦢 5 Players

This expansion provides extra components to add a 5th player to the game. The back of the base game scoreboard includes room card and room tile counts for 5 players.

When playing with a 5th player, **you must also use the Towers expansion** (see below). All other expansions are optional with 5 players.

◆ 5 Player Market

When the Master Builder sets prices in a 5 player game, they always choose **2 Room tiles** to place under the 15000 space, and 1 Room tile to place under each other space.

PLAYERS	REVEALED ROOMS
5 🦢	8

MARKET

30					11	10	9
15000	10000	8000	6000	4000	2000	1000	

⬢ 325 Towers

◆ Towers

> **325** **NOTE:** When playing with 5 players, you
> **must** use Towers. They are optional at all other player counts.

Towers are drawn from the Room deck and priced by the Master Builder in the same way as other Room tiles.

Each Tower has a **Room type** and may have a normal **bonus** or **penalty** based on its type. When buying, placing, and scoring a Tower, follow all special rules for that type of Room from the base game.

When you **complete** a Tower, you gain the **completion reward** for its Room type, **AND** you gain a **Tower completion reward**.

Completion Reward

- Secretly look at **3 King's Favors** from the **face down** pile. Choose **1** and place it face down in front of you to score at the end of the game. Discard the other 2 face down to the **Favor discard stack** on the board (do not return them to the pile). You may look at your face down Favors at any time.

Final Scoring

Towers score end-game bonuses as follows:

- ◆ Towers **count as Rooms** for all scoring, including King's Favors, Bonus cards, Royal Decrees, and empty stack bonuses.

- ◆ After scoring **Bonus cards**, each player reveals all their face down **King's Favors** and scores VPs for each of them.

- ◆ Only the player that owns a completed Tower scores VPs for the King's Favor they obtained, but the amount of VPs they score is determined normally, based on their rank in the indicated category. A player must still have at least 1 qualifying item to score any VPs from a Favor on a Tower.

Example:

| PLAYERS	ACTIVITY ROOMS	VPs AWARDED
RED	4	TIED FOR 1ST — 6 VPs
GREEN	4	0 VPs
BLUE	1	0 VPs

The red player has 1 completed Tower. At the end of the game, they reveal their face down **Most Activity Rooms** King's Favor. They count each player's Activity Rooms, and discover that they have 4, green has 4, and blue has 1. Because red is tied for 1st, they score **6 VP** (splitting the VPs for 1st and 2nd). The other players score **no VPs** for this Favor.

Moats

◆ Your Barbican

When playing with Moats, your Foyer becomes a **Barbican**. Your combined Foyer and Barbican tile count as **1 Room** for all purposes.

Your Barbican is a 225 ⬚ Corridor Room. Like a Foyer, it has **3 or 4 entrances** that must be connected to complete it, one of which **may** be the **drawbridge** across your Moat (see "Drawbridge and Castle Gardens," page 14).
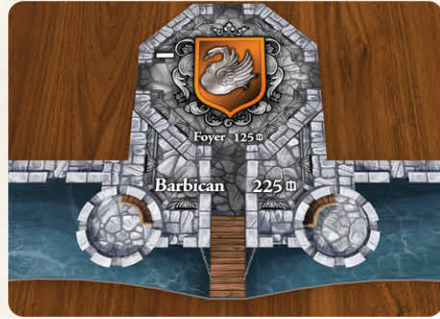
◆ Buying Moats

Whenever you would buy a Room, you may choose to buy a Moat instead (similar to a Hallway or Stairs tile). Moats cost **5000** in coins each.

After buying a Moat, immediately reveal **1 Room card** from the deck and place it directly on the **discard pile**. (Do **not** add any new rooms to the market when you do this.) If there are tiles on top of the Room deck (placed using a Sleeping Room completion bonus), instead of revealing a card, discard the top tile to the game box.

If you remove the **final Room card** in the deck after buying a Moat, the game will end at the end of the **current** round.

◆ Placing Moats

When you buy a Moat, you immediately place it in your castle and score it, just like a Room. Moats follow all rules for placing Rooms, with the additional rules shown in the example.

◆ Scoring Moats

After placing a Moat, **score** it the same way you would a Room. Each Moat has a **VP value** of 3 VPs, plus a **bonus of 1 VP** per Room in your castle that is **not** a Corridor Room or Outdoor Room.

> 🗌 **TIP:** Like Downstairs Rooms, Moats do not need to be connected or adjacent to other Rooms to score bonus VPs for them. Remember to score bonus VPs for your Moats every time you place a new Room (that isn't a Corridor or Outdoor Room).

Example:
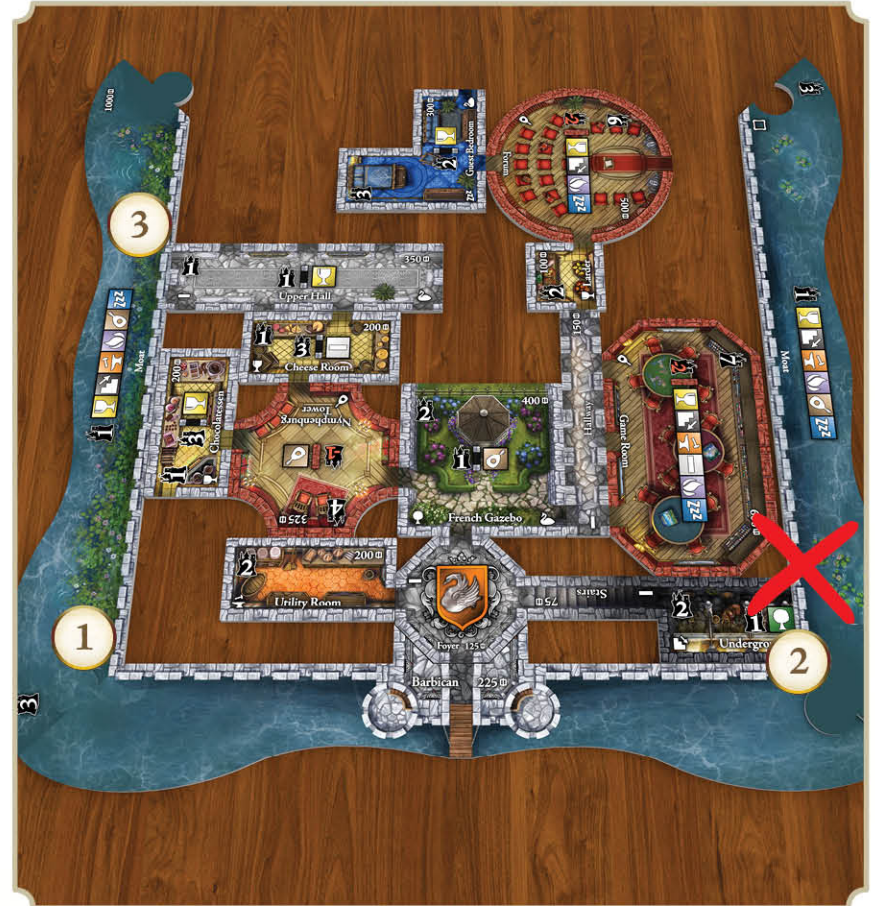
1. You must connect each new Moat to your Barbican and/or another Moat you have placed.

2. Your Moat may **not** overlap any Rooms in your castle, and Rooms in your castle may **not** overlap your Moat.

> 🗌 **NOTE:** Depending on how you build your castle, it may not be possible to complete your Moat.

3. Your Moat **may** block entrances on new or already placed Rooms. Blocking a Room entrance with your Moat does **not** count towards completing that Room. If 1 or more of a Room's entrances are blocked by a Moat, it **can't** be completed.

Activity Room Penalty:

Moat tiles do not activate Activity Room penalties when adjacent to them. The protruding section of the Barbican wall (including the Foyer) counts as a Corridor Room and receives the penalty when adjacent to an Activity Room with a Corridor Room penalty, but the wall against the water does not receive the penalty.

In this example, the Game Room received a -2 VP penalty for being adjacent to the Trophy Hall, but no penalty for being adjacent to the Moat or the moat wall of the Barbican tile. The Train Room would receive a -1 VP penalty for being adjacent to the Barbican and -1 VP penalty for being adjacent to the Trophy Hall.

◆ Completing Your Moat

Your Moat is considered complete when you have surrounded your castle with **3 Moat tiles plus your Barbican**. This can only be done if you have an entrance leading to the drawbridge from your Foyer.

When you complete your Moat, you gain the following completion reward:

- Secretly look through any **1 stack of Room tiles** (except Stairs or Hallways). You may choose **1 Room** from that stack and immediately **place** it in your castle at **no cost**. Then shuffle the remaining tiles in the stack and return them to their space on the scoreboard. *Follow all normal rules for placing and scoring the Room. You may not look through a stack of Renovations.*

- Once your Moat is complete, you may **not** buy any more Moat tiles. (This means you may **never** purchase more than 3 Moat tiles in a game.)

> ▢ **TIP:** There are not enough Moat tiles in the stack for everyone to complete their Moat!

Example:

The red player purchases their 3rd Moat tile for 5000 and places it to complete their Moat. They score 3 VPs, plus a bonus 9 VPs for the Rooms in their castle.
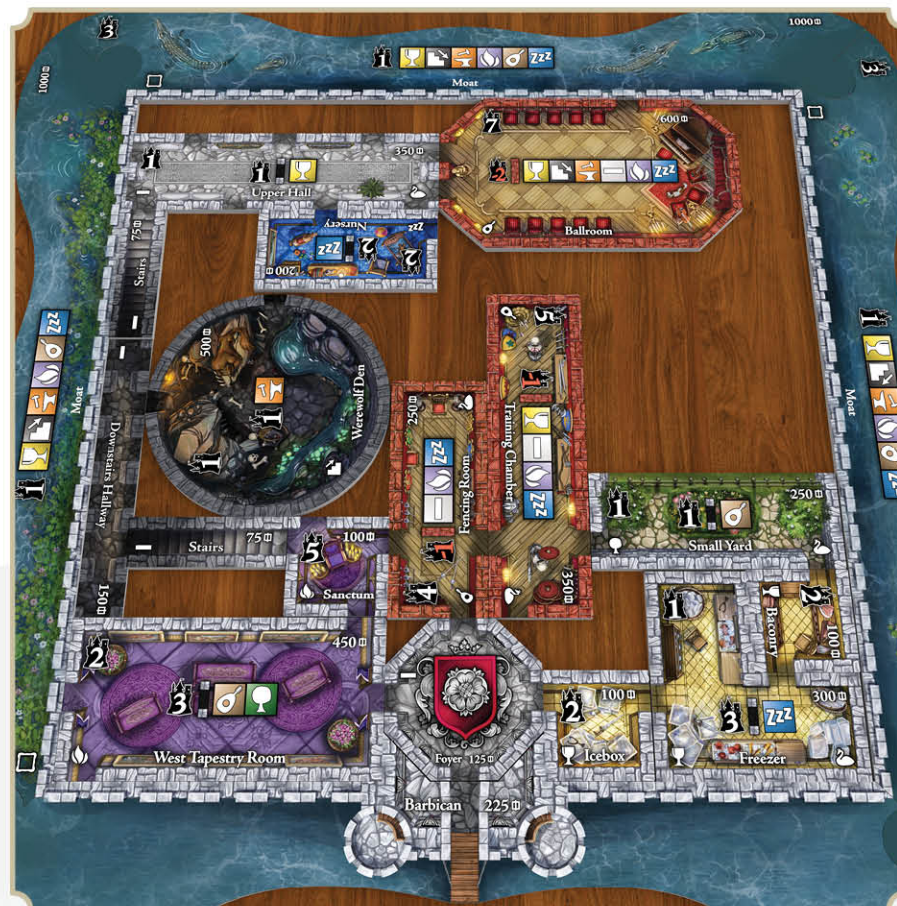
As their completion reward, red decides to look through the 600 ⬚ Room stack and chooses to place the Ballroom. They score 7 VPs, minus 2 VPs for the adjacent Corridor Room. They also score a bonus 1 VP from each of their 3 Moats, for a total of 8 VPs.

> ⬚ **NOTE:** Red does **not** earn a completion reward for the Ballroom, because one of its entrances is blocked by the Moat.

◆ Drawbridge and Castle Gardens

The drawbridge across your moat counts as 1 of the entrances to your Barbican.

In order to complete your Barbican and earn its completion reward, you must connect a Room to the other end of your drawbridge (unless you blocked off the drawbridge entrance with a 3-sided Foyer). However, the **only** Rooms that can be placed on the "outside" of your Moat are **Outdoor Rooms**. Rooms placed this way are known as your **castle gardens**.

When placing an Outdoor Room in your castle gardens, you must respect the following rules:

- Each Outdoor Room in your gardens must connect to either your **drawbridge** or another **Outdoor Room** in your gardens.

- The **fenced edge** of each Outdoor Room in your gardens may **not** touch your Moat (including on the water edge) or any other Room.

- If you **complete your Moat**, you must ensure you have at least **1 external entrance** somewhere in your gardens. (If you do **not** complete your Moat, you may close off your gardens, as long as you have an external entrance elsewhere in your castle.)

- Outdoor Rooms in your gardens may **not** be connected to Rooms that are "inside" your Moat, **except** by your drawbridge.

- If your Foyer has 3 entrances, you may block off the Barbican's outside entrance by orienting the Foyer so that all 3 entrances face the interior of your castle. When doing so, you may not place any rooms in the castle gardens, and the Barbican is only considered complete when all 3 interior entrances are connected to entrances in other rooms.

- The back of each Foyer has 4 entrances instead of 3. Use this side if you would like to have 3 in-castle entrances as well as an outside entrance. This Barbican is only considered completed when all 4 entrances are connected to entrances in other rooms.

> 🗋 **NOTE:** Outdoor Rooms can always be built inside your castle.

Final Scoring

Moats score end-game bonuses as follows:

- If the Moats stack is **empty**, each player scores a **depleted stack bonus** of 2 VPs for each **Moat tile** in their castle. Your Barbican tile does not score this bonus.

- Moats do **not** count as **Rooms** for King's Favors, Bonus cards, or Royal Decrees, unless otherwise specified on the component. Your Barbican still counts as a Room.

- Moats **do** count towards the **total square footage** of your castle. Each Moat tile is **1000** 🏛, and your Barbican tile is **225** 🏛.

- Moats walls can be used to enclose courtyards for the Courtyard Decree, Favor, and Bonus card.

Secret Passages

Each player has **3 Secret Passages** they may place throughout the game. Once you have placed a Secret Passage, you may **not** move it. If you have **no** Secret Passages remaining, you may not place any more Secret Passages.

◆ Placing Secret Passages

Whenever you place a Room, you may **also** place any number of your Secret Passages at **no cost**. Secret Passages follow all rules for placing Rooms, with the following additions:

1. You must place **one end** of your Secret Passage on top of an **entrance** to the Room you **just placed**, and the other end on top of an entrance to another Room you've **already placed**.

> **NOTE:** You may **not** place Passages that are open-ended or blocked by walls.

2. A Secret Passage should **overlap** other tiles at its **entrances**, but may not overlap other tiles anywhere else along its length.

3. You may **not** place a Secret Passage that connects 2 Rooms that are **otherwise connected** by a normal entrance. However, the Short Passage tile can be used to **replace** a normal entrance (for the scoring bonus; see next section).

4. You **may** use a Secret Passage to satisfy the requirement that at least **1 entrance** on your new Room connects to an already placed Room.

5. You may **not** connect a Secret Passage to another Secret Passage.

6. You may **not** place any part of a Secret Passage adjacent to the fenced edge of an **Outdoor Room**.

7. You may **not** use a Secret Passage to connect a regular (upstairs) Room to a **Downstairs Room**.

8. If playing with Moats, you may not place a Secret Passage in your **castle gardens**.

◆ Scoring Secret Passages

Rooms with a Secret Passage between them count as **connected** and score **double (x2) connection bonuses** for each other.

However, Rooms with a Secret Passage between them only count as **adjacent** if they directly **touch** each other somewhere. This means you can use a Secret Passage to connect an Activity Room to another Room **without** activating its **adjacency penalty** (the Secret Passage muffles the sound from the adjacent Room).

Living Room Completion Rewards

- When you complete and re-score a Living Room, you again score **double** connection bonuses for any Rooms connected by Secret Passages.

FINAL SCORING

Secret Passages score end-game bonuses as follows:

- ◆ Secret Passages are **not** counted as **Rooms** for King's Favors, Bonus cards, or Royal Decrees.

- ◆ Secret Passages do not count towards the **square footage** of your castle.

- ◆ Secret Passages **can** be used to enclose courtyards.

The green player is placing the Fencing Room next to the Painting Room and is using the small Secret Passage to double the connection on the Painting Room. However, since the Fencing Room is still adjacent to the Painting Room, its penalty still occurs. So green scores 4 VPs for placing the Fencing Room, 6 VPs for the double connection bonus, and -1 VPs for the adjacency penalty for a total of 4 + 6 - 1 = 9 VPs.
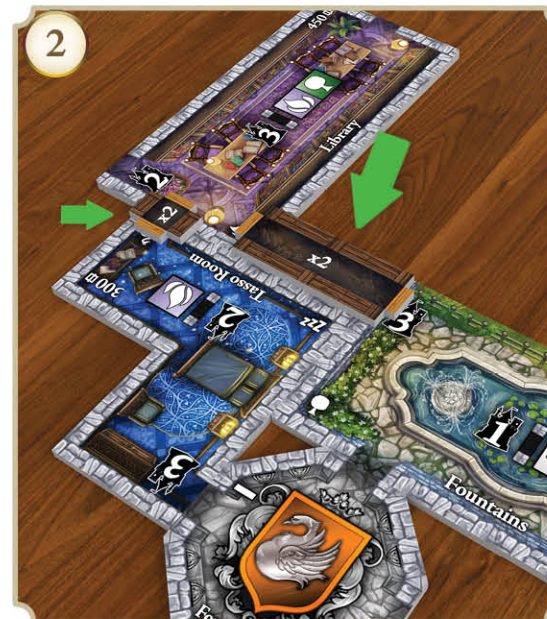
The orange player places the Library using 2 Secret Passages to connect it to the Fountains and the Tasso Room.

The Library itself scores 2 VPs. The Secret Passage to the Fountains doubles the connection bonus on the Library, so orange scores another 6 points. The Secret Passage to the Tasso Room also doubles the connection bonus on the Tasso Room, so orange scores another 4 VPs. In total, orange scores 2 + 6 + 4 = 12 VPs.
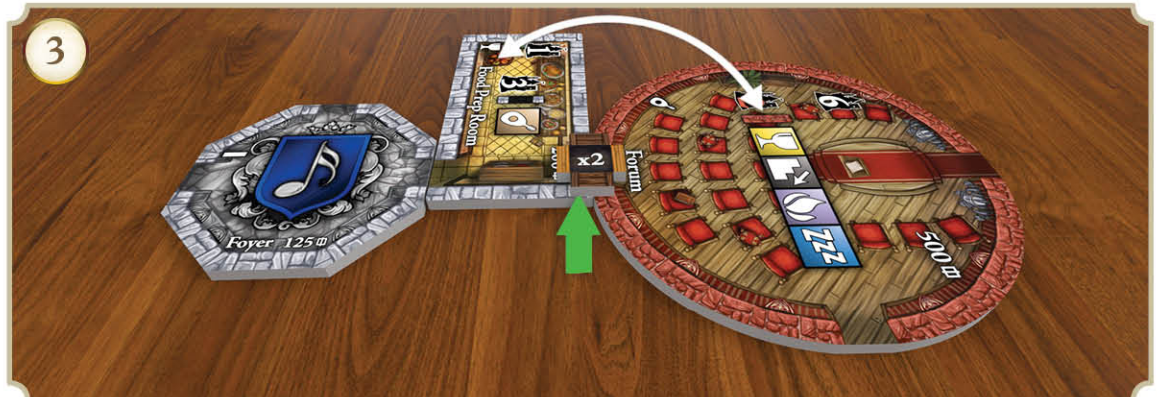
The blue player connects the Food Prep Room to the Forum, which would normally cause them to lose 2 VPs from the Forum's adjacency penalty. However, blue also places a Short Passage over the connection. Since the 2 Rooms are not touching anywhere else, they are no longer adjacent!

This means blue scores double VPs for the Food Prep Room's connection bonus, but does NOT lose points for the Forum's adjacency penalty!

☁ Swan Tokens

◆ Rooms with Swan Icons

All 250-400 🚪 Rooms have a **Swan icon** in the bottom corner. Whenever the Master Builder draws a new Room or Renovation with a Swan icon on it, they must take a **random Swan token** from the pile and place it **face up** on the revealed Room tile.

Whenever you **buy** a Room with a Swan token, you gain the token and place it with your coins. Swan tokens you've collected are **public information** and must be kept face up.
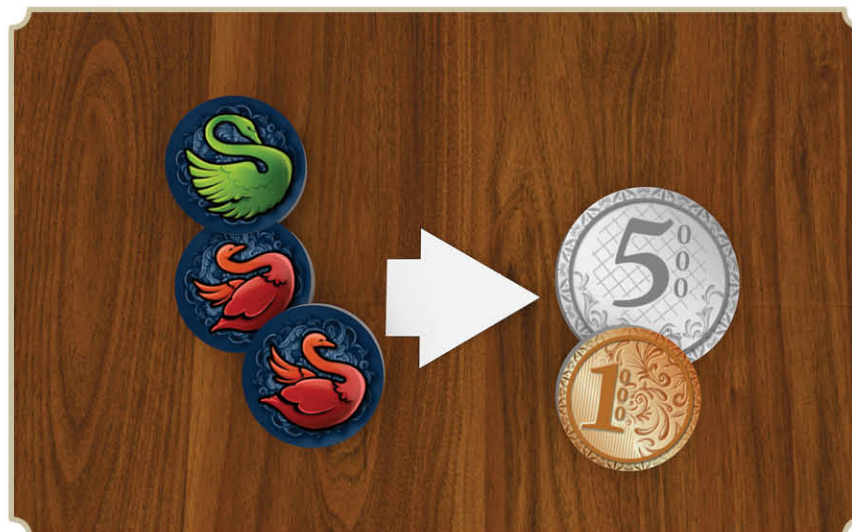
◆ Trading Swan Tokens for Coins

At any time on your turn, you may trade **up to 5 Swan tokens** you've collected for coins, using the table below. You may trade **any combination** of Swan tokens that are the same or different colors. The amount

# OF TOKENS TRADED	COINS RECEIVED
1	1000
2	3000
3	6000
4	10000
5	15000

of coins you receive is based **only** on the **total number** of Swan tokens you trade.

All Swan tokens you trade in are returned to the **game box** (they do not go back in the pile, and do not count for final scoring). You may not exchange more than 5 Swan tokens in a single turn.

FINAL SCORING

At the start of final scoring, each player scores **each set of unique Swan tokens** they have. Each set scores VPs based on the number of unique Swan tokens in it. Swan tokens that you **traded in** during the game are **not** counted towards your sets.

UNIQUE TOKENS	1	2	3	4	5
VPs	1	3	6	10	15

Example:

On the yellow player's turn, they trade in 1 green and 2 red Swan tokens to gain 6000 in coins.

Example:

$$15 + 3 + 1 = 19$$
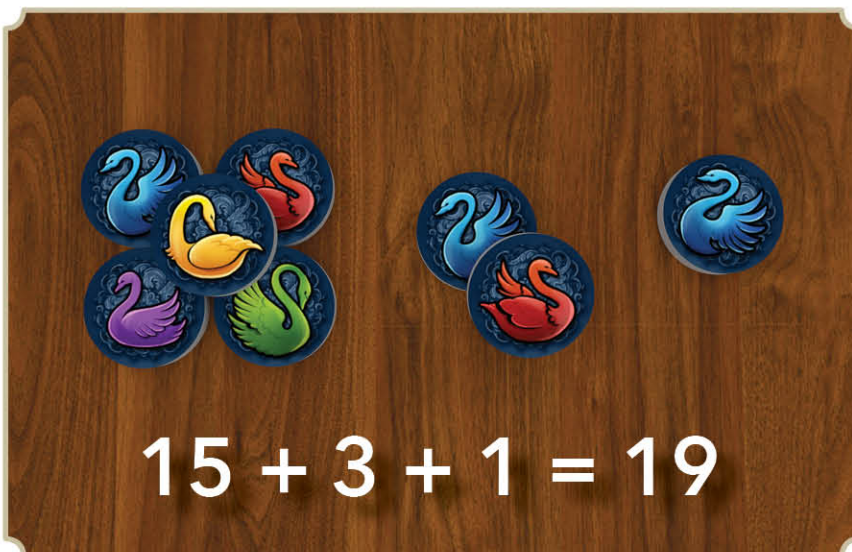
At the end of the game, the blue player has collected 8 Swan tokens (3 blue, 2 red, 1 green, 1 yellow, and 1 purple). They group them into 3 sets of unique Swan tokens to score.

Renovations

◆ 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.

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.

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 a connected Room **twice**, if it awards VPs for **both** of the Renovation's types.*

The edges of the original room never change, so if you renovate an Outdoor room, the top edge is still a fence and no rooms may be adjacent to it.

> **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).

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).

Example:

Although this Room has been renovated to an upstairs type, 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.

◆ 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.

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.

◆ 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 of Room tiles that should be in 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.

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 Example:
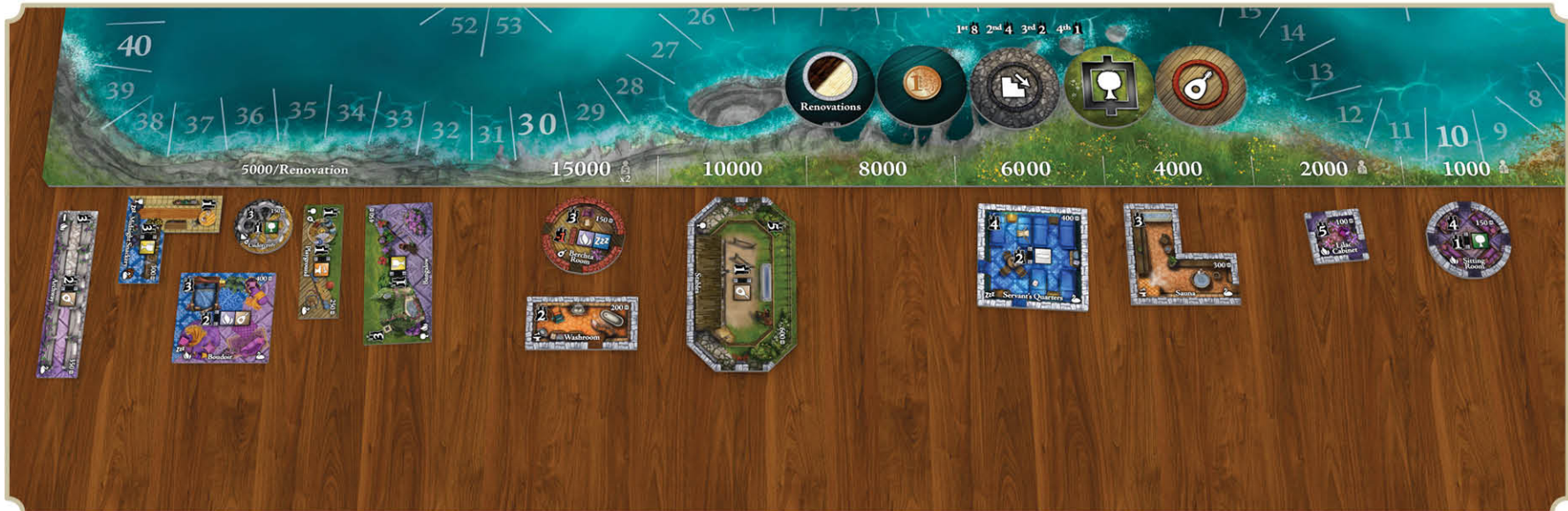
Yellow is the Master Builder in a 5 player game. In the previous round, green bought a Room from the market, blue bought a Stairs tile, red passed, and yellow and orange each bought a Renovation. This leaves **7 Rooms** on the market and **6 Renovations** in the pool.
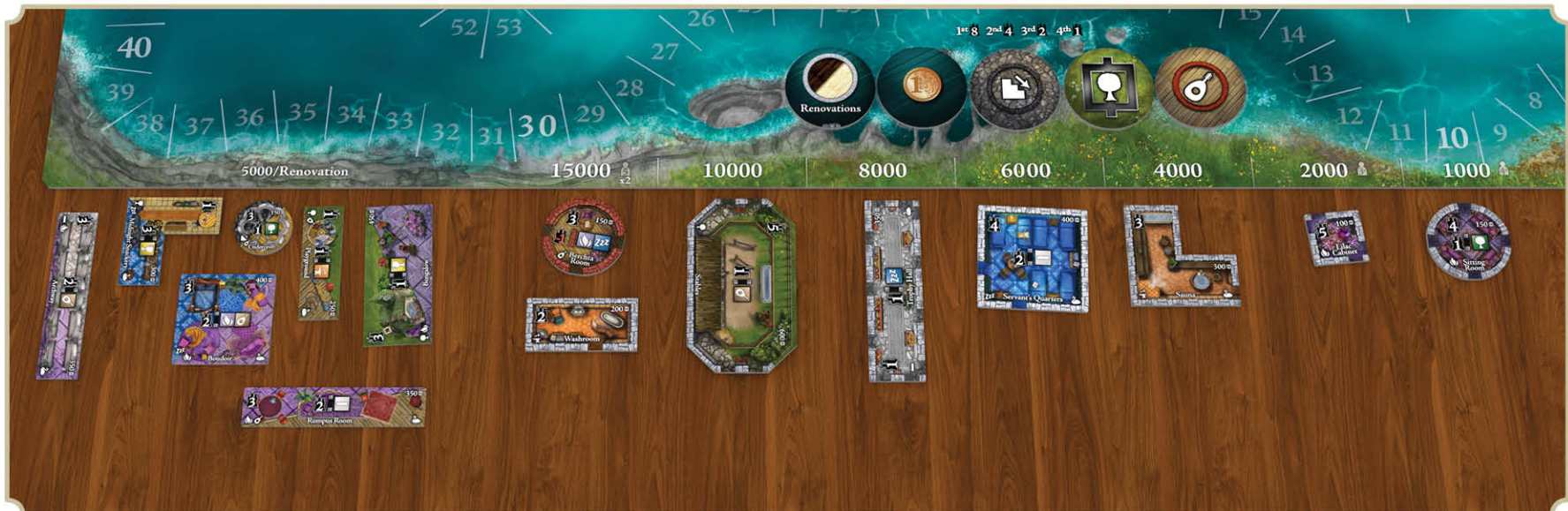
In a 5 player game, there should be **8 Rooms** on the market, so yellow draws 1 new Room card. It shows a 350 🚪 Room, so reveal the top 350 🚪 Room and place it in the empty space under the market. Since there are **fewer than 8 Renovations**, they **also** reveal the top 350 🚪 Renovation. Since the market is full, yellow does not need to draw any more Room cards, so there will only be **7 Renovations** available this round.

Sleeping Rooms and Moats

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.

◆ Renovations with Other Expansions

TOWERS: When drawing new Renovations, 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.

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.

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.

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:
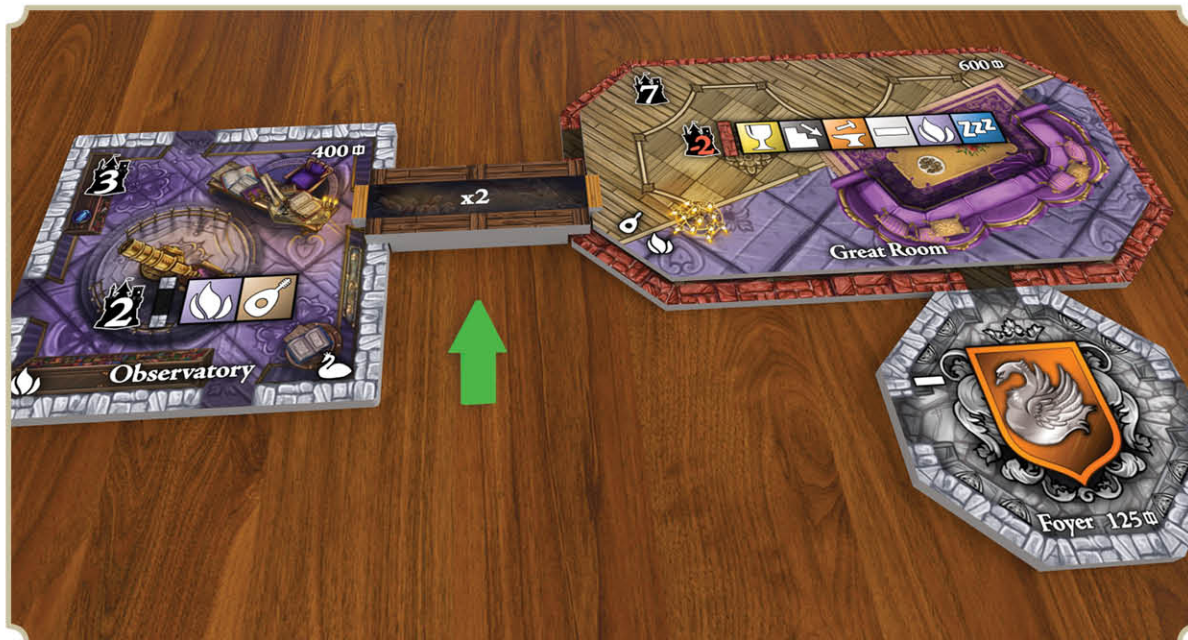
The orange player places the Observatory next to their renovated Great Room and connects them with a Secret Passage. They score 3 VPs for the Observatory. Since the Great Room is **both** a Living Room AND an Activity Room, and the Observatory has a connection bonus of 2 VPs for both of those Room types, 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.

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.

Royal Decrees that deal with **specific expansions** are marked with an **expansion icon** (▢ / ☁ / ◐). If any player draws a 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!

◆ Double Decree Variant

Once you've become familiar with Royal Decrees, you can play with the Double Decree Variant.

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.

◆ Start of Game

When you reveal this Decree, gain **10000** extra starting coins.
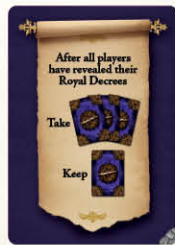
When you reveal this Decree, secretly look at the top **3 Decrees** on the deck and choose 1 to keep. Discard this Decree and the other 2 you looked at to the bottom of the deck.
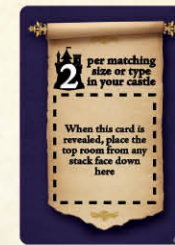
When you reveal this Decree, secretly look at the **top Room** on any Room tile stack and place it **face down** on this card. At the start of final scoring, reveal this Room and score **2 VPs** for each Room of the matching **size** AND **2 VPs** for each Room of the matching type in your castle. Rooms that are the same size **AND** type score 4 VPs. You must choose a standard Room tile, not a Renovation, Moat, Stairs, or Hallway tile. The room on your card is **not** counted for this or any other Decree, your Bonus cards, Favors, or depleted stacks at the end of the game

When you reveal this Decree, take 2 unused King's Favors from the box, secretly look at them, and place them face down on this card. At the start of final scoring, only you score VPs based on your rank on both Favors.

When you reveal this Decree, take **1 Hallway and 1 Stairs** and place them in your castle. If you complete 1 or more Corridor Rooms during this placement, you may gain the completion reward (once).

◆ During the Game

Whenever any player **discards Bonus cards** (including at setup), you may look at the discarded cards and may **exchange** any 1 of your Bonus cards for 1 that was discarded. Do not reveal to other players which card you chose to keep. If you choose to exchange, the card you exchange is discarded to the bottom of the deck. You may use this even when **you** discard Bonus cards.

You may keep your coins **hidden** under this card throughout the game. You may look at your coins at any time and still spend them normally. You may alternatively hide your coins under your hand or somewhere else that isn't visible to other players.
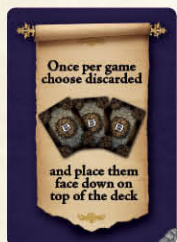
Once per game, at any time, you may flip this Decree face down to look through the **Room card discard pile**, choose **up to 3 cards**, and place them on top of the Room deck in the order of your choice.

When you **set prices** as Master Builder, you may leave 1 space on the market **empty**, and may instead place **1 extra Room** under a price of your choice. In a 5 player game, you may place a 3rd Room under the 15000 space, or leave only 1 Room under it and have no empty spaces.

When you **set prices** as Master Builder, you may **move** any number of coins on any number of Rooms to different Rooms of your choice. You may **not increase** the coins on any single Room **above 5000**. *If a Room has 5000 or more already, you may reduce the number of coins on it but you may not add coins to it.*

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, the owner of this decree sets 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 Decree and pick a new random one in 2 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. Other players may not decline the coins. You may use this Decree when you are Master Builder. This decree can be used to take your turn before the Master Builder who has the Master Builder Goes First decree.

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

You may buy **Hallways** and **Stairs** for **1000** each (instead of 3000).

When you **buy** any Room, if you do not have a Room on this card, you may place it here. You may place this Room at any time on any future turn, **in addition** to buying another Room or passing. Immediately claim any coins or Swan tokens on the Room as normal. You may place any Room, Hallways, Stairs, Moat, or Renovation on this card. If you have a Room on this card at the end of the game, it does not count for any scoring, including King's Favors, Bonus cards, and empty stack bonuses.

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.

Pay 1000 less when purchasing Rooms. This includes Stairs, Hallways, Moats, and Renovations.

When you would **buy** a Room, you may instead take any Room priced at **1000** or **2000** at **no cost**. The Master Builder gets no coins for this. You still gain any coins on the Room. Discard this Decree and pick a new random one in 2 or 3 player games.

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, Hallways, Stairs, Moat, or Renovation.

When you **pass your turn**, you may take all coins on any 1 Room on the market (in addition to the 5000 you normally gain). Leave the Room you take coins from on the market.

When you **pass your turn**, you may gain either **8000** in coins or **8 VPs** (instead of 5000 in coins).

⬤ 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.

Whenever an **entrance** of a Room in your castle is adjacent to **a wall** of another Room, the Rooms count as **connected** to each other. This affects both **scoring VPs** for placed Rooms and **completing** Rooms. Rooms completed using this ability count as complete (and do **not** count as incomplete) when scoring King's Favors and Bonus cards.

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

You do **not** lose VPs for adjacency penalties on **Activity Rooms**.

Each **connection bonus** in your castle scores **+1 VP** per connected Room of the indicated type(s). Secret Passages do *not* double this +1 bonus.

When you **score** any Room, Renovation, or Moat, instead of gaining **VPs**, you may take **1000 in coins** per VP you would gain. *You must take either all coins **or** all VPs (you may not take some of both).*

When you **score** any Room, Renovation, or Moat, if you gain **fewer than 3 total VPs**, gain 3 VPs instead.
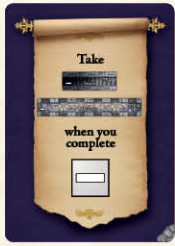
When you earn an **Activity Room completion reward**, earn **8 VPs** (instead of 5 VPs).

Whenever you take an extra turn, gain 5000 in coins at the start of that extra turn. *These coins may be used on your extra turn or saved for later.*
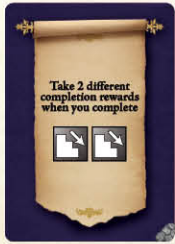
◆ During the Game Continued

When you earn a **Corridor Room completion reward**, you may take 1 Stairs and 1 Hallway tile (instead of choosing). You may not take 2 of a kind, even if 1 of them has been depleted.

When you earn a **Downstairs Room completion reward**, gain **2** other completion rewards of your choice (instead of 1). They must be different rewards. You still only gain a completion reward for every 2nd Downstairs Room you complete.

When you earn an **Outdoor Room completion reward**, gain **15000** in coins (instead of 10000).

When you earn a **Sleeping Room completion reward**, you may take **up to 3 Rooms** from the Room tile stack you choose (instead of up to 2).

When you **complete** any Room or Renovation, gain **1000** in coins (in addition to normal completion rewards). This does not include completing your Moat. *When you complete a Tower or Renovation, you gain this bonus once (not once for each completion reward you get).*

When you earn a **Moat completion reward**, you may take the Moat completion reward action twice.

At the **end of your turn**, if you have an **odd number of VPs**, gain **1 VP**. If you take extra turns, check your VPs at the end of each turn you take.

At the **end of your turn**, you may place exactly **1000** in coins on this card. At the start of final scoring, score **1 VP** for every 1000 on this card. Coins on this card also count towards scoring Favors, Bonus cards, other Decrees, and end of game scoring. *If you forget to place 1000 on your turn, you may not do so later.*

When you earn a **Utility Room completion reward**, draw **3 Bonus cards** to choose from (instead of 2).

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

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.*

NOTE: Royal Decrees that score "during final scoring" are scored during the Royal Decrees step (see page 31).

◆ Final Scoring

During final scoring, score 1 VP for each different **size** Room in your castle (including Hallways, Stairs, and your Foyer/Barbican). Do not count Moats.

During final scoring, score 2 VPs for each different **type** of Room in your castle (up to 16 VPs). Do not count Moats.

During final scoring, score 1 VP for each room on the **longest path** of Rooms you can walk through without entering the same Room twice.

During final scoring, score 2 VPs for each **courtyard** in your castle. A courtyard is an empty area of any size that is completely enclosed by tiles, with at least 1 entrance. Moats and Secret Passages can be used to enclose courtyards.

During final scoring, score 12 VPs if you do **not** have any **Stairs** or **Hallways** in your castle.

When scoring **leftover coins**, score an extra 2 VPs for every **5000 in coins** you have (in addition to scoring 1 VP for every 10000 you have).

🦢 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.

Before scoring **depleted stacks**, remove **up to 4 Rooms** from **any number** of Room tile stacks of your choice (not including Moats).

When scoring **depleted stacks**, score **4 VPs** for each Room or Moat from an empty stack (instead of 2 VPs).
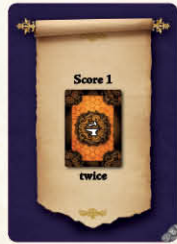
When scoring **Bonus cards**, choose 1 of your cards to score **twice**.

When you **rank 1st** on a **King's Favor** (without tying), score **12 VP** (instead of 8 VP). This includes Favors you obtained by completing Towers and from other Royal Decrees. Do not score this for ranking 1st on other players' Tower Favors.

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

When determining your **rank** for any **King's Favor**, you **win ties**. You score for the higher rank, and any players tied with you instead score for the next-highest rank(s). This includes both your own and other players' Tower Favors (if another player ties with you on a Favor they obtained, they lose the tie and score the next-highest rank.)

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.
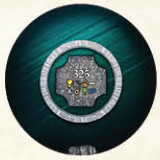
New Favors & Bonuses

King's Favors and Bonus cards that deal with specific expansions are marked with an expansion icon (**325** / ▢ / 🌀 / ◑).

If any 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

325 Towers:
Each player counts the number of **Towers** in their castle. Include both complete and incomplete Towers.

▢ Moats:
Each player counts the number of **Moat tiles** around their castle. Do not count your Barbican tile.

🌀 Swan Tokens:
Each player counts the **total** number of **Swan tokens** they have (of any color). Swan tokens that were **traded** in during the game do not count.

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

Total Rooms:
Each player counts all Rooms in their castle.

Longest Path of Rooms:
Each player counts the maximum number of Rooms they can **walk through** without entering the same Room twice.

Rooms Without Swan Icons:
Each player counts the number of Rooms **without Swan icons** in the bottom right corner in their castle. This includes Stairs, Hallways, and Moats. *Swan icons appear on all 250-400 ▢ Rooms. Rooms of all other sizes are counted. This Favor can be used even if you are not using Swan tokens.*

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.*

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

Unique Types:
Each player counts the number of **unique Room types** that appear in their castle and adds +1 if they have at least **1 Moat tile**. *Barbican tiles do not count as Moat tiles.*

Courtyards:
Each player counts the number of **courtyards** in their castle. A courtyard is an empty area of any size that is completely enclosed by Room tiles, with at least 1 entrance. *The Rooms enclosing a courtyard must physically touch each other, with no gaps.*
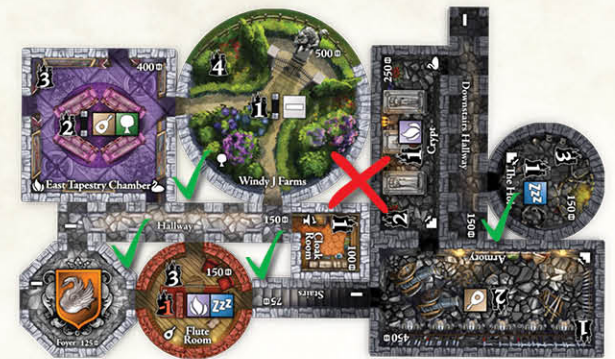
When aligned correctly, the Flute Room does not contact either purple Living Room, so it does not create a courtyard.

◆ Bonus Cards

Towers:
Score 2 VPs for each **Tower** (325 ⬚) in your castle.

Moats:
Score 3 VPs for each **Moat tile** around your castle (not your Barbican).

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

Renovations:
Score 2 VPs for each **Renovation** you have.

10 out of 11 Room Sizes:
Score 8 VPs if you have 10 of the 11 different Room sizes in your castle. Having more than 1 of each size does not score extra VPs. This replaces the Rooms of Different Size Bonus from the base game.

Courtyards:
Score 1 VP for each courtyard in your castle. A courtyard is an empty area of any size that is completely enclosed by Room tiles with at least 1 entrance.

1st Place Favors:
Score 4 VPs for each public Favor you rank 1st in (without tying).

Master Builder:
Score 7 VPs if you are the Master Builder in the last round. *This can be achieved by speeding up or slowing down the game through clever use of Food Rooms, Sleeping Rooms, and holding off on Room purchases.*

Depleted Stack:
Score 1 VP for each Room or Moat tile in your castle that belongs to a depleted stack. This is in addition to the 2 VPs you receive from normal empty stack bonuses.

Swan Icon:
Score 1 VP for each Room in your castle with a Swan icon (all 250-400 ⬚ Rooms). This Bonus card can be used even if you are not using Swan tokens.

Every 500:
Count the total square footage of your castle and score 1 VP for every 500 ⬚ counted. This includes Moat tiles.

0 VPs 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.*

Castle Icons:
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 It does not count -1 VP Penalties, values/bonuses that are worth more than 1 VP, or VP values or bonuses on Moats.*

◆ Tile Bonuses and Penalties

1. Connection Bonus

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

2. 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.

3. x2 Secret Passage Multiplier (Secrets Expansion)

If 2 Rooms are connected by a Secret Passage, double all connection bonuses between them.

4. ☐ Moat Bonus (Moats Expansion)

Gain VPs for each Room of the indicated type anywhere in your castle (page 11).

5. Downstairs Bonus

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

◆ New Completion Rewards

⬢ Towers Completion Reward:

- In addition to the reward for this Tower's Room type, secretly look at **3 King's Favors** from the face down pile, choose **1**, and place it **face down** in front of you to score at the end of the game.

▢ Moat Completion Reward:

- Secretly look through any **1 stack** of Room tiles. You may choose 1 Room from that stack and immediately **place** it in your castle at **no cost**. Shuffle the remaining tiles in the stack.

◐ Renovations Completion Reward:

- When you complete a renovated Room or renovate an already completed Room, gain completion rewards for **both** of this Renovation's Room types.

◆ 🦢 Swan Token Values

SWAN TOKENS	TRADE IN COIN VALUE (SET OF ANY TOKENS)	END-GAME VP VALUE (SET OF UNIQUE TOKENS)
1	1000	1
2	3000	3
3	6000	6
4	10000	10
5	15000	15

◆ Room, Renovation, and Moat Scoring

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

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

3. Other Tile Bonuses/Penalties:
If the tile activates bonuses or penalties on **other tiles** in your castle, gain or lose VPs as indicated.

4. Completion Rewards:
If placing the tile completes 1 or more **Rooms** (by connecting all entrances) or completes your **Moat** (by placing your 3rd Moat tile), gain completion rewards for each Room or Moat completed.

◆ 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.