

Castle Challenge

A Game of Medieval Bravery & Skulduggery

~ for 2 to 4 Players ~

Objective

Be first to build your Castle & rule the Kingdom!

Game Play

16 loads from the central Quarry are required to complete a Castle. See illustrations below that detail how a Castle is built.

These can be gathered in 2 ways:

- (i) by a Serf successfully carrying loads from the central Quarry.
- (ii) by a Thief successfully snatching an opponents load!

The last loads carried or snatched can be more than required to complete the Castle.

Order of Play

Each player selects one of the 4 path colours. Play then starts with the youngest & continues in a clockwise direction.

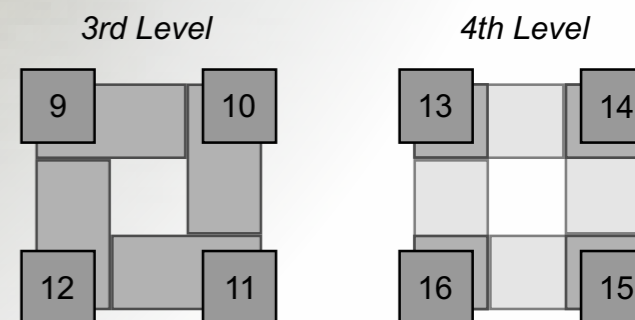
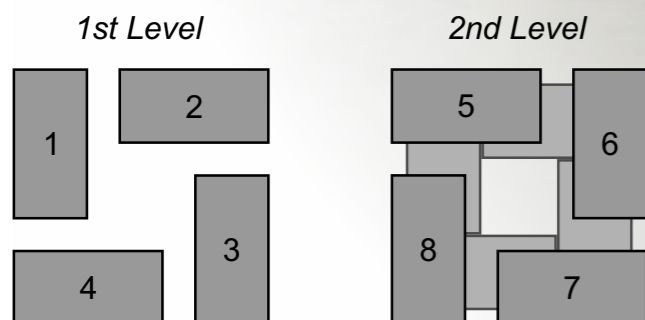
Setting the Pieces

All players start by placing their Serf piece in the Quarry at the very centre of the board. Thief pieces are then placed on any empty space on the outer ring, in the order in which they will play.

On Each Turn

A player must *first* move their Serf piece by one step *and then* their Thief piece according to the throw of the Die.

How to Build the Castles (step by step)



Serf Moves

When the Serf is in the central Quarry the player must choose 1 of 3 routes heading out towards the safety of the green ring. Only routes shaded in their own colour can be taken. Once the route has been selected the Serf piece is placed on it's 1st step. The 3 routes available are:

- (i) 2 step route - quickest but only able to carry 1 load
- (ii) 4 step route - able to carry 2 loads
- (iii) 6 step route - slowest but able to carry 3 loads

However, if an opponents Thief piece is already in-line with one of the routes, that route cannot be taken. If all 3 routes are blocked the Serf must remain in the central Quarry.

If the serf piece is already en-route they need to proceed by 1 step.

If the Serfs move takes them to the outer ring then they have succeeded in their task. The load they have carried (dependant on their route) can then be used to build their Castle. They are also immediately returned to the central Quarry to take on their next task.

Thief Moves

A throw of the die determines how many spaces a player's Thief may move in *either* direction around the outer ring.

When counting the spaces to move, any already occupied by other Thieves are ignored & skipped over, the space not being included in the counting. It is therefore possible to travel more than 6 actual spaces. The exact number of the die must be used and no change in direction is allowed.

If a Thief ends up on a space in-line with an opponents Serf piece moving out from the Quarry, the Thief can immediately snatch the load from the Serf & then use it to build their own Castle. The opponents Serf is then returned to the centre.

If a Thief lands opposite his own Serf no snatching takes place & play continues as normal.