THE CASTLE



™
Mayfair Games Inc.

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THE CASTLE

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1) Introduction

"Heroes, prepare for adventure. The Evil Lord of the Black Marches has kidnapped the daughter of the King. A reward of 1,000 gold pieces has been offered for the rescue of his Princess."

The Castle is a game of fantasy adventure that is easy to set up and fun to play. Players control various characters in a search for the means to rescue the Princess. To rescue the Princess, you must fight the evil creatures inhabiting the Castle and find the keys to open her Cell.

2) Number of Players

The Castle may be played by one to six players. In the solitaire game, the player selects any two character counters. In multiple player games, each player selects one character counter. It is recommended that with more than one player, a series of three to five games in the Castle be played so that the effect of a single die roll can be minimized.

3) Equipment

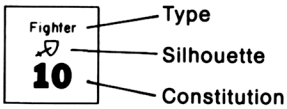
Equipment provided with the game:
- one 17 x 21 map
- one 9 x 6 plastic ziplock bag
- one rulebook
- one sheet of 108 die cut cardboard unit counters

Equipment needed to play the game:
- pencils and paper
- one six-sided die

The Map

The map is the floor plan of the part of the Castle in which the Princess is being held captive. There are six entrances lettered A through F. Inside the Castle are corridors and rooms. The rooms are colored a dark brown and the corridors are colored light tan.

Character Counters



Constitution: The number of hits that the character may absorb.

Type: The discipline to which the character has devoted himself. There are three disciplines: fighter, cleric, and wizard. Fighters and clerics may not cast spells. Fighters have a higher constitution and may use the "+1" sword. Clerics fight the undead and witches at an advantage and are not affected by curses. Wizards may cast spells but fight in a melee at a disadvantage (see section 7 - Combat).

The other counters are explained below (see section 10 - Unit Counters).

4) Set Up

Before starting the game, place the Princess counter face up in the Cell. Turn over all of the treasure counters (see section 10 for descriptions), mix them thoroughly, and place one in each room on the map. Next, turn over all the monster counters, mix them thoroughly, and place one of them in each room except the Cell. Every room, other than the Cell, should have a treasure counter and a monster counter in it.

Each player rolls a die to determine who goes first. The player who rolled the highest number is the first to select his character. Each remaining player then selects his character in clockwise order around the table.

Players then may make alliances. Allies must enter the Castle together and move as a group. Allies may never attack each other. All treasure must be divided equally between surviving allies at the end of the game, fractions of gold pieces being lost. Magic items belong to the character who discovered them, but may be transferred should the character's player agree.

Finally, each player chooses the entrance (lettered A-F) where he will enter the Castle; the players make the choice of entrances in the same order that they choose their characters. Allies must enter the Castle together. Otherwise, characters must choose different entrances.

5) Sequence of Play

The players take turns of play in the same order in which they choose characters. Allies take their turn together; the allies' turn is the turn of the first of the group to have chosen his character. In his turn, each character may, according to his discipline, do any or all of the following (in order):

First: Each wizard may cast one spell of ESP, Heroism, Speed, or Teleport. Any character, including wizards, may (should it be in his possession) use the medallion of ESP, drink any potion, or try to discover how to use the pistol. No character may be given a die roll modifier of more than "+1" (one added to the die roll) or less than "—1" (one subtracted from the die roll).

Second: The party moves. All allied characters move together according to the wishes of the majority — should a tie occur, those who do not wish to enter a room or leave the map do not have to (hence the party does not enter or leave).

Third: Upon encountering a monster or a non-allied character, turn all non-exposed monster counters face up. Wizards may cast a Charm, Fireball, Heroism, or Teleport spell. Any character possessing the item, may use the acid bottle or the pistol.

Fourth: Melee ensues until the monster or all non-allied characters die.

Fifth: Any surviving character may now check the treasure counter. Treasure counters do not have to be checked. The character should be chosen from among an allied group before the treasure counter is exposed.

Sixth: The next character takes his move.

6) Movement

A character may move through two adjacent areas (either rooms or corridor sections) per turn. Each section of corridor (divided by dotted lines) is considered to be one area. Each room is one area. Neither unfreed captives (including the Princess) nor uncharmed monsters may move from their rooms. Freed captives and charmed monsters move with their liberators (see section 10 - Unit Counters). Movement ceases upon entering an area containing a monster or a non-allied character. Characters may not move through walls or into the locked Cell (see section 10 on how to unlock the Princess' Cell).

7) Combat

Combat may occur between a party of characters and a monster or between two non-allied parties of characters. Combat is conducted in two phases, spells and melee:

First (Spell phase): Wizard's spells (either Fireball, Heroism, Charm, or Teleport) are cast. Any character possessing the acid bottle or the pistol may then use them. When both sides have cast spells, the spells are considered to have been cast simultaneously, i.e., both parties are fully affected by each other's spells.

Second (Melee combat): Melee consists of a series of melee rounds until one side has been eliminated. Each melee round occurs between one character from each side as agreed by the players of the side; no more than one character can participate in a melee round with a single monster or another non-allied character.

Each melee round is resolved by having each participating *character* (or the attacker if there are none) rolling a die to determine the number of hits (equal to the number rolled in the case of characters) inflicted on his opponent. Wizards have one deducted from their die roll. Clerics have one added to their die roll when meleeing undead monsters. To determine the number of hits inflicted by a monster, elf, or dwarf cross index the die roll on the appropriate chart on the map (the die is *not* rolled again — the same roll that was used by the character is used). Hits are recorded by removing the hit counter previously placed on the character, if any, and placing a new hit counter equal to the sum of the old hits and the hits just inflicted on the character. Should the number of hits equal or exceed the constitution of the monster, dwarf, elf, or character, it (or he) dies and its counter is removed from play.

The witches throw spells in melee combat. Should the monster table indicate that a spell is thrown, roll the die again to determine which spell was thrown (locate the result on the witch's spell table).

Note that die roll modifiers are not cumulative. No player can have more than a "+1" die modifier or less than a "—1" die modifier. Two "+1" modifiers combined with a "—1" modifier *does* result in a "+1" modifier.

8) Leaving the Map

A character may leave the Castle at any entrance. Upon voluntarily leaving the Castle, the character's turn ends and the character may not reenter the Castle during that game.

9) Wizard's Spells

Wizard Spell Chart

SPELL—PLACE CAST IN SEQUENCE OF PLAY	SPELL EFFECTS DIE ROLL					
	1	2	3	4	5	6
CHARM — THIRD (modified die roll must exceed monster number)	*FAILS*, take one hit	*FAILS*	*SUCCEEDS*, die roll —1	*SUCCEEDS*, die roll	*SUCCEEDS*, die roll	*SUCCEEDS*, die roll +1
ESP — FIRST (result allows wizard to examine counter(s))	*FAILS*, take one hit	MAY CHECK MONSTER	MAY CHECK TREASURE OR MONSTER	MAY CHECK TREASURE OR MONSTER	MAY CHECK TREASURE AND MONSTER	MAY CHECK TREASURE AND MONSTER
FIREBALL—THIRD (modified die roll is the number of hits on one target)	*FAILS*, take one hit	*FAILS*	ONE DIE —1	ONE DIE	ONE DIE	ONE DIE +1
HEROISM—FIRST OR THIRD (successful spell adds one to die rolls of receiver)	*FAILS*, take one hit	*FAILS*	*SUCCEEDS*	*SUCCEEDS*	*SUCCEEDS*	*SUCCEEDS*
SPEED — FIRST (successful spell allows party to move and fight twice)	*FAILS*, take one hit	*FAILS*	*SUCCEEDS*	*SUCCEEDS*	*SUCCEEDS*	*SUCCEEDS*
TELEPORT—FIRST OR THIRD (successful spell moves party anywhere on map)	*FAILS*, take one hit	*FAILS*	*FAILS*	*SUCCEEDS*	*SUCCEEDS*	*SUCCEEDS*

Spell Explanation

Charm: This spell may only be used during the spell phase of combat with a monster. If successful, roll one die and if the modified die roll result exceeds the monster's constitution, the monster becomes charmed. A charmed monster becomes part of the party as another character. A charmed monster will stay with the party until the party leaves the Castle. If all the members of the party but the charmed monster are killed, the monster remains in the area, and may not move, and is no longer charmed (but may be charmed by another party). Charmed monsters may not be charmed away by another party.

ESP: This spell may only be used before movement. If the spell succeeds, the player may look (without revealing to the other players or being affected by the traps) at either the treasure, monster, or both in any room on the map, according to the result rolled.

Fireball: This spell may only be used during the spell phase of combat. If, according to the spell chart, the spell succeeds, roll the die again, modify the roll as the chart indicates, and the result is the number of hits scored against the character or monster at which the fireball was directed.

Heroism: This spell may be cast either before movement or before melee, or both. The spell lasts for one turn. If the spell succeeds, all the die rolls that the character receiving heroism rolls during melee rounds have one added to them.

Speed: This spell may only be cast before movement. The party or player receiving a successful speed spell may take one extra turn. A speed spell may not be cast again until a different party has moved. A speed spell may only be cast on allied characters.

Teleport: This spell may be cast either before movement or before melee. The successful teleport spell applies only to the wizard and his allies (with their possessions) anywhere on the map the wizard wishes to go. The Princess may not be teleported.

Spell Failure: Should a one be rolled when determining whether the spell is successful, the spell not only fails, but the wizard receives one hit.

10) Unit Counter Description

Other than the character counters, there are three types of counters: *hit counters* to record the amount of damage a character or monster received, *treasure counters* which include captive counters (Princess, elf, and dwarf), gold counters, key counters, magic items, and trap counters, and finally *monster counters.* Except for the Princess counter, all of the treasure and monster counters are initially turned over so that no player can see them. Monster counters are read just as character counters are.

Hit counters are used to record the amount of damage a character or monster has received. To record additional damage to a character or monster, replace any previous hit counter with a new hit counter equal to the sum of the previous damage and the additional damage inflicted. Should that sum equal or exceed the constitution of the monster or character, the monster or character dies and its counter is removed from play.

The Treasure Counters

The treasure counters consist of captive counters, key counters, gold piece counters, magic item counters, and trap counters. Should the party which discovered them die, the gold piece counters, key counters, magic item counters, and Princess remain in the room and may be picked up by another party. All traps must be revealed. No treasure counter need be disclosed (turned over) by any party.

The Captive Counters, Key Counters, and Gold Piece Counters

All of these counters are immediately placed with one of the party which discovered them and need not be revealed to the other players until used.



The Princess Counter is placed face up at the beginning of the game in the Cell which may be unlocked only with a combination of:



The Key Counters. There are three types of key counters: "A", "B", and skeleton keys. There are four possible combinations which may open the Princess' Cell.



1) one "A" key and one "B" key

2) one "A" key and one skeleton key



3) one "B" key and one skeleton key

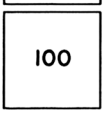
4) two skeleton keys

Upon release, the Princess counter is placed with the party which released her. If she is safely conducted out of the Castle, the party receives 1,000 points. The Princess may be captured from an accompanying party by eliminating all the characters accompanying her. The Princess may not be killed by either monsters or characters — if her accompanying party is killed by monsters only, she remains in the room and cannot move. The Princess may not be teleported.





The Elf and the Dwarf counters represent two Princes which are also being held by the Evil Lord. They are each worth 200 points when escorted off the map. They may not be captured by another party and should all the members of the party which freed them be killed, their counters are removed from play. The combat abilities and restrictions of the elf and dwarf are listed on the Elf and Dwarf table on the map. The Elf and Dwarf counters are read just like the character counters.



Gold Counters range in value from 100 to 500 gold pieces. Should the finding party exit the map, the gold value is added to that party's score.

Magic Items: These are immediately placed beneath the discovering character counter.



The Acid Bottle may only be used once to fight a monster and is used before melee begins. The acid from the bottle hits the monster should a player roll four, five, or six. Otherwise there is no effect. Should the acid hit the monster, roll a die and the number rolled is the amount of hits inflicted.



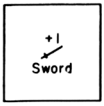
The Boots of Speed: The character owning these boots may move twice and fight twice each turn. Should a speed spell also be in effect, the character may still move and fight only twice each turn.



The Coffin neutralizes one vampire. The next vampire that the party meets is immediately removed from the board together with the coffin counter.



Medallion of ESP enables the owning player to discover, without revealing to other players the monster counter in each room. Only one room may be searched per turn using the medallion.



The Magic Sword adds one to every die roll made by fighters in a melee. It may be used only by fighters.



The Pistol may only be used after its use is discovered. In order for the character to discover its use, the player may roll a die before movement. On a roll of five or six, the player may use the pistol once in the future; on a roll of three or four the player does not discover the pistol's use, but the player may immediately roll again; and on a roll of one or two, the character shoots himself. Upon the shooting of a character or monster, roll a die to determine the number of hits inflicted and remove the pistol counter from play.

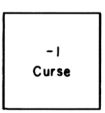


The Potion of Healing may be used once on any character in the party which discovered it. Roll a die to determine the number of hits to be removed from the character. Characters may not increase their constitution or share the healing points by use of the potion.



The Potion of Teleport may be used by any one character to teleport his party to any spot on the map. It may be only used once and is then removed from play. The Princess may not be teleported.

The Trap Counters



The "—1" Curse Counter affects the character that discovers it by subtracting one from every melee die roll of that character until that character kills a monster at which time the curse is removed. Clerics are unaffected by all curse counters.



The Curse "—300" Counter subtracts 300 points from the victory score and cannot be discarded. If a cleric finds this counter, the counter is removed from the board with no effect. (This counter represents the long term effect of the curse through the subtraction from the party's score.)



Poison Vapor Counter affects all the character counters in the room when it is found. One die is rolled and the map trap chart for poison vapor is consulted to determine the number of hits each character takes.



The Spore Counter immediately adds two hits to each character in the room in which it is discovered.



The Trap Counter immediately affects the character which discovers it. A die is rolled to determine the effect. A roll of one, two, or three indicates that there is no effect. On a roll of four or five, the character takes damage: three hits if the character is a wizard, elf, or dwarf; four hits for

a cleric, and five hits for a fighter. The character is killed if the die roll is a six.

11) Scoring

After all the characters have exited the map, the game is ended and the score is totaled. The parties receive points for the following:

Possible Items for score	*Score (in points)*
Princess counter escorted off map	1,000
Elf or Dwarf Prince escorted off map	200 each
Gold Counters	(the value on the counter)
Curse "—300" Counter	—300

For each party, the score is added together and the points are divided equally between the players whose characters survived.

12) Victory Conditions

The player wins the solitaire game only if the Princess is rescued.

The player with the highest score at the end of one game or a series of games is the winner. The number of games to be played is determined prior to beginning the first game.

Alternatively, players can play the game until a player accumulates a predetermined number of points at which time that player is declared the winner.

Optional: Players may wish to play a game of *The Castle* where players are not allowed to attack each other.

CREDITS

Design: Neil Zimmerer

Cover Art: Darch Clampitt

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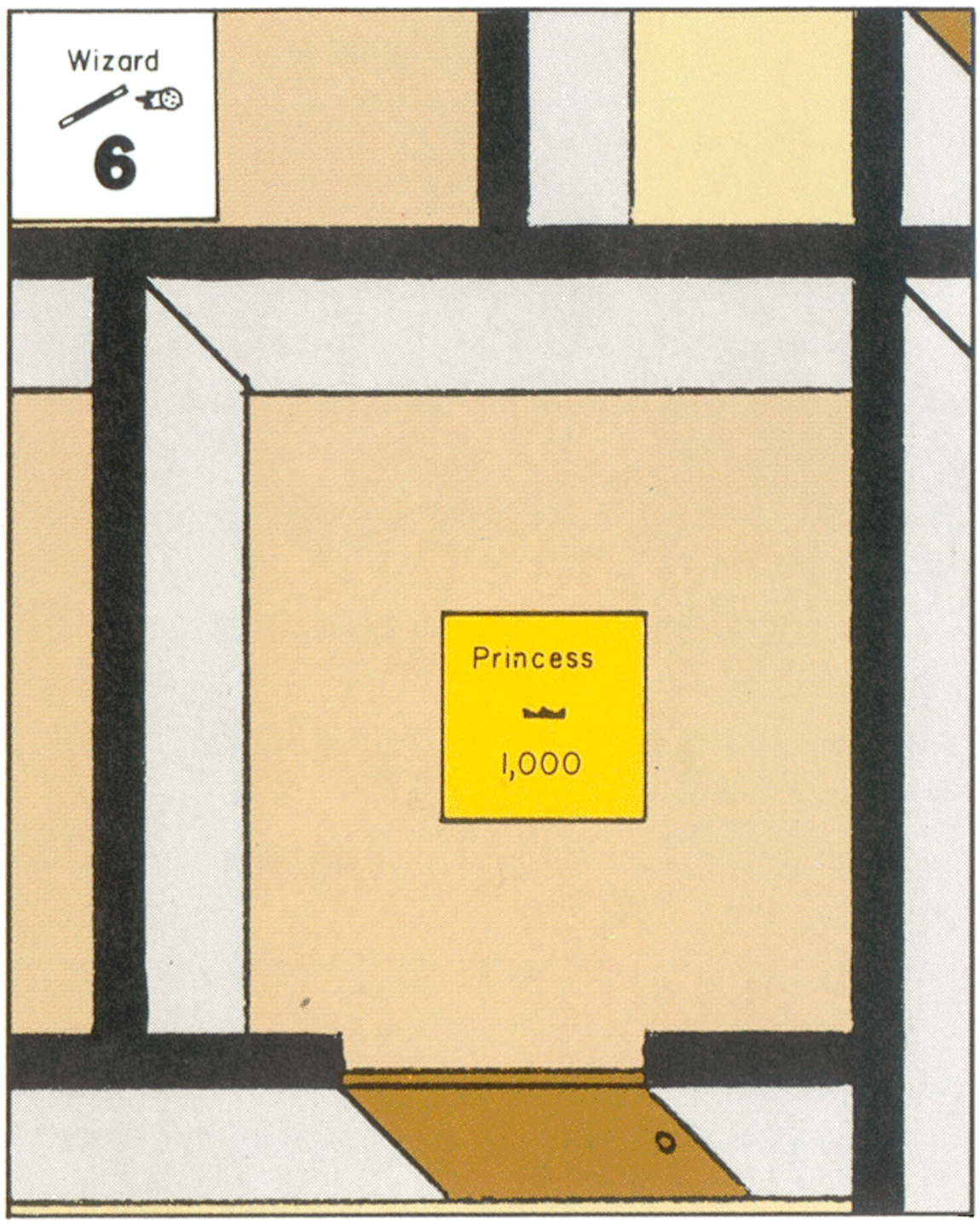

Welcome, adventurers, to *The Castle,* where a beautiful princess is being held captive. Enter *The Castle* and fight creatures of every type, witches, vampires, behemoths, gargoyles, goblins, shadows, trolls, and many others. The rewards can be great, gold, enchanted weapons, captive princes and of course the princess herself.

The Castle is an infinitely changeable game which can be played repeatedly, with a different outcome every time. *The Castle* is very suitable for solitaire play and for up to six players.

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The Castle Tables

MONSTERS

MONSTER	0-1	2	3	4	5	6-7
BEHEMOTH	3	3	2	2	–	–
GARGOYLE	2	2	2	2	1	–
GOBLIN	3	2	1	–	–	–
OGRE	4	4	2	–	–	–
SHADOW▲	2	1	1	1	1	1
SLIME●	4	3	–	–	–	–
TROLL★	3	2	2	2	–	–
WEREWOLF	3	2	2	1	–	–

▲ -1 ON CHARM AND FIREBALL SPELLS
● MAY NOT BE CHARMED
★ REGENERATES 1 HIT POINT IF NOT KILLED

MONSTERS (2'S)

MONSTER	0-1	2	3	4	5	6-7
BAT	1	1	1	–	–	–
CENTIPEDE	4	–	–	–	–	–
LIZARD	2	2	1	–	–	–
MILDEW●	3	–	–	–	–	–
MOLD●	3	2	–	–	–	–
RAT	2	1	1	–	–	–
SNAKE	3	1	–	–	–	–
SPIDER	4	1	–	–	–	–

● MAY NOT BE CHARMED

THE DWARF AND ELF

	0-1	2	3	4	5	6-7
DWARF	–	1	1	1	2	3
ELF	–	–	1	1	2	3

WILL NOT FIGHT LARGER MONSTERS THAN THEMSELVES
EACH IS WORTH AN EXTRA 200 FOR SURVIVING

MONSTER - WITCH

	0-1	2	3	4	5	6-7
WITCH	SPELL	SPELL	SPELL	–	–	–

MAY NOT BE CHARMED
CLERICS FIGHT WITCHES AT A +1 ON THE DIE

MONSTERS - UNDEAD

MONSTER	0-1	2	3	4	5	6-7
GHOUL	2	2	1	1	1	–
GHOST	2	2	2	1	1	–
SKELETON	2	2	1	1	–	–
VAMPIRE◆	3	3	3	–	–	–
ZOMBIE	3	3	1	–	–	–

UNDEAD MONSTERS MAY NOT BE CHARMED
◆ -1 ON THE NEXT DIE ROLL WHEN HIT BY THE VAMPIRE
CLERICS FIGHT UNDEAD MONSTERS AT A +1 ON THE DIE

POISON VAPOR	1	2	3	4	5	6
TRAP				50%	50%	Killed

POISON VAPOR AFFECTS ALL IN THE ROOM
TRAP AFFECTS ONLY ONE PERSON

SPELLS

1	TELEPORT TO START
2	DISPELL MAGIC ITEMS AND CHARM
3	GOLD TO LEAD
4	POISON POWER, ROLL 1 DIE FOR DAMAGE
5	PERMANENT -1 CURSE
6	MUMMY DUST, DOUBLE YOUR HITS

SPELLS AFFECT ALL ITEMS AND PERSONS

Wizard 6	Wizard 6	Cleric 8	Cleric 8	Fighter 10	Fighter 10	Fighter 10	Fighter 10	Princess 1,000
1	1	1	2	2	2	3	3	3
4	4	4	5	5	5	6	6	6
7	7	7	8	8	8	9	9	9
100	100	200	200	300	300	400	400	500
500	KEY A	KEY A	KEY B	KEY B	Skeleton KEY	Skeleton KEY	Coffin	Coffin
+1 Sword	+1 Sword	Curse -300	Spores 2 Hits	Spores 2 Hits	-1 Curse	-1 Curse	TRAP	TRAP
Acid Bottle	Boots of Speed	Medallion of ESP	Pistol	Poison Vapor	Potion of Healing	Potion of Teleport	Dwarf 5	Elf 4
Bat 2	Centipede 2	Lizard 2	Mildew 2	Mold 2	Rat 2	Snake 2	Spider 2	Goblin 3
Goblin 3	Skeleton 3	Skeleton 3	Witch 3	Witch 3	Ghoul 4	Ghoul 4	Slime 4	Slime 4
Zombie 4	Zombie 4	Ghost 5	Ghost 5	Shadow 5	Shadow 5	Werewolf 5	Werewolf 5	Gargoyle 6
Gargoyle 6	Troll 6	Troll 6	Vampire 6	Vampire 6	Behemoth 7	Behemoth 7	Ogre 7	Ogre 7

MONSTERS

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OGRE	4	4	2	–	–	–
SHADOW▲	2	1	1	1	1	1
SLIME●	4	3	–	–	–	–
TROLL★	3	2	2	2	–	–
WEREWOLF	3	2	2	1	–	–

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SKELETON	2	2	1	1	–	–
VAMPIRE◆	3	3	3	–	–	–
ZOMBIE	3	3	1	–	–	–

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CLERICS FIGHT UNDEAD MONSTERS AT A +1 ON THE DIE

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MILDEW●	3	–	–	–	–	–
MOLD●	3	2	–	–	–	–
RAT	2	1	1	–	–	–
SNAKE	3	1	–	–	–	–
SPIDER	4	1	–	–	–	–

● MAY NOT BE CHARMED

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