

Till Peters'

Castleshire

Story

Enter a mystical kingdom ruled by an eccentric Majesty besotted with the idea of building the perfect castle. This obsession leads to the erection of magnificent buildings in a realm that will be remembered as Castleshire: the land of the thousand castles.



Goal

In Castleshire, you gain fame by **building** chambers and **challenging** others. To win, you must gain the most fame.

Start with quick rules. **No luck** is involved: you win by playing the best strategy. Later, deepen your strategic thinking with extra rules and balanced randomness that encourage you to adjust your tactics.

Game Editions

Castleshire is the core game for 2 to 4 players and includes 4 expansions.

The **Beyond the Realm** upgrade kit adds components for 2 more players and another 4 expansions. A large cloth playmat allows for faster setup and more immersion.

The **Legendary Edition** adds components for tactical chaos and legendary triumphs. Building castles is harder yet more lucrative. This edition comes in a lockable wooden book with detachable insert trays.

The **Solitaire** upgrade kit adds components to play Castleshire solo; see page 17.

You may play with further components available via upgrade packs.

Components

The additional components for the solo game are listed on page 17.



24/42/42 Workers

Castleshire
Game

Beyond
the Realm

Legendary
Edition

Solo
Game



1/1/1 Victory card



6/6/- Fame track cards



15/15/- Castle cards



8/18/18 Certifiers



4/12/14 Guild books



48/72/72 Assignment cards

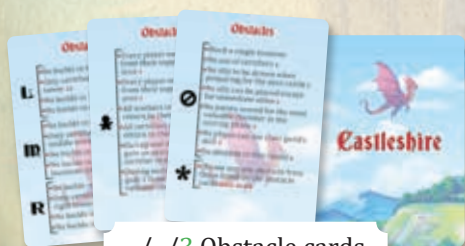


8/27/30 Ally and vagabond cards

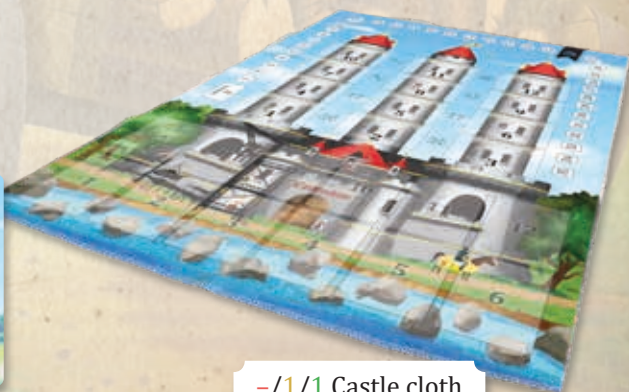


4/6/6 Player aid cards

-/1/1 Obstacle die



-/-/3 Obstacle cards



-/1/1 Castle cloth

Setup

Castleshire
Game

Beyond
the Realm

Legendary
Edition

Castleshire Edition

Follow these instructions if you are playing with the regular Castleshire game:

1. Set up the **castle** using the castle cards, and lay the **fame track** next to it, as shown at the bottom of page 2.
2. Place the **victory card** within reach.
3. Choose a player color. Take one of the **certifiers** in your color. That is your fame counter. Place it on the *No Fame* (0) space on the fame track.
4. Based on the number of players, take **workers** in your color and place them in front of you. This is your supply.

Players: 2 | 3 | 4 | 5 | 6

Workers: 4 | 3 | 3 | 2 | 2

5. Take all **12 assignment cards** in your color. The assignment card anatomy is shown at the bottom of page 5.
6. Take a **player aid card** for quick reference of the rules.
7. Keep all other components in the game box. You will use them in the later introduced expansions.

Upgrades

Follow these instructions if you are playing Castleshire using an upgraded edition:

1. Place the **castle cloth** in the middle of your play area.

Step
1

Step
4

Step
3

Step
6

Step
5

Step
2

Ignore die icons and bottom card spaces! They are reserved for the solo mode.

Tiebreaker

There are situations in which players may tie. In these cases, the **weakest player** needs to be determined.

You are the weaker player if:

1. You have the **least fame** on the fame track.
2. If tied, you have the **most assignments** in your hand.
3. If still tied, you are the **youngest player**.

Apply the opposite if you need to determine the **strongest player**: have the most fame, if tied have the least assignments, if still tied be the **oldest player**.

Game Phases

Rounds

Their Majesty wants the perfect castle, but so far, the master-builders have failed their high expectations. Therefore, their Majesty commissions one castle after another aiming for eventual perfection.

The game is played in rounds during which you build castles: one castle per round.

Each round is broken into 4 phases:

1. **Tender** for the first build
2. **Build** chambers until a castle is finished
3. End of round **scoring**
4. Prepare for the **next castle**

1. Tender

The master builders are advertising their skills in a contest for the honor to set the direction for their Majesty's perfect castle.

The goal of the tender is to determine the starting player for **this round**.

Select from your assignment cards the one you wish to fulfill. This is your tender card. Place it **face-down** in front of you.

The player with the most ceremonial voice **counts down from 12 to 1**. When the number of your tender card is announced, turn your card over **immediately**, so everyone can see it. The countdown ends.

- If you are the **only** player with that number, you win the tender.
- If **multiple** players turned over cards with the same number, apply the tiebreaker: the weakest player wins the tender.

All players who lost the tender take their tender cards back to their hands.

If you won the tender, place your tender card **face-up** on the **matching location** in the castle. Place a worker from your supply onto that card.

For example, if you tendered assignment 5 (Treasury), you **must** place this card at location 5 in the middle castle tower and add one of your workers.

If you tendered assignment 12 (Throne Room), continue with the scoring phase (page 8). Otherwise, the **next player** clockwise starts the next phase: build chambers.

Player icon and color

Chamber number

Floor
(solo game)

Chamber name



2. Build

Turns

Their Majesty places trust in the master-builders to build the perfect castle. The only oversight on the construction site are peer reviews by the fellow master-builders. Fame or shame awaits them.

Starting with the next player clockwise from the tender winner, players take turns:

2a. **Build** a chamber

2b. Face a **challenge**

2c. **End of turn:** check for finished castle

Players continue taking turns until the castle is finished.

Passing Your Turn

- If you have **no workers** left in your supply, say “pass” and your turn ends.
- If you have **1 or more workers**, you can choose to either build a chamber or pass.

2a. Build a Chamber

To build a chamber:

1. Select an **assignment** card from your hand. This can be an assignment of your color or the color of another player.
2. Place that card **face-down** at a location numbered **higher** than the currently highest built chamber. Ensure that no one sees the chamber that you build.
3. The number on your assignment and the number of the location where you place your card **can match, but don't need to**.
4. Place a **worker** from your supply onto the chamber that you have built.

The chamber you built is called a **secret chamber** because other players don't know whether you built correctly or incorrectly.

Example: Chambers have been built in locations 5, 7 and 8. Location 8 holds the currently highest built chamber. If you build next, you must choose location 9, 10, 11 or 12, or you may pass.

Correct chamber

Secret chamber

Incorrect chamber

2b. Face a Challenge

Other players can challenge your newly built chamber by saying “challenge” and placing a worker from their supply onto your chamber.

Players need at least **1 worker** in their supply to challenge you.

To give other players a chance to consider joining the challenge, a challenging player **must not** turn over your challenged chamber.

If no one challenges you, your secret chamber stays secret. Proceed to step 2c and check for the finished castle.

However, if you get challenged, you must reveal what you built, so turn over your challenged chamber.

If you built **correctly** and your chamber **matches** the location (identical numbers), perform these three actions:

- Place another of your workers onto your **correct chamber**. If you have no workers left in your supply, skip this action.
- The workers of all challenging players return back to their supply.
- If you wish, give **one** of your assignment cards to **one** of the challenging players.

If you built **incorrectly** and your chamber **does not match** the location, do this:

- Return your worker to your supply.
- All challenging players keep their workers on your **incorrect chamber**.

2c. End of Turn

Your turn now ends, and the next player's turn starts **unless** any of these conditions are fulfilled:

- A chamber is built at **location 12** (Throne Room).
- At least one player has **no assignment cards** left in their hands.
- All players have **no workers** left in their supply.
- All players **passed** their turns one after another.

If any of these conditions are fulfilled, the building phase ends, and you all continue with phase 3 and gain fame.



3. Scoring

Once a castle is finished, their Majesty inspects the new build and their announcements gain you fame in Castleshire.

1 fame per worker: For every one of your workers that is on any of the built chambers, increase your fame by 1, so move your fame counter forward accordingly.

1 fame for the most valuable chamber: Increase your fame by 1 if you have a worker on the most valuable chamber, which is the highest numbered **correct** or **secret** chamber. The chamber built during the tender is considered a correct chamber.

4. Next Castle

Their Majesty dreams of a yet better castle and orders all master-builders to move to another hill and build an even more spectacular beauteousness.

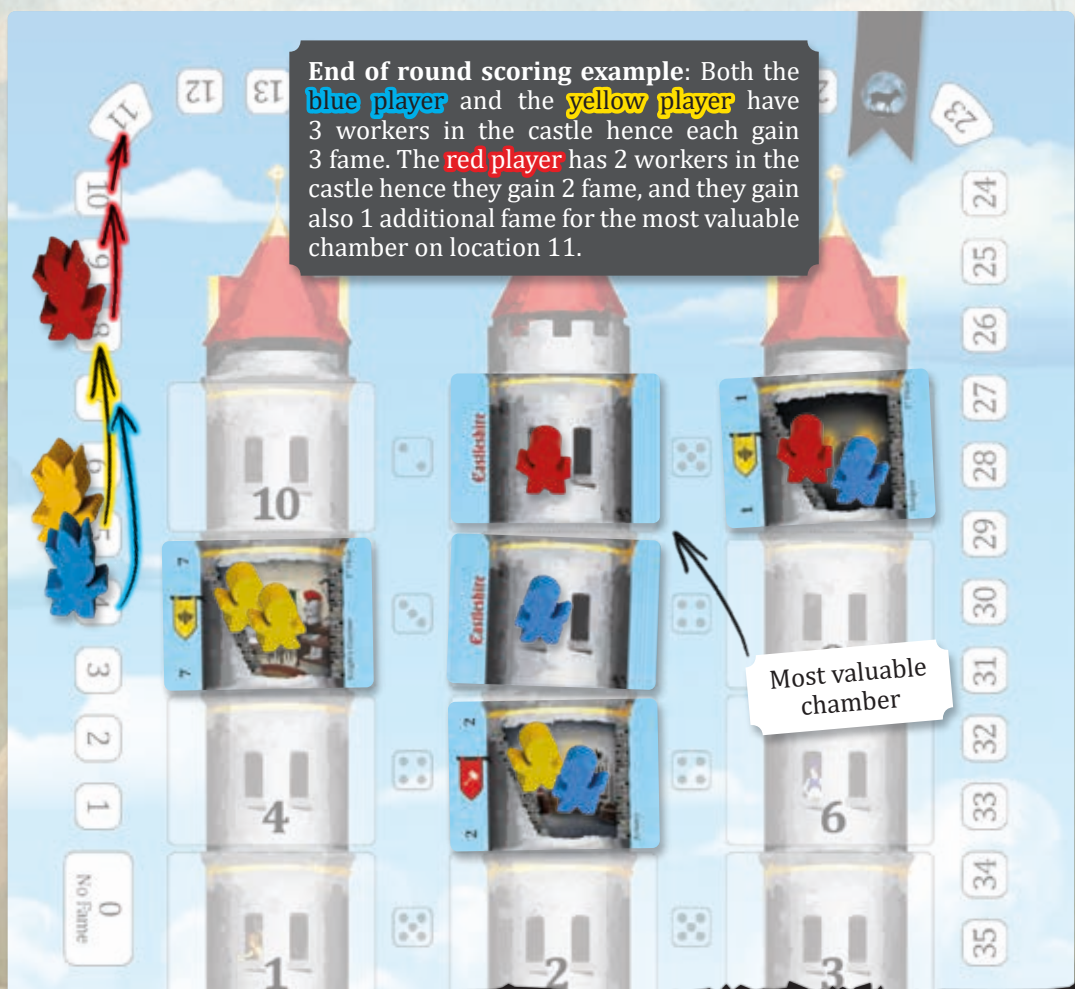
If you or anyone else has **no assignment cards** left in their hands, the game ends. Otherwise, prepare for the next round:

- Return all your **workers** from the castle to your supply.
- Remove all **built chambers** from the castle. Move these cards face-down to a discard area next to the castle.

While discarding the chambers, ensure that **face-down cards stay face-down**.

End of round scoring example: Both the **blue player** and the **yellow player** have 3 workers in the castle hence each gain 3 fame. The **red player** has 2 workers in the castle hence they gain 2 fame, and they gain also 1 additional fame for the most valuable chamber on location 11.

Most valuable chamber



Game End

When a master-builder fulfills all assignments, their Majesty honors master-builders who prove to not just build perfectly, but also fast.

If you have no assignment cards left, your **fame increases by 1**. If multiple players have no assignment cards left, they all increase their fame by 1.

Winner

You win if you gained the **most fame**.

- In a tie, you win if you have **fewer assignment cards** left in your hand than any other tied player.
- If still tied, all tied players win.

If victory is yours, **take a selfie with the victory card and share it online amongst your friends!**

#castleshire



Young Players

If you intend to play Castleshire with players under our recommended age, try this setup:

- Take all workers in your color.
- Only take assignments 4 to 12 in your color, or for an even lighter game only take assignments 7 to 12.

Craft Unlocked

Congratulations! You have learned the basic rules of Castleshire.

If you are new to board gaming, we recommend that you **play your first game now**. However, as a seasoned gamer, you might want to advance, so keep reading.

Expansions

Their Majesty's obsession draws master-builders from different guilds with exceptional skills to Castleshire to vie for their Majesty's grace. Certifiers control the builds, shady allies help those in need, and obstacles impede construction sites.

Next, you will find rule amendments that will enrich your gameplay. These expansions are built on each other, so **introduce them in order**.

We suggest playing each new expansion before advancing to the next one, so you can manifest the rules.

**Castleshire
Game**

**Beyond
the Realm**

**Legendary
Edition**

If you are playing with the Castleshire Edition, skip all expansions that are marked with "*Beyond the Realm*" and "*Legendary Edition*". If you are playing with the Beyond the Realm upgrade kit, skip all expansions marked with "*Legendary Edition*".

Strategy vs Luck

Some expansions introduce randomness. If you wish to play Castleshire purely strategically with **no element of luck**, skip the ally and guild expansions 1, 4, 6, and 8 as well as the ally and guild components in expansion 9.

The obstacle expansion 5, and its alteration in expansion 9, apply randomness to all players identically and encourage deeper strategic planning.



Expansion 1

Castleshire
Game

Resident Allies

Allies are friendly but shady characters that have their own agenda. However, they work in your favor and give you an advantage.

Allies perform unique actions. You draw these cards at the end of a round and use them whenever it suits your strategy.

Ally card anatomy: See right for details.

Setup adjustment:

- Take all ally cards that show the “R” expansion shield. Place back in the box any cards whose player count limitation isn’t being met. This is your ally deck.

For example, in a 2-player game, your ally deck consists of cards with no player count limitation or limitations like “2-4”. Cards with “3+” and “Solo” do not form part of your ally deck.

- Shuffle the ally deck and place it face-down within reach.
- Every player draws an ally.

Next Castle adjustment: 

- Once the next castle is prepared, draw the top card from the ally deck if you have the **least fame**.
- If multiple players have the least fame, they **all** draw an ally. If there are not enough cards, apply the tiebreaker; only the weakest players get allies.
- You are **limited to 2 allies** in your hand. After drawing an ally, you must discard any surplus ally and place it face-down at the bottom of the ally deck. Exception: “*Play immediately*” allies.

How to play: When you play an ally, show the card to everyone and read out the action. Perform the described action, then discard your ally face-down at the bottom of the ally deck unless stated otherwise.

Additional details about all ally actions are explained on pages 22 and 23.



When to play an ally: Icons on the left side of the ally cards show when you can play them. Text on the cards may override the standard rules:



Play immediately even if you are above your hand limit.



Play during exploration (page 14, expansion 5).



Play during tender (page 5).



Play when building a chamber (page 6, step 2a).



Play when facing a challenge (page 7, step 2b).



Play after any player's turn (page 7, step 2c).



Play during scoring (page 8).



Play when moving to the next castle (page 8).

Expansion 2

Castleshire
Game

Having Rests

Planning for and building chambers is exhausting. Any person involved in building castles requires rest before continuing on to another project.

Instead of returning workers to your supply, they move to the rest area. Choose a free space next to the castle as the rest area.

Setup adjustment:

- Based on the number of players, take **workers** in your color and place them in front of you. This is your supply.

Players: 2 | 3 | 4 | 5 | 6

Workers: 6 | 5 | 4 | 3 | 3

Tender adjustment:



- You can only participate in the tender if you have at least one worker in your supply.
- If all players have no workers in their supply, the round ends immediately. Skip the tender and build phases, and continue with the scoring phase.

Challenge adjustment:



- Instead of returning workers to your supply, move them to the rest area.

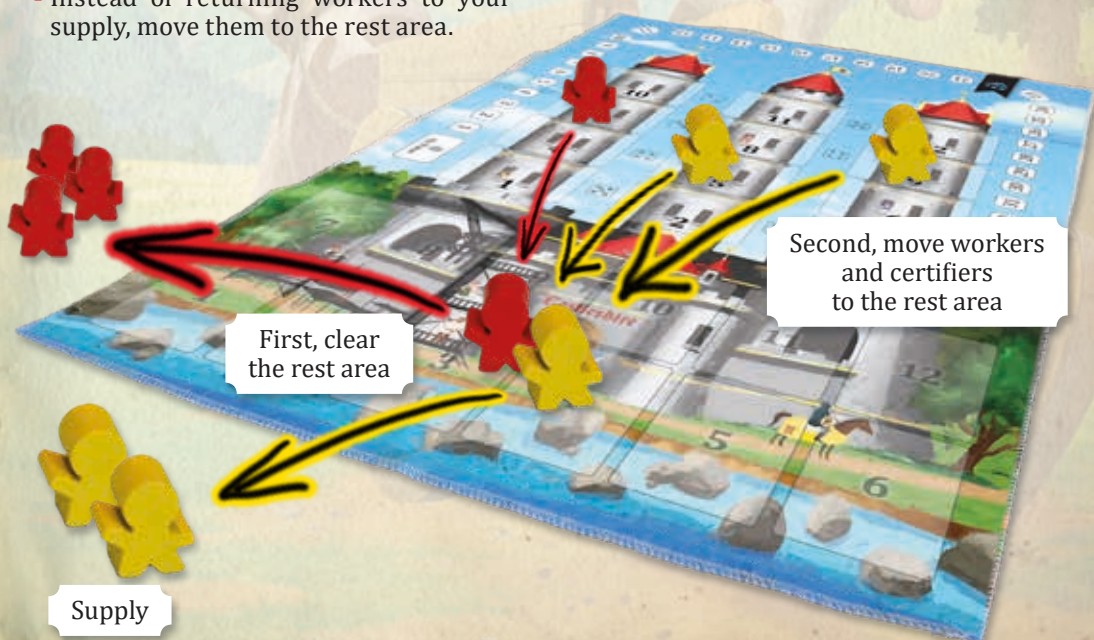


Next Castle adjustment:



- First**, return your workers from the **rest area** to your supply.
- Then**, instead of returning your workers from the castle to your supply, move them to the rest area. They will return to your supply at the end of the next round.

The general rule is that when your workers leave the castle, they move to the rest area instead of returning to your supply.



Expansion 3

Castleshire
Game

Certified Chambers

Clever master-builders build certified chambers. Having confirmation that you built according to your plans gains you extra fame and their Majesty will prefer you at the next castle construction.

Instead of building secret chambers, you can show and tell everyone what you build, and gain extra fame. Your built chamber will also block that location in the next round.

Setup adjustment:

- Take 1 certifier in your color and add it to your supply.



Build adjustment:



When building, you may now choose to build a **certified chamber** instead of a secret chamber.

- Instead of playing your assignment face-down, place it **face-up**, so everyone can see it. The assignment card and castle location must match. Place a worker and your certifier onto the chamber.
- When building either a secret or certified chamber, you must build in a location numbered higher than the already highest built chamber. However, when you determine the highest built chamber, you can ignore chambers that have **no workers** on them; see location 11 in the example to the right.
- To build your chamber face-up, you must use your certifier. You cannot build a certified chamber without it. The only exception to this is during the tender when you must **not** use a certifier.

Your turn ends immediately. You **cannot** be challenged.

Scoring adjustment:



- 1 fame for your certifier:** move your fame counter forward by one space if your certifier is in the built castle; see example on page 12.

Remember, you gain extra fame for the most valuable chamber. Certified chambers (with a certifier) are not considered to be correct chambers and so must be ignored when identifying the most valuable chamber.



Expansion 4

Beyond
the Realm

Vagabonds

Next Castle adjustment:



- If you have a worker **and** a certifier on a chamber, you must move your worker to the rest area. You may also move your certifier to the rest area. If you leave your certifier on the chamber, it will **block** that chamber for the next round.
- If you have **only** a certifier on a chamber, you must move it to the rest area.
- When discarding all built chambers, leave those in the castle that still have a certifier on them.



The **red player** has both a certifier on location 12 and a worker on location 11 hence they gain 1 fame plus the most valuable chamber.

Certified chamber from this round

If you care for your poor compatriots in Castleshire, you earn respect and increase your fame.

Vagabonds gain you extra fame when you host them at the end of the game.

Setup adjustment:

- Add all ally cards that show the "V" expansion shield, and whose player count limitation is met, to the ally deck. You should only have "Resident" and "Vagabond" allies in your ally deck.

When to play: Whenever you draw a vagabond, immediately place it face-up in front of you but **do not perform its action**. Then, draw another ally.

Move a vagabond:



- During anyone else's turn, and after anyone's turn including your own, you can perform the action of **any** vagabond that lies in front of **any** player, and that vagabond moves accordingly.
- Vagabonds only move during the Build phase, and **not** during the Tender, Scoring, and Next Castle phases.
- You **cannot** move a vagabond during your own turn.
- A vagabond may be moved multiple times on the same turn.

Game End adjustment:

- Increase your fame by 1 for every vagabond in front of you.



Expansion 5

Beyond
the Realm

Explorations

Every castle is unique. Master-builders must overcome the intrinsic obstacles that the hills unveil where new castles are built.

An obstacle may be forced onto all players for an entire round.

Setup adjustment:

- Take the obstacle die and place it within reach.

Phase 0 intro: Exploration:



- This is a new phase that you play **before** the tender. If you are the weakest player (see tiebreaker, page 5), roll the obstacle die.

The obstacle applies to all players and, where applicable, remains in play for the entire round:



You cannot build in the **left tower**. Place the obstacle die on the roof of the left tower as a reminder.



You cannot build in the **middle tower**. Place the obstacle die on the roof of the center tower.



You cannot build in the **right tower**. Place the obstacle die on the roof of the right tower.



You must move a **worker** from your supply to the rest area if you have 2 or more workers in your supply.



Play as normal. During this round, there is **no obstacle** that you need to deal with.



If you rolled the die, **choose any** of the above obstacles. Alternatively, **block** an unbuilt location of your choice and place the obstacle die there as a reminder.



Expansion 6

Beyond
the Realm

Premium Certifications

Their Majesty's expectations are growing. Certified master-builders are now trusted with larger powers.

Use two certifiers to build two certified chambers or use them at the same time to block a chamber for up to two rounds.

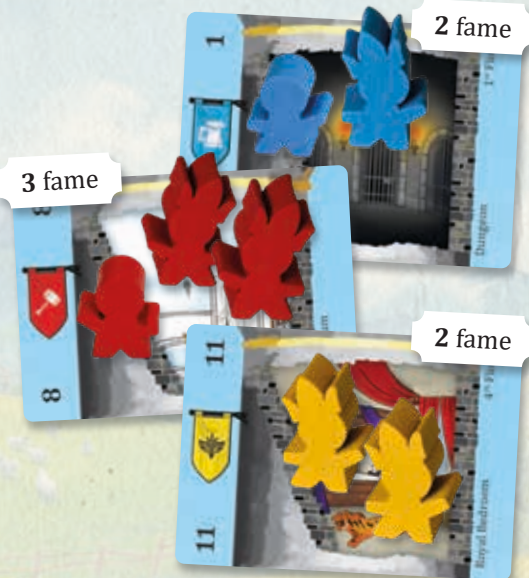
Setup adjustment:

- Take 2 certifiers in your color.

Build adjustment:



- When you build a certified chamber, place **both** a worker **and** 1 or 2 certifiers.



Scoring adjustment:



- As usual, increase your fame by 1 for every one of your workers and certifiers on any of the chambers.

Next Castle adjustment:



- If you have a worker **and** 2 certifiers on a chamber, you must move your worker to the rest area. You can choose to leave one or both certifiers on that chamber, or move one or both to the rest area.
- If you have **only** certifiers on a chamber, you must move at least one of them to the rest area.

Expansion 7

Castleshire Game

Witty Guilds

Guilds have passed on their secrets from one generation to the next. Use your guild's skills wisely to become famous faster.

Guild book anatomy: see below about where to find your guild information.

Setup adjustment:

- Take all "Resident" guild books whose player count limitation is met.
- Turn the books onto their front with the backside up, so they all look identical.
- Pick your guild book randomly. Return all unused books to the game box.

How to use your guild book: Adjust your game setup to your guild. Read your skill and conditions, and tell the other players.

Tiebreaker adjustment: The final tiebreaker for the weakest player is now the prominence score rather than age:

- You have the **least fame**.
- If tied, you have the **most assignments** left in your hand.
- If still tied, you have the **highest prominence score**.



Expansion 8

Beyond
the Realm

Outsiders

Everyone talks about their Majesty's castles. This attracts shadier souls and entire guilds to flock to Castleshire to take a slice of the pie.

More impactful allies and more complex guilds are introduced.

Setup adjustment:

- Shuffle together all ally cards without the "Legend" shield whose player count limitation is met.
- Draw 2 random cards from the ally deck and return them to the game box without looking at them.
- Shuffle all guild books without the "Legend" shield for the correct player count.
- When you pick your guild, select 2 random guild books, look at both and choose the one you prefer. Return all unused books to the game box.

Obstacle options

Solo game indicator

Die roll



Expansion 9

Legendary
Edition

Legends

Chaos is upon Castleshire. Only the brave and smart can withstand the emerging powers that infiltrate their Majesty's land.

Some of the "Legend" allies and guilds can cause sudden twists.

"Legend" components are for players who like surprises and accept that luck and more strategic variety may have a larger impact on winning a game.

Setup adjustment:

- Use all ally cards and all guild books whose player count limitation is met including those marked with "Legend".



Expansion 10

Legendary
Edition

Conquerors

With master-builders complaining about intricate hillside obstacles, their Majesty now considers recommendations where to build the next castle.

Instead of dealing with an obstacle decided by a die, players can now choose from a range of options.

Setup adjustment:

- Place the obstacle cards face-up visible for everyone.

Exploration adjustment:



- If you are the weakest player, you still roll the obstacle die. Instead of facing the obstacle listed in expansion 5, choose any obstacle listed next to the rolled symbol on the obstacle cards.

Solo Game

Solo
Game

Overview

Their Majesty sends their protégé to compete against you, the single most promising master-builder of Castleshire, in the ultimate showdown to finally build the perfect castle.

The solo game is a 2-player game with rule adjustments. You play solo against the protégé who is a simulated artificial player that bluffs and memorizes, and also adjusts to how you play and bluff.

You perform the protégé's tasks on their behalf. The game will be played using the basic rules as explained on pages 5 to 9. You must learn those **before** learning the rules for the solo game. Expansions are added later.

Components

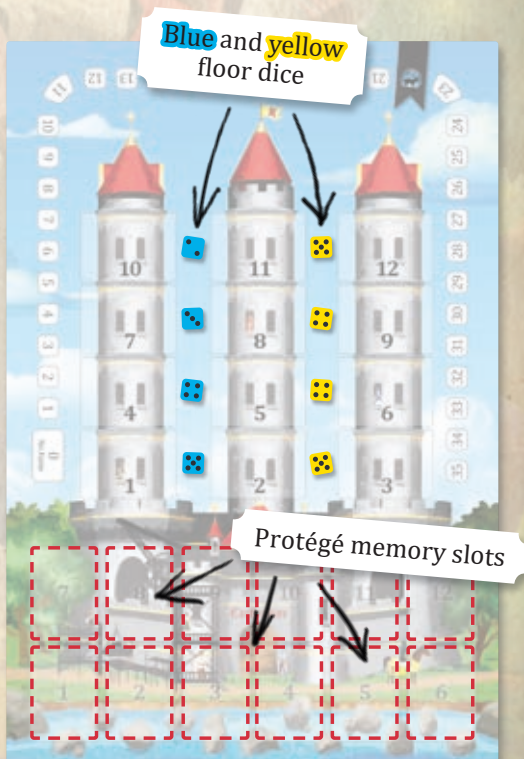
The solo game requires the multi-player components as listed on pages 2 and 3.



Setup

Set up a 2-player game for you and the protégé as per instructions on page 4. Your color is **blue**. The protégé's color is **yellow**. Then, continue with these setup steps:

1. Place the **blue** dice to the left of the castle's middle tower, one per floor. Set the die values to 5, 4, 3, and 2 from the 1st to the 4th floor (bottom to top).
2. Place the **yellow** dice to the right of the castle's middle tower, one per floor. Set the die values to 5, 4, 4, and 5 from the 1st to the 4th floor.
3. Shuffle the protégé's assignment deck and place it **face-down** next to the castle cloth. This is the protégé deck.
4. Place your assignment cards **face-up** in front of you, so you can see them all at once.
5. Place the **gray** die within reach.



Floor dice and memory slots on the castle cloth

Solo Rules

Solo
Game

Tender

Play the tender phase as per the Tender rules page 5 but with the following adjustments:

- Place your tender card **face-up** in front of you.
- Turn over the top card of the protégé deck. This is the protégé's tender card.

The higher of the two tender cards determines the winner of the tender. In a tie apply the tiebreaker; the protégé is younger than you.

- If you win:** finish the tender as usual. Return the protégé's tender card to their deck and reshuffle it.
- If the protégé wins:** take back your tender card. The protégé finishes the tender as usual. If the protégé's tendered location is blocked*, build on the nearest-numbered lower or higher empty location. If there are two locations to choose from, the protégé builds in the lower location.

*) Blocked locations are introduced later.

For example, the protégé wins the tender with assignment 4, but that location is blocked. The nearest-numbered locations are 3 and 5. Both are empty, so the protégé builds on location 3.

Blocked chamber
from previous round

**Nearest
free locations**

Your Turn

If you pass, your turn ends. Otherwise, build a chamber as usual; see page 6.

The protégé remembers the chambers that you have built and does so by storing your played cards in the protégé memory slots; see castle cloth explanation on page 17.

If the protégé has at least one worker left in their supply, they challenge you if you built in the same location for which there is a card in the respective protégé memory slot. Otherwise, roll the **gray** control die. If the die roll is **higher** than the **blue** die for the floor in which you built your chamber, the protégé also challenges you.

- If you won the challenge, **increase** the **blue** die for the respective floor by 1. Its maximum value is 5.
- If you lost the challenge or if the protégé didn't challenge you, **decrease** the **blue** die for the respective floor by 1. Its minimum value is 1.

For example, you built in location 8. The protégé has no card in their memory slot for that location, so roll the **gray** die. The die roll is 4 which is higher than the **blue** die's 3 in the 3rd floor to which location 8 belongs, so the protégé challenges you. As you used assignment 3, you lose the challenge and return your worker to your supply. The protégé's worker stays. Decrease the **blue** die value in the 3rd floor by 1.

Decrease by 1

No memory
of location 8

Gray die roll

3rd floor

Protégé's Turn



The protégé never passes and builds in one of the first 3 possible locations. A **possible location** is one that is numbered above the highest built chamber and is not blocked. To determine where the protégé builds, roll the **gray** die:

- **1 or 2:** build in next possible location
- **3 or 4:** skip 1 possible location
- **5 or 6:** skip 2 possible locations

If the protégé cannot skip enough locations, they build in the highest possible location.

The protégé builds by placing the top card from the protégé deck **face-down** on the selected location. Add a **yellow** worker.

If you choose not to challenge, the protégé's turn ends. Adjust the **yellow** dice as per the Yellow Dice rules shown right.

If you challenge, turn over the protégé's placed card. If the chamber matches the location, the protégé has built correctly. However, if chamber and location don't match, the protégé may still be judged to have built correctly. Roll the **gray** die again and adjust its value:

- The built chamber belongs to a floor; see card anatomy on page 5. If the chamber's floor is **higher** than the location's floor, **add 1** to the die roll for every floor difference.
- If the chamber's floor is **lower** than the location's floor, **subtract 1** from the die roll for every floor difference.

For example, the protégé built chamber 2 (1st floor) in location 9 (3rd floor). The **gray** die roll is 3. Because the built chamber is 2 floors below the location, the die roll gets amended down to 1.

The adjusted die roll can be between -2 and 9. If the roll is **higher** than the **yellow** die for the floor on which the protégé built their chamber, then the chamber is built correctly. Otherwise, the protégé bluffed.

In the previous example, the amended die roll is 1. The **yellow** die of the 3rd floor in which the protégé built is 4. Because 1 is not higher than 4, the protégé bluffed.

- If the chamber is built correctly, follow the rules on page 7. Then, draw 2 cards from the protégé deck and if the lower one is 6 or under, they pass it on to you. Reshuffle the protégé deck.
- If the protégé bluffed, follow the rules on page 7.

Yellow Dice



At the end of the protégé turn, adjust the **yellow** die on the floor on which the protégé built:

- If you challenged the protégé and they built incorrectly, **decrease** the die by 1. Its minimum value is 1.
- If you don't challenge or if the protégé built correctly, **increase** the die by 1. Its maximum value is 6.

End of Turn



Turns and build phases end as per the rules on page 7.

Scoring



Despite claiming a fair competition, their Majesty quietly promotes their protégé who gains fame faster than the competing master-builder.

Gain fame as per the rules on page 8 except that all chambers with **yellow** protégé workers count as correctly built when determining the most valuable chamber, even if that chamber was one of yours that the protégé successfully challenged.

Next Castle



End a round as per the Next Castle rules on page 8. When removing the built chambers from the castle, move all of **your face-up chambers** to the respective protégé memory slots. Discard all other cards **face-down**.

Expansions

Solo
Game

Expansion Adjustments

You can add all expansions from the multi-player game; see pages 10-16. Learn those **before** applying the following adjustments.

1. Resident Allies

Setup:

- When preparing the ally deck, limit the cards to the "R" expansion shield. The player count limitation is 1.
- Take all ally replacement cards, marked with the word *"Solo"*. Limit the cards to the "R" expansion shield and place them **face-up** within reach, sorted by name.
- Place the **purple** die within reach.

Ally draw:

- When the protégé draws an ally, check for the expansion shield. If there is a single shield, the protégé keeps that ally.
- If the drawn ally has a double shield, find its namesake in the ally replacements. The protégé keeps that replacement. Discard^{*)} the originally drawn ally.



- Place the drawn ally **face-up** near the protégé deck. Place subsequent allies to the right of the previously drawn ally.



Protégé deck



1st ally



2nd ally

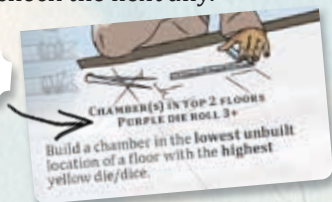
- When the protégé exceeds the ally hand limit, discard the furthest left (1st) ally.

^{*)} Instead of discarding, some allies may be removed from the game. Check the ally action for details.

When to play protégé allies:

- The protégé plays allies at the start of their turn unless stated otherwise by the when-to-play icons and the ally actions.
- Starting with the 1st ally, before playing, check that **all** conditions^{*)} are met if any. Only then play that ally; otherwise, skip it and check the next ally.

Conditions



- Once all protégé allies are played or skipped, the protégé's turn starts.

2. Having Rests

Setup: You and the protégé take 5 workers.

3. Certified Chambers

Protégé's Build: If the protégé has a certifier in their supply, roll the **purple** die alongside the **gray** die. The **purple** die roll determines how to build:

- 1, 2, or 3:** build secretly, see page 19
- 4, 5, or 6:** build certified

If the protégé builds certified, place the top card from the protégé deck **face-up** on the location determined by the **gray** die result. Add a **yellow** worker and a **yellow** certifier. Location and assignment don't need to match.

Increase the **yellow** die on the floor on which the protégé built by 1. Its maximum value is 6.

Next Castle: If the protégé has a worker and a certifier on a chamber, only move the worker to the rest area.

^{*)} Ally conditions are explained on page 23.

Solo Mastery

Difficulty Adjustments

Once you beat the protégé easily, you can toughen them up. The adjustments below are inspirations. Be creative: tweak the protégé's advantages as you wish.

- **Careful Workers:** The protégé never challenges if they have only 1 worker left in their supply. The protégé always uses their last worker to build in location 12.
- **Restless Certifier:** The protégé's certifiers never rest.
- **Extra Worker:** The protégé plays with 1 additional worker if not already at max of 7.
- **Popular Protégé:** The protégé draws an ally when they don't have any.
- **Erratic Protégé:** When determining whether the protégé challenges you, also roll the **purple** die. If you roll a 6, inverse the outcome of the regular rules.
- **Protégé Favoritism:** Place a **red** certifier on the *No Fame* (0) space on the fame track. Every time you win a game, move the certifier forward by 1 fame. At the start of a game, place the protégé's fame counter at the **red** certifier's space.
- **Tender Favorites:** You cannot tender on the 4th floor. You may pass the tender instead. If you still win games against the protégé, you cannot tender on the 3rd floor either. If you still win, you can only tender on the 1st floor. If you still win, the protégé always wins the tender.
- **Lazy Worker:** At the end of the round scoring, the protégé gains 1 fame for every worker that is in their supply.
- **Tough Competition:** At end of round scoring, the protégé gains 1 fame for every worker in your supply.

4. Vagabonds

Before your turn, for every vagabond in front of you, the protégé will perform a vagabond action if:

- the protégé has just built in the 4th (top) floor, **and**
- there is at least 1 worker in the protégé's supply, **and**
- there are at least 2 workers combined in the protégé's supply and the rest area.

5. Exploration

Exploration: If the protégé is the weakest player, roll the obstacle die on their behalf. If the die roll was a *****, roll the die again until you reach another result.

6. Premium Certification

Protégé's Build: When the protégé has 2 certifiers in their supply and they build certified in location 7 or higher, they use both certifiers.

Next Castle: If the protégé has 2 certifiers on a chamber, only move one of them to the rest area.

7. Witty Guilds

Setup: When selecting guilds, the player count limitation is 1.

The protégé uses their guild's skills when applicable and as instructed in the *Artificial Player* section in the guild book.

8/9. Outsiders/Legends

Setup: The player count limitation is 1.

10. Conquerors

Exploration: When the protégé chooses an obstacle, roll the obstacle and the **gray** die. The **gray** die roll decides the chosen obstacle from the obstacle cards; see the solo game indicator in the obstacle card anatomy on page 16.

If the obstacle die roll was a *****, roll the die again until you reach another result.



Allies Explained

When you play an ally, no one can interrupt you. They must wait until you have fully performed your ally's action.

Clarifications

- **Adam:** Play in-between any two players' turns. The player after your extra turn is the one who would have been the next player if you had not played this card.
- **Adelaide:** Discard the assignment face-down. You cannot discard your last assignment.
- **András:** Play this card immediately even if you are above your hand limit.
- **Anthony:** When played, no other ally, no guild, nor any other circumstance can override Anthony.
- **Badegisel:** The other player's guild's setup rules and prominence score don't apply to you. It may be that you cannot use someone else's guild's skill.
- **Benjamin:** Can be applied to any built chamber including certified chambers. If played on a challenged secret chamber before it is revealed, you must face the consequences though the player who built the chamber originally must not challenge.
- **Carloman:** The guild's setup rules and prominence score don't apply to you. It may be that you cannot use someone else's guild's skill.
- **Charibert:** You can break the regular chamber placement rules once. However, you cannot build in a blocked location.
- **Cynefrið:** Treat the certifier as a worker during the turn when you use Cynefrið, but as a certifier in later turns.
- **Dagny:** You can play this ally after the last turn in a round, directly before the scoring phase. This may lead to a continuation of the round.
- **Edelweiß:** A castle tower is the 4 chambers above each other such as 2-5-8-11 and 3-6-9-12. You can play this ally after the last turn in a round, directly before the scoring phase. This may lead to a continuation of the round.
- **Elianu:** If the other player is already at their hand limit, they must discard (not play) one ally immediately.
- **Ethan:** If expansion 10 is in play, you may play this card after the obstacle was selected.
- **Eulenspiegel:** You may only play this card after another player has built a secret chamber.
- **Habul:** See expansion 4 on page 13 for details on how to play this vagabond.
- **Hoagimus:** See expansion 4 on page 13 for details on how to play this vagabond.
- **Isabelle:** You can play this ally after the last turn in a round, directly before the scoring phase. This may lead to a continuation of the round.
- **Judie:** This card can be played before or after the secret chamber was challenged.
- **Kjellfrid:** You cannot play this card while someone is building, but you can immediately before or after.
- **Lucille:** Discard the assignment face-down. You cannot discard your last assignment.
- **Lucy:** Certifiers do not score fame this round and will return back to their player's supply during phase 4.
- **Mawdelyn:** You only replace the card. The workers and certifiers stay. You can swap your own chamber.

Solo
Game

Ally Conditions

In solo games, ally conditions need to be met before the protégé plays an ally. The following are examples to clarify how these conditions work:

- **Maximus:** Play before fame is awarded. If the secret chamber was built using Cynefrið, remove the certifier instead.
 - **Maya:** You can be one of the two players. You must not swap played allies that were placed in front of players. Discard this card after it is played.
 - **Megan:** You only replace the card. The workers and certifiers stay.
 - **Ode:** Must not be played once a game-end condition is fulfilled. You cannot give your last assignment.
 - **Rylee:** A castle floor is 3 chambers next to each other such as 3-4-5 and 10-11-12. You can play this ally after the last turn in a round, ultimately before the scoring phase. That may lead to a continuation of the round.
 - **Steven:** The selected location can violate the building rules. The forced player can choose to build a secret or certified chamber, or to pass.
 - **Stintfang:** The target location must be unbuilt and not blocked by an obstacle or guild. This action ends the round if you move to the highest unbuilt location, typically location 12.
 - **Theudebald:** Must not be played once a game-end condition is fulfilled. You cannot give your last assignment.
 - **Violet:** Play before fame is awarded. If the secret chamber was built using Cynefrið, move the certifier to the rest area instead.
 - **Xavier:** See expansion 4 on page 13 for details on how to play this vagabond.
- **1 of top 2 protégé cards is 6 or below:** Draw 2 cards from the protégé deck, at least one must be numbered 6 or below.
 - **2+ cards in protégé deck:** The protégé deck must consist of 2 or more cards.
 - **Castle tower 2+ more player fame:** If end of round scoring was to occur now, the player must be positioned to score 2 or more fame **more** than the protégé in at least one castle tower.
 - **Castle with 1+ more player certifiers:** The player must have at least 1 more certifier than the protégé in the castle.
 - **Protégé has 2+ workers in supply:** The protégé must have 2 or more workers in their supply.
 - **Purple die roll 3+:** Roll the **purple** die. The ally is played on a 3 or higher.

More Information

For up-to-date rule clarifications, visit the Castleshire forum on BoardGameGeek (boardgamegeek.com):



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Grateful Thanks

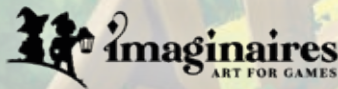
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