

STONEMAIER GAMES WITH BÉZIER GAMES PRESENT

Between Two CASTLES

of Mad King Ludwig

SECRETS & SOIREES

*an expansion designed by Ben Rosset & Matthew O'Malley
art by Agnieszka Dąbrowiecka, Laura Bevon, and Bartłomiej Kordowski*

3-8 players (with 2 player variant) · 45-60 minutes · Ages 10+

COMPONENTS

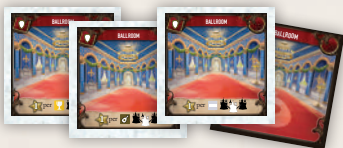
24 activity room tiles
(regular rooms)



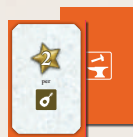
48 regular room type tokens



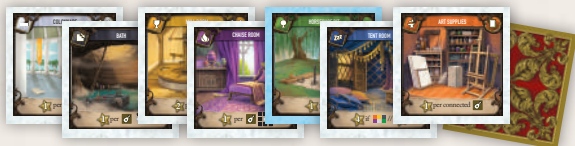
16 ballroom tiles
(specialty rooms)



8 new bonus cards



21 new regular room tiles
(3 each of corridor, downstairs, food, living, outdoor, sleeping, utility)



1 new castle token
(Wartburg Castle)



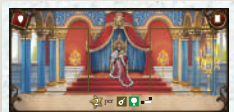
16 secret room tiles



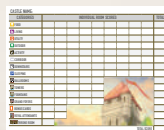
8 new player aids
(1 per player)



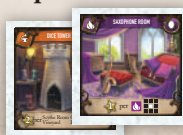
1 new throne room
(classified as specialty room)

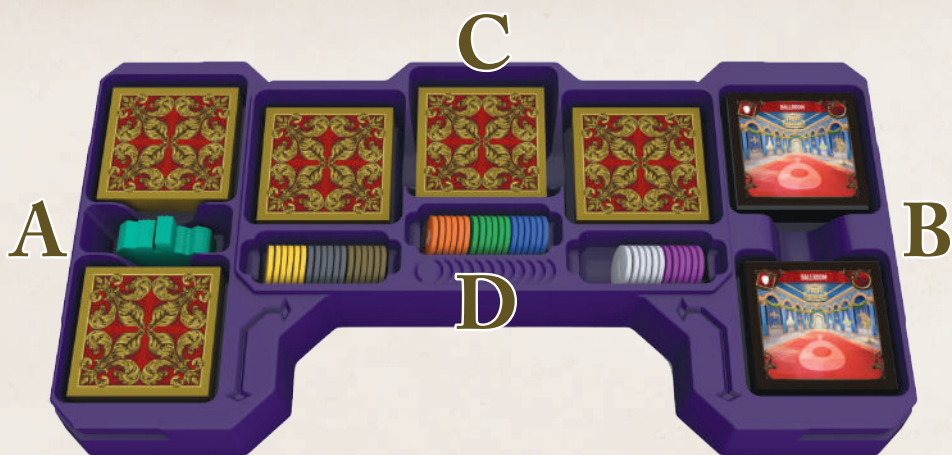


1 new scorepad



2 promo tiles





1 Game Trayz tray—fits above the yellow tray with 7 wells for tiles

- A.** The 2 wells on the left hold 9 tiles each with space in between for a castle token
- B.** The 2 wells on the right hold the ballroom tokens, 8 per stack
- C.** The 3 wells in the middle hold 13 tiles each (like the 2 wells below the throne rooms in the red tray)
- D.** The 3 cylinder wells in the middle hold the room type tokens

There are a few too many tiles in this expansion to fit in this tray. Since all of the regular room tiles will be shuffled together, the extra tiles will fit in the 2 wells below the throne rooms in the red tray.

For solo play, see Automa rulebook for components.

HOW TO COMBINE THE EXPANSION WITH THE CORE GAME BEFORE FIRST PLAY

1. Shuffle the activity rooms, secret rooms, and other new regular rooms in with the rest of the regular tiles.
2. Shuffle the new bonus cards in with the rest of the bonus cards.
3. Shuffle the new throne room in with the rest of the throne rooms.

The room type tokens are used with the new secret rooms.

NEW SETUP STEPS FOR EACH GAME WITH THE EXPANSION

1. Shuffle the ballrooms and set them in a face-down stack next to the yellow bonus tray.
2. Give each player 1 of the new player aids.
3. Use the new scoring sheets at the end of the game.

Mad King's Steward is a fan-made app available on iOS that is very helpful for end-game scoring.



ACTIVITY ROOMS

MUST BE PLACED AT THE THRONE ROOM LEVEL OR ABOVE

Scoring

Each activity room scores 1 point per tile orthogonally adjacent to it. However, each activity room only scores 1 point total if it has the room type it does not want in any space surrounding it, regardless of how many other tiles are adjacent to it.

In the example shown, the Painting Room scores 2 points for having two adjacent rooms, but the Singer's Chamber only scores 1 point because a sleeping room is in a surrounding space. An activity room can score a maximum of 4 points.



The Trumpet Room will not get much use if it is next to a bedroom.

Bonus

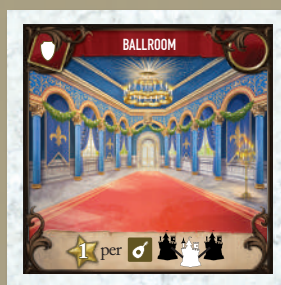
When you place your 3rd activity room, immediately draw 3 ballrooms. Choose 1 of them to keep and immediately place it in the castle. Discard the other 2 ballroom tiles out of the game.

Ballrooms are a specialty room type and can be placed at the throne room level or above. Each ballroom has a particular type of room that it wants in the adjacent castles. It scores 1 point for every room of that type in the adjacent castles.

There is no limit to the number of points a ballroom can score.

In the case that there are not 3 ballrooms available to draw, shuffle back into the draw pile the ballrooms that were previously discarded, then draw 3.

Note: In Between Two Castles, whenever you place the 5th tile of any regular room type in your castle, you may gain a specialty room. If you choose a ballroom, use the above rules for selection (draw 3 and choose 1).



"We'll hold a ball and invite the neighboring castles to attend."



SECRET ROOMS

CAN BE PLACED ANYWHERE IN THE CASTLE

Scoring

Each secret room duplicates the adjacent regular (not specialty) room tile its arrows are pointing at. It duplicates the room type, wall hanging, and scoring rule of that tile, as though it were another copy of that tile in the location of the secret room. Secret rooms do not copy the blue borders of outdoor rooms.

Place a room type token on each secret room to remind you which room type it is for the 3- and 5-room bonuses and scoring of other rooms in the castle. If the room type tokens run out for a particular type, you can still duplicate the room, but there won't be a reminder token.

Example: There are 2 living rooms in a castle. Then, a secret room duplicates one of them. That castle now has 3 living rooms and receives the living room bonus. If another living room were added, it would bring the castle to 4 living rooms, so it would not receive the 3-room bonus again.



What could we put behind this wall?

Bonus

Secret rooms do not have their own 3- and 5-room bonuses because they are the room type they are pointing at.

IMPORTANT: Secret rooms cannot duplicate specialty rooms.

IMPORTANT: Secret rooms can be placed anywhere in the castle. Therefore, a secret room duplicating a living room can be placed underground, even though a living room cannot be placed underground. Similarly, a secret room duplicating an outdoor room can have another room placed on top of it (because the secret room tile does not have a blue border). However, secret rooms must still follow all other placement rules (they must be adjacent to other rooms, you cannot build a secret room above an outdoor room, etc.).

CLARIFICATIONS:

- Several secret rooms can point at and duplicate the same regular room.
- If one secret room points at a second secret room that points at a regular room, then both secret rooms duplicate that regular room.
- Secret rooms can be placed where they are not pointing at another tile. Later, if a regular room is placed where the secret room is pointing, then the secret room duplicates that regular room immediately.
- Secret rooms do not skip over spaces to point at distant tiles—they only point at the directly adjacent space.
- Secret rooms do not score if they point at specialty rooms, do not point at a room at the end of the game, or if two secret rooms point at each other.



In the example shown, from the top left and going across:

- The Horseshoe Pit scores 3 points for 3 activity rooms (Painting Room, Singer's Chamber, and Behind the Bookcase).
- The Tent Room scores 1 point because it only has 5 other regular room types satisfied (outdoor, utility, corridor, activity, and living).
- The Ball Storage scores 2 points for 2 connected activity rooms (Singer's Chamber and Behind the Bookcase).
- The Vestibule scores 2 points for 2 surrounding mirrors (Singer's Chamber and Behind the Bookcase).
- The Painting Room scores 2 points because it is adjacent to 2 tiles and it does not have a utility room in a surrounding space.
- The Lounge scores 2 points for 2 surrounding activity rooms (Painting Room and Singer's Chamber).
- The Singer's Chamber scores 1 point because even though it is orthogonally adjacent to 3 tiles, a sleeping room is in a surrounding space.
- The secret room Behind the Bookcase scores 3 points because it duplicates the Singer's Chamber, and it is adjacent to 3 tiles and does not have a sleeping room in a surrounding space. This counts as the third activity room in this castle, earning the ballroom bonus.
- The ballroom scores 1 point for each activity room in the castles to the left and the right (not pictured).

IMPORTANT: When drawing extra tiles for the food room bonus, you may select tiles from the supply of face-down regular room tiles (tiles in the 2 wells below the throne rooms in the red tray, the top center 3 wells of the new tray, or the wells from any castle not in the game).



SLEEPING ROOMS

RULE CHANGE

Sleeping rooms score 4 points if your castle has any 6 other regular room types by the end of the game. It must have at least 6 out of the following 7 types: activity, corridor, downstairs, food, living, outdoor, and utility (not including sleeping).

IMPORTANT: Specialty rooms, secret rooms, and sleeping rooms do not count toward the 6 other room types to score points for sleeping rooms.

NEW BONUS CARDS



3 points per set of all four wall hangings in your castle



1 point per mirror wall hanging in your castle



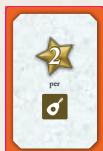
1 point per sword wall hanging in your castle



1 point per painting wall hanging in your castle



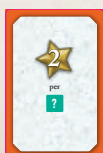
1 point per torch wall hanging in your castle



2 points per activity room in your castle



1 point for every specialty room in the adjacent castles



2 points per secret room in your castle

THE MAD KING'S DEMAND

PERSONAL CASTLE VARIANT FOR 2-8 PLAYERS

In this variant, you only build 1 castle for yourself. You do not work with either of your neighbors.

Place 1 castle token and 1 throne room in front of each player. Set up the rest of the game as normal.

Start with 9 tiles each round and select 2 tiles every turn as usual.

ROUND ONE

During the Choose step of each turn this round, select 1 tile for your castle and place it face-down in front of you, and select 1 tile to give to the player to your left and place it face-down near them: Ludwig's demand.

Ludwig has his own ideas about what would be best in this castle.

During the Reveal step of each turn, reveal both of your tiles (the tile you selected and the tile another player selected for you as Ludwig's demand). Place them in your castle in any order, and resolve any bonuses.

Otherwise play continues as normal, with players passing remaining tiles to the left.

ROUND TWO

Round two follows the same steps as round one, except that you give Ludwig's demand to the player to your right and pass tiles to the right.

ENDING THE GAME

After round two is over, score only the castle in front of you. The player with the highest final score wins. If there is a tie, the tied players compare the number of specialty rooms in their castles—the player with the highest number wins. If there is still a tie, players share the victory.

TWO-PLAYER ADJUSTMENTS

- There are only 2 castles in this variant (yours and your opponent's). There is no third castle as there is in the core game's 2-player variant.
- Ballrooms and the bonus card "1 point for every specialty room in the adjacent castles" score 1 point for each matching tile in your castle and 1 point for each matching tile in your opponent's castle.

Special thanks to Julia Ziobro for inspiring some of the concepts in this variant.

WANT TO WATCH A HOW-TO-PLAY VIDEO?

Go to stonemaiergames.com/games/between-two-castles/rules-translations-and-faq

HAVE A QUESTION WHILE PLAYING OR A STORY TO SHARE?

Post it on the Between Two Castles of Mad King Ludwig Facebook group, mention it on BoardGameGeek, or tweet it to @stonemaiergames

NEED A REPLACEMENT PART?

Request it at stonemaiergames.com/replacement-parts

WANT TO STAY IN TOUCH?

Subscribe to monthly updates at stonemaiergames.com/e-newsletter



STONEMAIER
GAMES

© 2018 Stonemaier LLC. Between Two Castles of Mad King Ludwig is a trademark of Stonemaier LLC.
The Castles of Mad King Ludwig is a trademark of Bezier Games, Inc. All Rights Reserved.