# Between Two CASTLES of Mad King Ludwig

## Two Solitaire Modes

### *Designed by Morten Monrad Pedersen*
*With Ben L. Montgomery, Karel Titeca and Lines J. Hutter*

## INTRODUCTION

This double rulebook adds rules for playing Between Two Castles of Mad King Ludwig solitaire by replacing the human players with artificial players that play by simpler rules.

Rules that are only relevant for the expansion are colored like this.

There is one rulebook part for each of two ways of playing: The default "Automa" system and an alternative way of playing called the "Introvert Variant."

When using the Automa system, the game plays as a 3-player game with the artificial opponents taking the place of 2 human players.

The Introvert Variant is quite different than the multiplayer game. You have a single castle on your own and play against a single artificial opponent that also has one castle. This variant is simpler, faster, more puzzly, and allows you to slightly manipulate your opponent.

*Designer's note: Since Between Two Castles is set in Germany, the names in this solo mode are German inspired and it is useful to know that links and rechts are German for left and right.*

## THE GOLDEN PRINCIPLES

When reading and using these rules always keep these 2 Golden Principles in mind:

1. Any rule not explicitly overruled in this rulebook is still in effect.

2. The artificial opponents are considered players in the game.

## COMPONENTS

**24 Automa cards**

**4 room type cards**

**1 double-sided Automa turn order card**

**3 double-sided player aid cards**

*Designer's note: The two artificial players are Automas—a species of cardboard life forms constructed using a specific set of design principles. The species came to life in the game Viticulture, set in Italy, and the name comes from the Italian word for Automaton.*

*One might easily be led to think that the artificial player in the Introvert Variant is also an Automa, but the rules violate some of the established design principles for an Automa, so we call her a Fauxtoma.*

# BETWEEN TWO CASTLES
## AUTOMA

### INTRODUCTION

In this mode, you play against 2 artificial players (Automas)—Roberta von Links and Roberta von Rechts—instead of against human players.

You share castle Linkenstein with Roberta von Links and castle Rechtsburg with Roberta von Rechts. The two Robertas share castle Roburg.

### AUTOMA CARDS

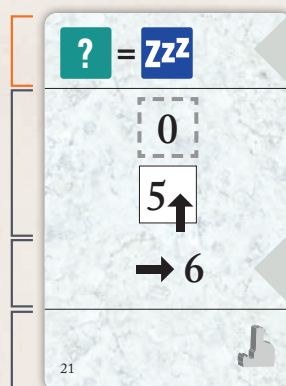The Automa cards are divided into 4 sections each of which will be explained when needed.

The card ID number at the bottom has no gameplay function and neither do the grey triangles (the latter are indicators for the Introvert variant).

Secret room type

Filters for tile selection

Tile tiebreaker

Signal selection

### SETUP

Perform the setup steps as usual for a 3-player game, then follow this procedure:

1. Shuffle the Automa cards to form a face down **Automa deck.**

2. Place the blue and grey castle tokens close at hand. They are called the **signal tokens.**

3. Place the 4 room type cards, as shown in the example on the next page, to form the base of Roburg. Leave some space between them.

4. Look at the leftmost of the two room types that Roburg's throne room "wants" next to it. Find the same room type icon on the room type cards and place the green castle token below it.

5. Do the same for the rightmost of the throne room's icons, placing the yellow castle token as shown in the example.

6. These tokens mark Roburg's **favorite** room types. There is no functional difference between the two and they never change.

7. Remove Roburg's throne room from the game.

8. Choose a difficulty level (as explained on the last page of this part of the rulebook). Pick level 3 (normal) or less for your first play.

9. If you chose difficulty level 4/5/6/7, place 1/2/3/4 random room tiles respectively face up in Roburg by following the rules in "Placing a tile in Roburg" Discard and draw a new tile every time you draw a secret room.

10. Place the turn order card on the table with the "Round 1" side face up.

11. Place the red castle token next to this card.

2
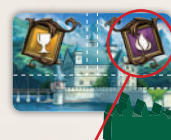
*Example of how the game is set up.*
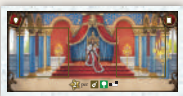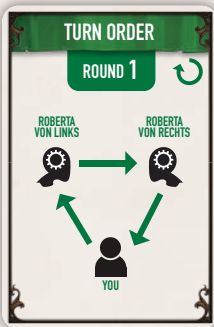
**ROBURG**
Set off space for 8x5 tiles

Automa deck and discard pile
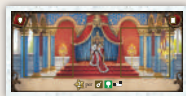
**LINKENSTEIN**

Set off space for 9x8 tiles.
The actual castle size varies a
lot and is often a + shape.

**TURN ORDER**

ROUND 1

ROBERTA
VON LINKS          ROBERTA
VON RECHTS

YOU

**RECHTSBURG**

Set off space for 9x8 tiles.
The actual castle size varies a
lot and is often a + shape.

Signal tokens

Set off space for 9x1 tiles

## ROBURG

Roburg consists of 8 columns, 1 for each non-secret room tile type. Each of these will rarely be more than 5 tiles high.

Secret rooms will be placed into the columns of the other room types and, from then on, each are treated as a room of the column's type in all regards.

## ROUNDS

Each round follows this procedure:

1. Instead of giving each player their own hand of 9 room tiles, you place 2 hands of 9 tiles in face down stacks and to the side. Then, randomly lay another 9 tiles in a face-up row in front of you. This is the **shared hand.**

2. You and the Automas take turns playing 2 tiles from that hand until only 1 tile is left in the hand. You then will use the next hand.

*Designer's tip: This is different than in the multiplayer game where all 3 hands would be in play at the same time.*

3. Place the red castle as the **turn order token** on the **turn order card** to mark the first player of the round.

   a. 1st round: Roberta von Links.

   b. 2nd round: Roberta von Rechts.

4. The three of you each take turns in clockwise/ counterclockwise order as indicated by the turn order card and you use the shared hand. The turn order token on the turn order card must be moved around to always indicate the player whose turn it is.

5. Whenever the shared hand is down to 1 tile:

   a. Discard that tile.

   b. If you have played less than 3 hands in this round, take 1 of the 2 hands you placed to the side during step 1. Then, place its tiles randomly in a line to form a new shared hand.

   c. Otherwise, flip the turn order card to the round 2 side and go back to step 1. If it was already round 2, the game is over, and you proceed to scoring.



TURN ORDER

ROUND 1

ROBERTA VON LINKS   ROBERTA VON RECHTS

YOU



WHOSE TURN IS IT?

ROUND 1

| HAND | START OF TURN: TILES LEFT | CURRENT PLAYER |
|------|---------------------------|----------------|
| 1 | 9 | von Links |
|   | 7 | von Rechts |
|   | 5 | You |
|   | 3 | von Links |
| 2 | 9 | von Rechts |
|   | 7 | You |
|   | 5 | von Links |
|   | 3 | von Rechts |
| 3 | 9 | You |
|   | 7 | von Links |
|   | 5 | von Rechts |
|   | 3 | You |

*Designer's note: There is a player aid card that lets you easily determine whose turn it is in case you forget to move the token.*

# AN AUTOMA'S TURN

The turn of an Automa follows this procedure:

1. Place the signal tokens above 2 tiles of your choice in the shared hand.

*Designer's note: This is done to signify to your partner those tiles that would be good for your shared castle.*

2. Draw an Automa card and place it face up on top of the discard pile.

3. Follow the procedure in the "An Automa Picks and Places a Tile in Roburg" section.

4. Follow the procedure in the "An Automa Picks and Places a tile in Linkenstein/Rechtsburg" section.

## AN AUTOMA PICKS AND PLACES A TILE IN ROBURG

If there are secret rooms in the shared hand, they are considered to have the room type shown at the top of the current Automa card. This type changes each turn, when a new card is drawn.
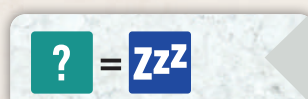


When an Automa picks a tile for Roburg, she does so from the shared hand by applying the filter(s) (if any) and the tiebreaker on the current Automa card.

1. Initially, she considers **valid** all tile types in the shared hand of which Roburg has less than 5. This can include zero.

   a. Exception: If Roburg has at least 5 tiles of all the remaining types, they all become valid and you continue the procedure with them.



2. Look at the top filter icon on the Automa card. If there isn't one, then skip to step 6.

3. Carry out the instructions for this icon (see next section). These define which valid tiles remain valid.
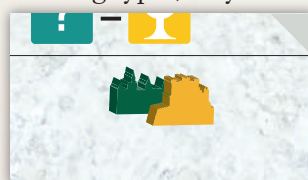
*Designer's tip: You can push the tiles slightly downward as they become invalid to make it easier to select the tiles.*
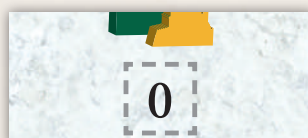
4. If the filter would leave no valid tile, it is skipped.



5. For the remaining valid tiles, perform steps 2, 3, and 4 using the second filter icon on the card (if any).

6. If there is only 1 tile left, the Automa selects that.

7. Otherwise, use the tile tiebreaker to figure out which valid tile the Automa will choose as described in "The Tile Tiebreaker."
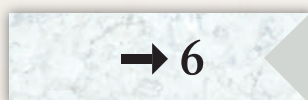
## FILTERS

**Favorite:** Only valid tiles of the 2 favorite room types remain valid.

**Most-Of:** Determine which valid tile types there are the most of in Roburg among those with less than 5 tiles. Only tiles of those types remain valid.

Note that the icon indicates that the Automa wants to get 5 tiles, not that a column with 5 tiles is a valid choice.
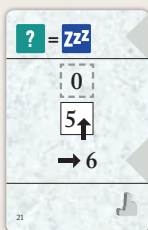
**Have-Not:** Only valid tiles of the types not already in Roburg remain valid.

*Example: Roburg and the shared hand is as shown below.*
*You draw the card at the bottom left.*
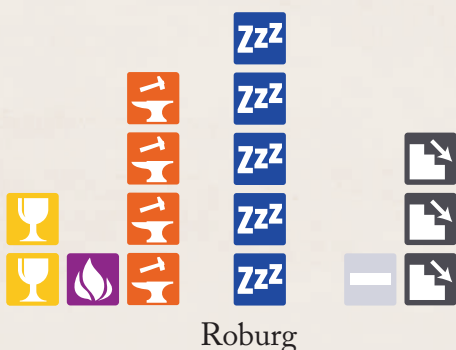
Roburg

Shared hand

**2  1  3  5  3**

*Designer's note: It might seem counter-intuitive that Have-Not followed by Most-Of can produce a result, but, as we shall see in this example, it does make sense.*

*Apart from the sleeping room tile, all tiles in the shared hand are valid initially— since there are 5 sleeping rooms in Roburg and less than 5 of each of the other types.*

*Utility rooms, activity rooms, and corridors would also have been valid if any had been in the hand.*

*The first filter is Have-Not, but Roburg already has all the tile types in the shared hand. Therefore, this filter would leave no valid tiles, so it is skipped.*

*Next, the Most-Of filter is used. Among the valid tiles in the hand, Roburg has most downstairs rooms; thus, only the 2 downstairs rooms remain valid.*

## THE TILE TIEBREAKER

This tiebreaker shows a number and an arrow to the right. Start at the left of the line of tiles that makes up the shared hand and count out the number of tiles from left to right, going from one valid tile to the next and wrapping back around to the leftmost valid tile when you run out of tiles on the right.

**→ 6**

*Continuing from the previous example:* Since there is more than 1 valid tile in the shared hand you use the tile tiebreaker to select the rightmost of the 2 valid tiles:

1 → 2
3 → 4
5 → 6
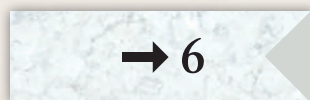
## PLACING A TILE IN ROBURG

Finally, the Automa places her selected tile at the top of the matching Roburg column, as indicated by the room type cards.

Tiles in Roburg never trigger room bonuses.

*Example: The illustration to the right shows where each of 3 different rooms would be added to Roburg if that tile were selected for placement. For the secret room, the column is chosen because the top icon on the Automa card shown has the corridor icon.*
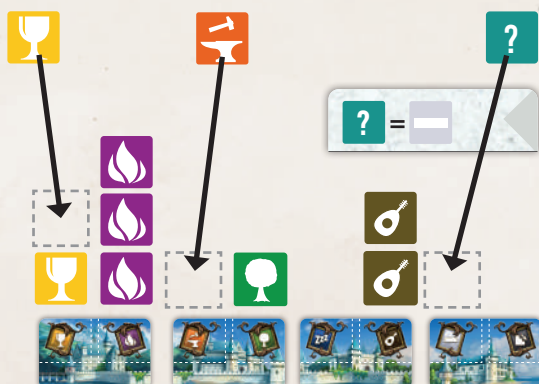
## AN AUTOMA PICKS AND PLACES A TILE IN LINKENSTEIN/RECHTSBURG

After an Automa has placed a tile in Roburg, she picks a tile for the castle she shares with you. Follow this procedure:

1. She chooses the tile marked by the castle token shown at the bottom right of the Automa card.

2. If that tile is no longer available, because it has just been placed in Roburg, she picks the tile marked by the other signal token.
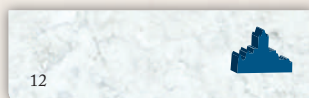
You then place that tile, as you see fit, in the appropriate castle. **You do not also pick a tile for the castle at this time.**

# YOUR TURN

On your turn, pick 2 tiles from the shared hand, as normal, and place 1 each in Linkenstein and Rechtsburg.

**The Automa does not select a tile for the castle at this time.**

*Designer's tip: To avoid the risk of forgetting which castle you must assign the second tile to, if you get distracted, it can be a good idea to not place the tiles in the castles until you've chosen both tiles.*

# SCORING

Scoring for Linkenstein and Rechtsburg is performed as for a multiplayer game, but Roburg is scored in a different way:

1. Start with the base score for your chosen difficulty level (see Difficulty Levels).

2. Add points based on the number of tiles in the columns:

   a. 4 points for each column with 3 or 4 tiles.

   b. 9 points for each column with 5 or more tiles.

3. Add points for the number of columns in Roburg that have tiles:

   a. 10 points for **exactly** 7 columns with tiles (this also applies when playing with the expansion.)

   b. 13 points for 8 columns with tiles.

*Example: Scoring Roburg.*

*When reading this example—and if you are not playing with the expansion—simply pretend that the ? tiles are of the same type as the column in which they are located.*

*The base score for level 3 difficulty is 32 points. To this, you add points that are calculated as follows:*

*9x2 = 18 points are scored because the food and living rooms each have 5 tiles and 4x1 = 4 points because there are 3 outdoor rooms.*

*The activity rooms, corridors, and all other room types score 0 points because there are less than 3 of each of them.*

*Points for 7 or 8 columns with tiles are not triggered since there are only 5 columns.*

*Thus, the total is 32+18+4 = 54 points.*

*Note: Since there are no specialty rooms in Roburg, you win by default if the game goes to the second tiebreaker.*

*Reminder: The first tiebreaker is that those who have tied compare the scores of their highest scoring castles. The player with the higher score wins.*

# DIFFICULTY LEVELS

The difficulty level determines both a base score for Roburg and, when playing at higher difficulty levels, the number of extra tiles added to Roburg during setup.

| LEVEL | TITLE | BASE SCORE | TILES ADDED |
|-------|-------|------------|-------------|
| 1 | The Fortress of Ineptitude | 22 | 0 |
| 2 | The Fort of Underachievement | 27 | 0 |
| **3** | **The Castle of Adequacy (normal)** | **32** | **0** |
| 4 | The Castle of Slight Splendor | 34 | 1 |
| 5 | The Castle of Opulence | 36 | 2 |
| 6 | The Palace of Unpossibly Magnificent Glory | 38 | 3 |
| 7 | The Palace for which We Ran Out of Splendid Adverbs and Nouns | 40 | 4 |

# INTROVERT VARIANT

In this variant, you play against the artificial player Roberta von Roburg and, in contrast to the normal game, each of you builds a separate, unshared castle – Roberta's is called Roburg. Please read the "The Golden Principles" and "Components" sections on page 1 before continuing to read.

*Designer's note: Introvert is a variant that is quite different from the multiplayer game. You have a single castle on your own and play against single artificial opponent that also has one castle. This variant is simpler, faster, more puzzly, and allows you to slightly manipulate your opponent.*

*This variant is neither intended to mimic the multiplayer game, nor the Mad King's Demand variant from the core expansion rulebook.*

## SETUP

Do not set up the game as normal, instead do this:

1. Shuffle the Automa cards to form a face-down **Roberta deck.**

2. Create 8 stacks of 5 random, face-down regular room tiles.

3. Place the 4 tile type cards, as shown in the illustration below, to form the base of Roburg. Leave some space between them.

4. Place 1 random throne room in front of you.

5. Choose a difficulty level (refer to the last page of this rulebook). Pick level 3 (normal) or lower for your first play.

6. If you chose difficulty level 4/5/6/7, place 1/2/3/4 random room tiles respectively face up in Roburg by following the rules in "Roberta Places a Tile in Roburg." Discard and draw a new tile every time you draw a secret room.

7. Place the grey castle token close at hand. It is called the **marking token.**

8. Remove the bonus card that gives 1 point for each specialty room in neighboring castles from the game.
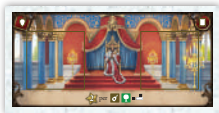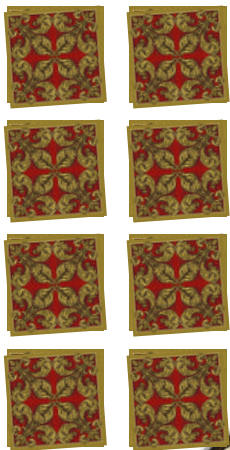
## ROBURG

Roberta deck and discard pile
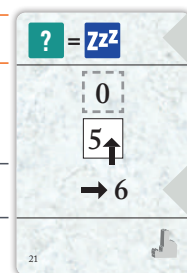
Marking token          Your castle

## ANATOMY OF AN AUTOMA CARD

Automa cards are divided into 5 rows. Only the 2 rows marked by triangles are used for the Introvert Variant.

The card ID number at the bottom has no gameplay function.

Secret room type

Tile tiebreaker

## ROBURG

Roburg consists of 8 columns, 1 for each non-secret room tile type. Each of these will rarely be more than 5 tiles high.

Secret rooms will be placed into the columns of the other room types and, from then on, each should be treated as a room of the column's type in all regards.

## HANDS

You play using the 8 stacks of 5 tiles one by one and the two of you pick tiles in a semi-merged manner.

For each stack you follow these steps:

1. Take 1 of the stacks of 5 tiles and place the tiles randomly in a face-up row. This is the shared hand.
2. Turn 1: You each pick a tile.
3. Turn 2: You each pick a tile.
4. Discard the remaining tile.
5. Repeat steps 1-4 for all stacks.
6. When no stacks remain, the game is over. Score both castles.

## YOU AND ROBERTA EACH PICK A TILE

### YOU MARK A TILE

As the first step in each turn, you must place the marking token above one of the tiles in the shared hand to **mark** it for possible future selection.

### ROBERTA SELECTS A TILE

Next, you draw the topmost card of the Roberta deck and place it face up on the discard pile.

If there are secret rooms in the shared hand, they are considered to be of the type shown at the top of the current Automa card.

Next, Roberta selects a set of **valid tiles:**

1. If no tile type in the shared hand has 2-4 tiles in Roburg, then all tiles are valid.
2. Otherwise, **all** tiles of types with 2-4 tiles in Roburg **plus the tile you marked** (and only those) are valid.

She then selects one of the valid tiles and places it in Roburg using this procedure:

3. If only 1 tile is valid, she picks that and skips the rest of this procedure.
4. Otherwise, look at the number on the card that is next to the right-pointing arrow.
5. Start at the leftmost of the tiles in the shared hand and count the number of tiles from left to right, going from one valid tile to the next. Wrap back around to the leftmost valid tile when you run out of tiles on the right.
6. Roberta selects the tile you end up on.

*Example: Roburg and the shared hand is as shown.*

*The numbers above the tiles in this example indicate how many of that tile type are in Roburg. The columns with 2–4 tiles are valid, as is the sleeping room—because you marked it. Otherwise, the 5 sleeping room tiles in Roburg would have made it invalid.*

Roburg

4  1  3  3  5

Shared hand
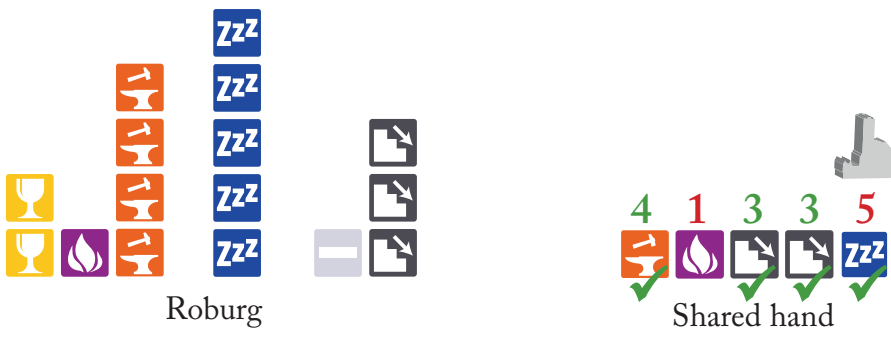
*Since there is more than 1 valid tile, you look at the number plus the arrow and count the tiles as shown, skipping the invalid tile. Then, place the first downstairs tile in Roburg.*

→1 →2 →3 →4
→5 →6

Shared hand
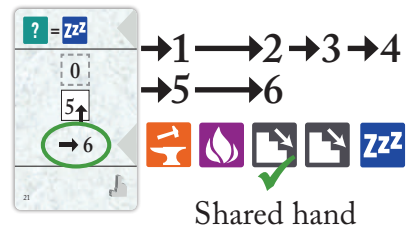
## ROBERTA PLACES A TILE IN ROBURG

Finally, Roberta places her selected tile at the top of the matching Roburg column as indicated by the room type cards.

Tiles in Roburg **never** trigger room bonuses.

*Example: The illustration below shows where each of 3 different rooms would be added to Roburg if that tile were selected for placement. For the secret room, the column is chosen because the top icon on the Automa card shown has the corridor icon.*
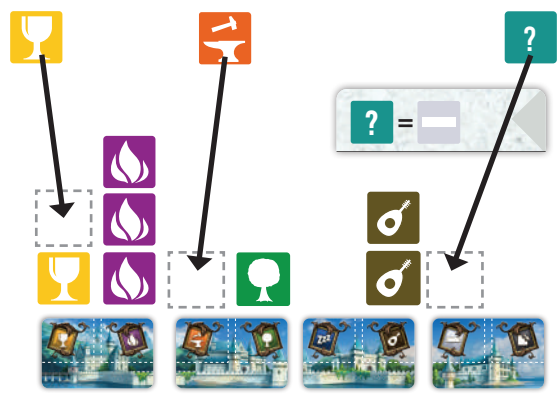
## YOU PICK AND PLACE A TILE

If the marked tile is still available after Roberta has placed her tile, you must take it; otherwise, you may take any 1 tile from the shared hand. Place the tile you took in your castle.

# SCORING

**Ballrooms are worth 1 point each for every matching tile in Roburg and in your castle.**

Scoring for your castle is performed as normal, but Roburg is scored in a different way:

1. Start with the base score for your chosen difficulty level (see Difficulty Levels).

2. Add points based on the number of tiles in the columns:

   a. 4 points for each column with 3 or 4 tiles.

   b. 9 points for each column with 5 or more tiles.

3. Add points based on the number of columns in Roburg that have tiles:

   a. 10 points for **exactly** 7 columns with tiles. (This also applies when playing with the expansion.)

   b. 13 points for 8 columns with tiles.

*Example: Scoring Roburg.*

*When reading this example and not playing with the expansion, simply pretend that the* ? *tiles are of the type of the column they are in.*

*The base score for level 3 difficulty is 37 points. To this you add points as calculated below.*

*9x2 = 18 points are scored because the food and living rooms each have 5 tiles and 4x1 = 4 points because there are 3 outdoor rooms.*
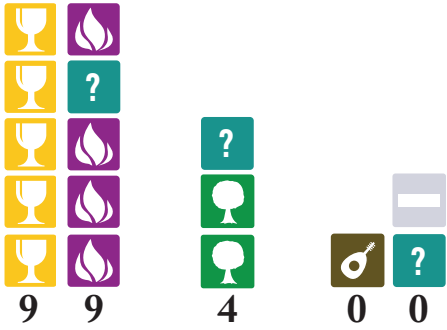
The *activity rooms,* corridors, and all other room types score 0 points because there are less than 3 of each of them.

*Points for 7 or 8 columns with tiles are not triggered since there are only 5 columns.*

*Thus, the total is 37+18+4 = 59 points.*

*The winner is the player whose castle has the most points. There are no tiebreakers, so a tie is, well, a tie.*

## DIFFICULTY LEVELS

The difficulty level determines both a base score for Roburg and, when playing at higher difficulty levels, the number of extra tiles added to Roburg during setup.

| LEVEL | TITLE | BASE SCORE | TILES ADDED |
|---|---|---|---|
| 1 | The Fortress of Ineptitude | 27 | 0 |
| 2 | The Fort of Underachievement | 32 | 0 |
| **3** | **The Castle of Adequacy (normal)** | **37** | **0** |
| 4 | The Castle of Slight Splendor | 39 | 1 |
| 5 | The Castle of Opulence | 41 | 2 |
| 6 | The Palace of Unpossibly Magnificent Glory | 43 | 3 |
| 7 | The Palace for which We Ran Out of Splendid Adverbs and Nouns | 45 | 4 |