The 25 basic character cards

King (1x / 2x / 1x): You gain **3/4/5 victory points** immediately when you play the card.

Steward (3x): You may turn **the heraldic tile** just placed by **another player** in any orientation you like.
(Play this card during another player's turn).

Landgrave (3x): You may build your **castle** in a "grain" area instead of a "rocks" area.

Landgravine (3x): You may build your **castle** in a "wood" area instead of a "rocks" area.

Robber Baron (2x): You steal **half of all silver** currently in the silver mine (rounded down).

Raider (2x): You steal **1 silver** from each other player. If a player owns no silver, you get nothing from them.
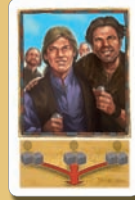
Brigands (1x): You steal **2 silver** from each other player. If a player owns no silver, you get nothing from them. If a player owns 1 silver only, you steal only this.

Traitor (2x): You buy **1 card** from one other player of your choice, paying them **1 silver**. Draw the card randomly from that player's hidden hand cards.
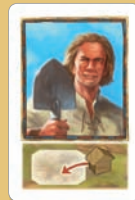
Master builder (3x): You may build a **castle** even if **one or more resources** are missing. You must pay 1 silver for each missing resource.

Peasant (2x): You are the founder of a **new village**. Place a new village (from the game box) on a vacant octagonal space of your choice.

The 8 „Battle" module cards:

Duke (2x): You are the founder of a new city. Place a new city (from the game box) on a vacant octagonal space of your choice.

Guard (2x): Once only, the guard prevents one of your castles from being overbuilt.
((Play this card during another player's turn).

Incendiary (2x): You burn any one **city** down. Remove it from the game board.

Abbot (1x): You may **overbuild** one **castle** paying only 1 of each type of resources (instead of 2).
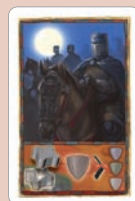
Army of Knights (1x): You may overbuild one **castle** even if you do not exceed the other player's heraldic points.

QUEEN GAMES

🇬🇧 Object of the game

Numerous castles were built in Italy during the Middle Ages. The point always was to defy the enemy at the most attractive sites. A great deal of rocks was needed (for the walls), of strong trees (for the roof structure) and last not least large quantities of grain to feed the workers. The knights could provide these resources by roaming the countryside and trying to gain control of the resources in as many areas as possible.

The player who establishes their castles in Castelli at the most attractive sites and thus gains the most victory points will be the winner of the game.

Game components for Castelli

- **1 jigsaw game board,** composed of:
  - 4 game board pieces
  - 2 resource charts
  - 10 frame pieces
- **32 heraldic tiles**
- **36 castles,** 9 each in 4 player colors

- **12 resource markers,** 3 each in the 4 player colors
- **4 scoring markers,** 1 each in the 4 player colors
- **8 cities and 13 villages**
- **25 character cards**
- **22 silver cubes**
- **1 rules booklet**

Extra components for …

…the additional module "Dilemma":

- **4 start tiles,** heraldic tiles with special back side

Back side of start tile

…the additional module "Battle":

- **8 battle cards,** special character cards with a framed dark front side

  The special abilities of the battle cards are explained on page **1**.

Battle card

…the "Castelli-Tournament":

- **1 silver mine tile**

Silver mine tile

Setup and general preparations for 4 pla

1. **Assemble the game board following steps A, B, and C.**

A. Join the 4 game board pieces together, forming a square game board. There are square grassland spaces and octagonal landscape spaces. A landscape space may contain up to 3 different terrain types, markets and building sites for cities and villages.

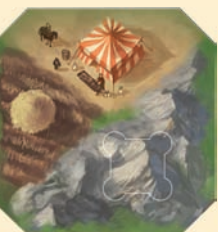**6.** Place all **22 silver cubes** on the silver mine of the game board as common supply.

The game board's silver mine

5. Shuffle the **25 character cards** and place the deck face down next to the game board.

Each character has a special ability, as described on page 1.

Front and back side of a character card

Octagonal landscape space with 3 areas:
1 rock area, 1 grain area, and 1 market area.
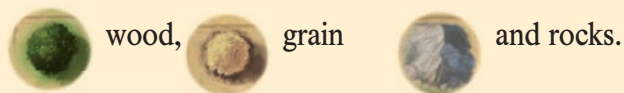*The rock area contains a building site for a castle*

B. Mount the **resource charts** flush with the square game board. They are used to indicate the players' current supply of resources. There is one chart each for:

wood, grain and rocks.

C. Place the **10 frame pieces** around the game board and resource charts, forming a continuous **victory points track** from 0 – 69.

B

C

B

2. Give each player in their chosen color:

• **1 scoring marker**, placing it on space "0" of the victory points track.

• **3 resource markers**, placing one each on the "0" spaces of the three charts.

• **9 castles**, kept in front of themselves.

3. Randomize the **32 heraldic tiles** and deal them **face down** onto the **square grassland spaces** of the game board.

*Front side with 4 players' coats of arms, value 4*
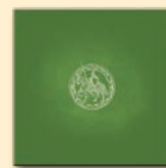
Back side of heraldic tiles

The heraldic tiles bear the players' coats of arms with values from 1 – 6 or a card icon.
Additionally, there are 1 or 2 silver cubes in the center of some tiles.

C

4. Separate **2** each of the **13 village** and **8 city** playing pieces and store them next to the board. Place the remaining **11 villages** and **6 cities** onto the corresponding illustrations of the game board.
Note: The previously separated villages and cities can enter the game later by playing certain cards.

Village   *City*

3
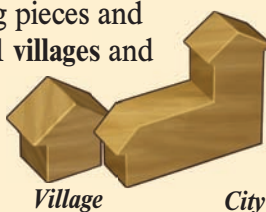
The last player who visited a castle is the start player. The game then proceeds in clockwise direction, each player performs their turn one after the other.

The active player performs these three actions:

🟩 **1. Reveal a heraldic tile**
  • **Gain character card or silver cube**

🟥 **2. Evaluate areas and gain resources**

⬜ **3. Build castle(s) and score victory points**

🟩 **1. Reveal a heraldic tile**

The active player chooses one face down heraldic tile from the game board and reveals it. Next, the player puts the tile back at its place, face up and in any orientation they like.

Gain character card or silver cube

If a card is shown on the tile, the player immediately draws the top card from the deck and keeps it hidden on their hand, regardless if the card icon is of their own or another player's color. The **value** of **a coat of arms with a card icon** is "0" when evaluating areas. If any silver cubes are shown on the tile, the player immediately claims that many silver cubes from the silver mine and keeps them in front of themselves. In case the silver mine is empty, the player does not gain any silver. If this place is bordering the edge of the game board, the player whose coat of arms points toward the edge immediately receives whatever is shown at this spot of the frame (card, resource, or silver).

The active player draws 1 character card from the deck.

The active player seizes 1 respectively 2 silver cubes from the mine.

🟥 **2. Evaluate areas and gain resources**

Evaluate areas

Each octagonal landscape space contains up to 4 complete areas. An area is evaluated after all adjacent heraldic tiles have been revealedt.

These rules apply:
• Each area is evaluated only once during the game.
• More than one area can be evaluated during a player's turn.
• Adjacent areas of other landscape spaces are considered separate areas.

Exception "The silver mine"

The silver mine is evaluated at the end of the game only, even if all adjacent heraldic tiles have been revealed.

An area is evaluated when ...

... 1 adjacent heraldic tile…   *... 2 adjacent heraldic tiles …*   *... 3 adjacent heraldic tiles … has/have been revealed.*

Gain resources

The areas "Wood", "Grain", and "Rocks"

When evaluating a "Wood", "Grain" or "Rocks" area, the player with the most influence on this area gains resources. The player with the **highest total of heraldic points** of the bordering tiles has the most influence on that area.

The player gains one unit of this area's resource for each resource symbol shown in the area and advances their marker accordingly on the corresponding chart.

In case of a **tie**, the tied players share the resources, rounded down.

The **maximum number** of units of any resource type a player can hold is **5**; any surplus units are lost
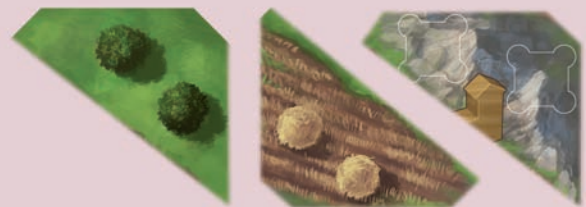
Areas "wood",   „"grain",   and "rocks"
with 2 resource icons each.

Player Blue has revealed the heraldic tile A. The two areas "rocks" and "groin" will be evaluated:

1. Blue controls the "rocks" area (majority of 5 heraldic points compared to 4 points of Yellow) and gains 2 units of rocks. He advances his marker on the rocks chart by 2 spaces.

2. Red controls the "grain" area (majority of 5 heraldic points compared to 4 points of Green) and advances his marker on the grain chart by 2 spaces

Special case "The edge of the game board"

Heraldic tiles at the edge of the game board

The edge of the game board is considered an area with **1 adjacent heraldic tile**. Such an area is evaluated **immediately** after the tile has been revealed. The player whose coat of arms is facing the edge of the game board receives a resource, character card or silver as shown

Landscape spaces at the edge of the game board

There are some **neutral coats of arms** (grey) next to areas partly bordering on the **edge of the game board**. These are considered a revealed coat of arms with **"0" value**.

Any areas bordering exclusively on neutral coats of arms or coats of arms containing a card icon or on icons on the edge **only** will **not be evaluated**.

Resource icons on the edge of the game board for ...

… wood,   …grain   …rocks,   …and silver.

 Neutral coat of arms on the edge of the game board.

The "markets"

Markets are treated like areas of "wood", "grain", and "rocks". The player controlling a market (the most influence) draws the number of character cards from the deck as there are tents shown on the market. The player adds the cards to their hand, keeping them hidden from the other players.

During their own turn, a player may use one of their own cards

Players may choose to sell any number of their cards anytime, collecting 2 silver cubes from the silver mine for each card.

After using or selling a card, it is shoved face down at the bottom of the deck.

Please see page 1 for details of the character cards.

Example: Player Green reveals the heraldic tile B, puts it back at its place and draws a card from the deck. Now three areas will be evaluated:

1. Players Green and Yellow tie at the market (marked green-yellow). Both of them draw one card from the deck.

2. Green controls the "grain" area with 3 h raldic points, compared to only 2 of Red. Green gains 2 grain units.

3. Red controls the second "grain" area, because Blue's value for this area is "0". Red gains 2 grain units

3. Build castle(s) and score victory points

Building castles

The active player may build one or more castles if they own the required resources. To build one castle the player must pay **1 unit each of "grain", "wood", and "rocks"**. The player moves their markers back on the resource charts accordingly.

Once only during their turn the player may pay 2 silver cubes and buy any **one** unit of a resource they do not currently own and spend it immediately building a castle. Then, they put the silver back to the silver mine.

The following rules apply when building a castle:

- The player must have influence on the octagonal space they want to build their castle on with at least **1** of their **coat of arms**.

- Castles may be built on **building sites of "rock" areas** only. There are areas with 1 or 2 building sites.
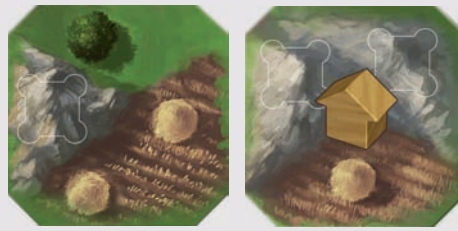
Scoring victory points

After having built a castle, the player **immediately** and **once only** gains victory points for their new castle as follows:

- **2 victory points for each city** in straight horizontal and vertical line of the new castle

and,

- **1 victory point for each village** in straight horizontal and vertical line of the new castle.

The player advances their scoring marker on the victory points track accordingly.

Landscape space with …

… 1 building site, and   …2 building sites.

Example: Blue has built a castle.

There are 2 villages and 1 city in horizontal line of the castle.

Also, there is 1 village in vertical line of the castle.

The player scores a total of 5 victory points and advances their victory marker on the victory points track accordingly.

End of the game and winner

The game ends as soon as the last heraldic tile has been revealed and put back at its place. The active player completes their turn, then the **silver mine is evaluated**.

The player with the **most influence** on the silver mine receives **all silver cubes** still there. In case of a tie, all tied players share the silver, rounded down.

Eventually, the final scoring takes place

- Each **unused card** (still held on the player's hand) is worth **1 victory point** for its owner

- Each **unused resource unit** is worth **1 victory point** for its owner.

The player owning the **most silver cubes** gains **4 victory points**, the player owning the **second most silver** cubes gains **2 victory points**. In case of a tie, all tied players gain **3 victory points** each.

The players adjust their scoring markers accordingly and the player with the most victory points is the winner of the game!

In case of a tie, the tied player who has built the most castles is the winner. If the number of castles does not resolve the tie, the tied players share the victory.

Rules changes for 2 and 3 players

Please observe the following change during setup for a 2-player-game

1. The players use only **2 game board pieces,** one of which must be the piece with the **silver mine**, the second piece may be **any** of the three other ones. Mount the 2 resource charts flush with these two pieces, then add the 2 remaining game board pieces face down. The frame pieces surround the game board as usual.

2. Put only **11 silver cubes** in the silver mine.

Please observe the following change during setup for a 3-player-game

1. Put only 16 silver cubes in the silver mine.

All other rules remain unchanged in a 3- or 2-player-game. Any player colors not used in the game are considered neutral. If one of these **neutral** colors has the most heraldic points, no player will gain the resources.

Game board setup in a 2-player-game

Castelli – The modules

The "Dilemma" module

Additional components: • 4 start tiles

During set up each player takes 1 start tile. When performing their turn, a player **always** has the option, if they

• put the **original** tile taken from the game board back at its place or

• place the heraldic tile on **their hand** on the board instead of the tile they just had taken from there, keeping this on their hand.

A player still holding their **start tile at the end of the game** gains **5 victory points.**
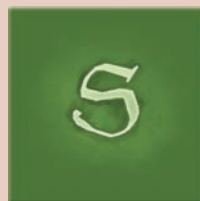
Back sides   *Front sides*

The "Battle" module

Additional components: • 8 battle cards

Mix the battle cards and character cards and shuffle them well, then place the deck face down next to the game board. The same rules as for character cards apply to battle cards.

When playing with the "Battle" module players may overbuild other players' castles. Victory points previously gained by building a castle are not lost if the castle is overbuilt later.

Overbuilding a castle scores the same way as building an "ordinary" castle.

The 8 battle cards …

…enable the players to take more control of gameplay and add even more diversity and strategic aspects to the game.

Please see page 1 for details of the battle cards.

Rules for overbuilding a castle:

- A player may overbuild another player's castle only, if their **total** of **heraldic points** bordering that octagonal landscape **exceeds** the other player's total of heraldic points there

- Overbuilding a castle costs **2 units of each resource type (2 each of grain, wood, rocks)**. Like in the basic game, only **1 resource may be replaced by 2 silver**.

- A castle may be overbuilt only once.

When overbuilding a castle, the active player simply puts their castle on the overbuilt castle.

During final scoring points are awarded for …

A. …the player with the most influence on each **single** village and city. Players check who owns the most castles in straight horizontal and vertical line of **each village and city**.

The player with the most castles (on top) gains
- **3 victory points** for a **village**,
- 6 victory points for a city.

In case of a tie, the tied players share the victory points, **rounded up**.

B. …**each castle** that is **not overbuilt**; it is worth 2 victory points for its owner.

The player owning the most **silver cubes gains 8 victory points**, the player owning the **second most silver cubes** gains **4 victory points**.

Example of final scoring for a city with "Battle" module:

Both Green and Blue influence the city with 3 castles, Red and Yellow only with one castle each. Green and blue tie for the most influence and gain 3 victory points each.

All cities and villages are evaluated like this.

Castelli – The Tournament

Additional components: • 1 silver mine tile

During setup, fit the two resource charts in between two game board pieces on either side.

Place the silver mine tile on that side where no silver mine is shown. Put it on the space congruent to the original silver mine.

During a Castelli Tournament both parties use the victory points track, resource charts and character cards deck simultaneously.

Variant 1

4 players can play two 2-player-games **simultaneously**, the second round would be winner vs. winner while the two losers would compete for third place.

Variant 2

Alternatively, players may play „dog eat dog" and record their victory points on a sheet of paper. The player with the most victory points after three rounds is the winner of the tournament.