

# CASTLE BREAK

## YOUR QUEST TO FREE THE DRAGON

**WELCOME WARRIORS!** The annual Castle Break Games have arrived!

**YOU** have been chosen to represent your Kingdom in this year's games. Do you have the courage to battle other fierce combatants and emerge victorious?

Your task is to complete Quests by collecting items, using your tools and weapons, and harnessing your magical powers. But beware: the cunning among you will attempt to barter, steal, and outwit you at every turn to achieve their aims.

For each Quest completed, you will be rewarded in WestRaven coin. Earn 6 coins and have them forged into 3 keys to unlock the gates to DRAGON'S TOWER.

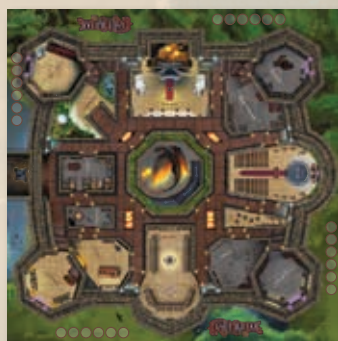
There you will free the dragon and achieve what mere mortals can only dream of – earning the title of this year's **CHAMPION** of the Castle Break Games!

Once the Dragon has been freed, the Castle gates will close. Your opponents will languish behind the gates, preserving their fate as Servants to the King for the term of their remaining lives.

Luck is for the foolish – we bear you, vaunted warrior, **GOOD SKILL** in your Quest!

**LET THE CASTLE BREAK GAMES BEGIN!**

## GAME CONTENTS



### THE CASTLE BOARD

The castle is made up of 15 rooms with objects, tools, and weapons hidden within them. You can move through tunnels, on the top of the castle wall, and even through walls if you have the right magical powers.

### MOVEMENT DIE



All movement with this die holds the power of 3.

### DRAGON DIE



Once in Dragon's Tower, use this Die to unlock the gates and free the Dragon.

### COINS/KEYS



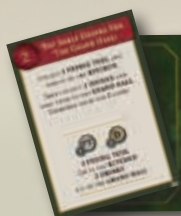
Earn 6 coins and have them forged into 3 Keys.

### CHARACTER CARDS & PIECES



Use these cards to help find your items and play your actions.

### QUESTS



These are the tasks you will need to complete to earn your Coins.

### TRADE GOODS



These are the items you will need to find to complete your Quests.

### TOOLS & WEAPONS



These are the items you will need to use to complete your Quests.

### POWER CARDS



Use these special powers to move throughout the castle or to slow down your opponents.

# • THE RULES OF THE CASTLE BREAK GAMES •

## 1. YOUR OBJECTIVE

Be the first Warrior to free the Dragon by completing Quests, earning Coins, and forging Keys to unlock Dragon's Tower.

Quests are completed by finding, stealing, and bartering for items hidden within the Castle Walls. The more difficult the Quest, the higher the reward (1 to 3 Coins).

Once you collect 6 Coins, take them to the Fire Pits near the Courtyard. Have them melted into 3 Keys and head to Dragon's Tower. Use the Keys to unlock the gates, free the Dragon, and **Win The Game!**

## 2. GAME SET UP

- 1. Board** – Place in the middle of the table.
- 2. Dragon Die (locks)** – Place in Dragon's Tower (**center of the board**). This will only be used at the end of the game.
- 3. Characters** – Select your player piece and the corresponding Character Reference Card. Place your player piece in the Courtyard **A**.
- 4. Quest Cards** – Shuffle and deal 3 to each player. Players then decide which 2 Quests they wish to keep, discarding the other. Place your Quests in the plastic stands.
- 5. Item Cards** – Shuffle each deck (Tools & Weapons, Trade Goods, Power Cards). Deal the following to each player:
  - 3 Power Cards
  - 3 Tools & Weapons Cards
  - 4 Trade Goods Cards

*Note: For two-player games, deal 5 Trade Goods Cards.*

Each player must choose 6 cards to keep in their hand, 3 of which must be Power Cards. The rest of your cards will be exposed.

- 6. Exposed Cards** – Throughout the game, players may only have 6 cards in their hand. Any additional cards must be placed face up in front of them, exposing them to be bartered or stolen.

*Note: Once play has begun, there are no requirements on how many of each type of card must be in your hand.*

- 7. Let The Games Begin** – Start with the oldest and wisest player at the table, then move clockwise.

*Note: For first-time players, consider playing the Quick Quest on the back of the guide.*

## 3. MOVING THROUGH THE CASTLE

**Direction:** You can move in any direction, but you cannot go forward and backward on the same move.

**Entering A Room:** When you enter any room, that Action is now over. You may enter or exit a room from any door.

**Tunnels:** Use Tunnels (blue torches) as a shortcut to move underneath the castle and exit at any other tunnel opening. If you roll to enter the tunnel, your move continues when you exit. For example, if you are at a tunnel entrance and roll a 6, you would move 1 space into the tunnel, then move an additional 5 spaces on your exit.

**Castle Wall:** Use the Tower Room doors (purple torches) to move to any other Tower Room along the Castle Wall. This requires a roll or other movement Action.

## 4. ITEM CARDS

You will be using your Item Cards to complete Quests. Remember, you may only play the cards in your hand.

**Trade Goods** include Food, Drink, Jewelry, and Currency.

**Tools & Weapons** include Swinging Weapons, Prying Tools, and Hunting Tools.

**Power Cards** help you move through the Castle, slow down opponents, and complete Quests faster.

## 5. ON YOUR TURN

### 1. Play Any 2 Actions

- Play a Power Card
- Collect Quest Cards
- Barter with any player
- Complete a Quest (or part)
- Swap with yourself
- Forge Your Keys
- Roll to move

- You cannot play any action more than once. For example, you cannot roll twice on a single turn.
- You can play your Actions in any order.
- You must complete at least 1 Action per turn.
- Get more details about Actions inside this guide.

### 2. Draw a Card

When your Actions are complete, draw an Item Card that matches the space or room you are in.

- B** Grey Rooms = Tools & Weapons
- C** Tan Rooms = Trade Goods
- D** Brick Spaces/Stairs = Power Cards
- A** Courtyard = No Card

### 3. Get Down To 6 Cards

If you have more than 6 cards in your hand, you must expose the extra cards. Your turn is now complete.

(Rules continued inside)





### ROOM ENTRANCES

Marked by yellow torches.



### TOWER ROOMS

Marked by purple torches. You can move from purple torch to purple torch along the Castle Wall.

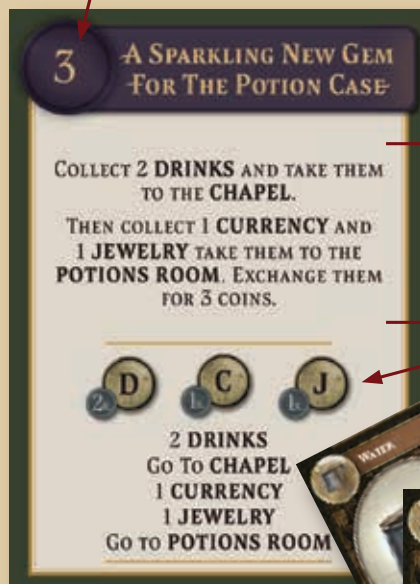


### TUNNELS

Marked by blue torches. You can move from blue torch to blue torch.

## • YOUR QUESTS •

NUMBER OF  
COINS REWARDED



FOLLOW THE  
STEPS TO  
COMPLETE  
THE QUEST

TYPE OF  
ITEMS NEEDED



### QUEST CARDS

Quests range in value from 1 to 3 coins based on difficulty.

If you need more Quests, or would like to replace current Quests, return to the Courtyard and draw 2 more cards.

Remember, you may only keep 2 Quests at a time.

## 6. YOUR QUESTS

You may work on up to 2 Quests at any time. More difficult Quests have multiple steps.

If you need more Quests, return to the Courtyard and draw 2 more cards. You will then decide which 2 Quests to keep. This is a great strategy to replace Quests you are stuck on.

## 7. COMPLETING A QUEST

If you are completing *part* of a Quest:

1. Hand your Quest to the player on your right to read aloud while you display the needed item(s).
2. Take the Quest card and lay it face up in front of you along with the used item(s). This shows you have a Quest in progress.
3. When your turn is over, draw a single card based on your location.

If you are completing a Quest *in full*:

1. Hand your Quest to the player on your right to read aloud while you display the needed item(s).
2. Collect your Coin(s).
3. Discard your played cards and completed Quest.
4. When your turn is complete, instead of drawing a card based on location, **reload your hand by drawing 1 card from each of the 3 Item Card decks.**

*Note: After you have collected your 6th coin, DO NOT reload your hand. Instead, draw a card based on your location and play the rest of the game as normal.*

## 8. WINNING THE GAME

Once you have collected all 6 Coins, you will:

1. Head to any of the Fire Pits **E** on the board (you do not need an exact roll).
2. Have your Coins forged into 3 Keys. Turn in your Coins and replace them with Key tokens. This counts as an Action.
3. Head to the entrance of Dragon's Tower **F** and attempt to use your Keys to unlock the 3 gates. Once there, no Power Cards can be played by you or against you.
4. On your turn, roll the Dragon Die. If you roll a Green Lock, you advance through the gate and roll again. If you roll a Red Lock, the key did not fit and your turn is over.

**The first player to unlock the third gate, freeing the dragon, is declared**

**'CHAMPION OF THE CASTLE BREAK GAMES!'**



Watch the video instructions here.



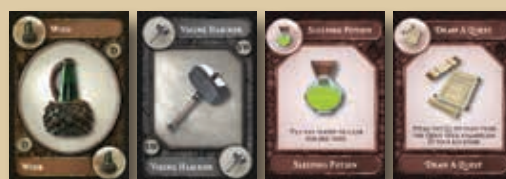
## • YOUR CARDS •

### PROTECTED CARDS (IN YOUR HAND)

The cards in your hand are protected and cannot be stolen or bartered.

You can only play cards from your hand.

You can only have a maximum of 6 Cards in your hand at any time.



### EXPOSED CARDS (IN FRONT OF YOU)

If you exceed 6 cards in your hand, the additional cards must be placed face up in front of you.

These cards are available to be bartered or stolen.

You cannot play exposed cards.

There is no limit to the number of exposed cards any player can have.



## • YOUR ACTIONS IN MORE DETAIL •

### POWER CARDS

Play a Power Card to advance your play or to slow down an opponent.

- If a player blocks your action with a Shield, you lose that Action, and cannot play another Power Card that turn.
- If the Power Card affects multiple players (ie. Shackles), a Shield only protects the player that used it.
- For more details on each Power Card, visit [www.CastleBreakGame.com/powers](http://www.CastleBreakGame.com/powers)

### BARTER

When bartering with another player:

1. Announce who you are bartering with and the Exposed item you are taking. Barterers cannot be declined.
2. Take the item and place it in your hand. Then get down to your 6 card maximum.
3. The other player then announces which of your cards they want in exchange.
4. You cannot take back the exact same card. For example, if a player barterers for a Ghost Card, but chooses to leave it exposed, the other player may not take that exact card in return.

### SWAPPING

Swapping is used when you would like to move your exposed card into your hand, thereby protecting it.

1. Select the card you would like to protect and place it in your hand.
2. If the Swap gives you more than 6 protected cards, you must expose one.

### ROLLING

Roll the movement die to move throughout the Castle.

### COLLECTING A QUEST

Each time you reach the Courtyard, you may use an Action to collect 2 new Quest cards.

- If you already have Quests, you must decide which 2 Quests you would like to keep and discard the others. Remember, you may not have more than 2 Quests in your possession at any time.
- If your turn ends in the Courtyard, you do not draw any cards. The only exception is if you reload your hand after completing a Quest.

### COMPLETING QUESTS

If you are completing a Quest, please refer to Rule #7.

1. Quests in progress count towards your Quest limit.
2. Used Items do not count towards your hand limit.
3. All Items are represented equally across the Quests.
4. All rooms are represented equally throughout the Quests, with the exception of Tower Rooms. Tower Rooms are only represented in 2 and 3-Coin Quests.

*Tip: If you are having trouble completing a Quest, consider going to the Courtyard and collecting new Quest Cards.*

### FORGING YOUR COINS INTO KEYS

Once you've collected your 6th coin, take your coins to one of the Fire Pits near the Courtyard and use an Action to forge (exchange) them into 3 Keys.

### WESTRAVEN SCAVENGER HUNT

The WestRaven's Jester has hidden additional items throughout the castle. While not required to complete Quests, you can join the Jester in the WestRaven Scavenger Hunt by visiting:

[www.CastleBreakGame.com/hunt](http://www.CastleBreakGame.com/hunt)



## • POWER CARDS •



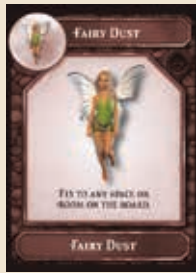
x 8



x 8



x 6



x 5



x 4



x 4



x 4



x 3



x 3



x 3



x 3



x 3



x 3



x 3

## • CHOOSE YOUR WARRIOR •



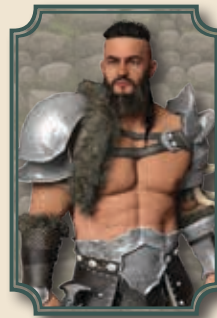
SAFIRA



BRUNE



FURI



SAVA



LOUDON



THANE

## QUICK QUEST

This 10-minute version of Castle Break will help new players better understand the game and the strategies needed to win.

1. Set up the game as normal.
2. Give each player a 1-Coin Quest card only.
3. Play the game normally until each player completes their Quest.

When all players are comfortable with the play of the game, reshuffle the cards and let your journey begin!

### THANK YOU!

We are incredibly grateful to everyone who was part of developing this amazing game.

**Game Creation:** Mike Matsinger, Scott Stokes, Marie McCarthy, Riley Matsinger, John Martin, Scott Booth, Thomas Gidlow

**Game Designers:** Karina Borysenko (board & cover), Raphael Martinez (objects and characters), Carleigh Magee (layout)

**Game Testers:** Adam Z, John O, Brittany M, Andy C, Craig H, Dane M, Sammi G, Susan C, Tim M, Jonathan H, Jen G, Teagan O

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