



# CASTLE SCAPE

INSTRUCTIONS

Conscript • Construct • Claim

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## Introduction

**The King has commissioned a magnificent castle that will span the ages.** The ones who build it will be blessed with riches, power, and renown for all time. Your guild is ready to answer the call and claim the rewards by any means necessary!

But alas - equally clever and devious guild masters of the kingdom are also vying for this opportunity. You must out-recruit, out-build, and out-maneuver all of them if you want to get ahead. Stay vigilant! As you construct the castle, the King will make inspections. If he discovers your scheming, he will strip your guild of its influence and resources.

Only one guild will earn fame and fortune. Will you be the one to seize it?

## Overview

**CastleScape is a deck-building, area-control game set in the Middle Ages**—a time of kings and guilds, money and power, deception and influence. In this game, players assume the roles of guild masters, competing against one another as they build the King's castle. Their goal is to earn the most Renown (points) by the end of the game. Players can earn Renown for their guilds in multiple ways.

**Castle Construction.** At the beginning of the game, the castle build site (game board) has only 1 Wall. During the game, players position their *Recruits* within the build site and build additional *Walls* onto the castle. They score *Renown* by claiming *Baileys* (walled-in sections) for their guild.

**Deck-Building.** Each player has their own unique deck of cards, which they use to take actions during the game. Each player begins the game with a base deck of 10 cards. They may add new cards to their deck by visiting the *Marketplace* and spending *Gold*. Some cards can also earn players *Renown* at the end of the game.

**Contracts & Goals.** At the beginning of the game, each player receives 2 *Contract* cards, which describe their secret orders from the King. They may also acquire additional *Contracts* later in the game. During the game, players try to fulfill the objectives described in their *Contracts*. In addition, they compete against one another to accomplish *Goals*—shared objectives visible to all players. At the end of the game, players earn *Renown* for each *Contract* they have fulfilled and each *Goal* they have achieved.



## Game Contents



1 Game Board



1 Quarry Board



4 Player Guild Mats



40 Starter Deck Cards  
(Gray)



45 Standard Market Cards  
(Blue)



50 Rotating Market Cards  
(Green)



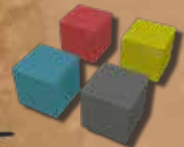
10 Goal Cards



20 Contract Cards



4 Player Reference Cards



52 Recruit Cubes  
(4 Colors X 13 Each)



28 Bailey Claim Markers  
(4 Colors X 7 Each)



4 Infamy Tokens  
(4 Colors X 1 Each)



4 Corruption Tokens  
(4 Colors X 1 Each)



1 Inspection Marker



100 Wall Pieces

## Anatomy of a Card

During the game, your player deck may contain Starter Deck cards (gray), Standard Market cards (blue), and Rotating Market cards (green). All cards have a similar layout:

### Card Title

**Card Type** - Starter Deck cards have a gray border. Standard Market cards have a blue border. Rotating Market cards have a green border.

**2 Gold cost** - the cost to purchase this card from the Marketplace.

**1 Renown points** - if this card is in your deck at the end of the game, score this many score this many *Renown*.

**Card Effects** - when you play this card, follow these instructions. Cards may give you Gold, Recruits, Walls, or other effects



**Infamy penalty** - playing this card will add this number to your Infamy level.



**Corruption penalty** - playing this card will add this number to your Corruption level.



**Gold banner** - indicates how much Gold you may spend in the Marketplace.



**Recruit banner** - indicates how many Recruits you may position.



**Wall banner** - indicates how many Walls you may build.

**Note:** some cards contain "OR," and allow you to make a choice. For more details, see "Resolve Cards" on page [#].



## Game Setup

- 1 **Set the game board in the middle of the table.** Place 1 Wall piece onto the center square of the game board (where a picture of a Wall is printed).
- 2 **Prepare the Quarry.** Place the Quarry board next to the game board. Place the Inspection marker on the "4" space (for a 2-player game) or the "3" space (for a 3 or 4-player game). Fill the Quarry with Wall pieces, according to the number of players (see the Wall count on Quarry board). Place the remaining Wall pieces near the Quarry, where players can access them.
- 3 **Prepare the Guilds.** Each player chooses a color for their Guild, and does the following:
  - A. Take your Guild mat and all pieces of your color:
    - 13 Recruit cubes
    - 7 Bailey claim markers
    - 1 Infamy token
    - 1 Corruption token
    - 1 Player reference card
  - B. Place your Infamy and Corruption tokens on their respective spaces on your Guild mat.
  - C. Take a Starter Deck of 10 cards
    - 4 x "Market Stall"
    - 2 x "Train Apprentice"
    - 2 x "Stone Walls"
    - 2 x "Clumsy Thief"

Each player may familiarize themselves with their Starter Deck before the game begins. Then shuffle your deck and draw 5 cards as your starting hand.

- 4 **Set up the Marketplace.**
  - A. Shuffle the Rotating Market cards (green) and deal 5 cards face-up into the 5 stalls of the Marketplace (located on the edge of the game board).
  - B. Place the rest of the deck face-down nearby to form a draw pile.
  - C. Separate the Standard Market cards (blue) into 4 piles, sorted by title
    - 10 x "Back Alley Bribes"
    - 12 x "Craftsman's Shop"
    - 12 x "Hire a Fence"
    - 10 x "Ramparts"
  - D. Place each stack of cards face-up, just outside the Rotating Market section of the Marketplace.
  - E. Place the 1 remaining Standard Market card ("New Contract") face-up nearby.
  - F. Shuffle the Contract cards and deal 4, face-down, to each player. Players choose 2 to keep, and shuffle the others back into the Contract deck. Do not show the other players your Contract cards. Place the Contract deck face-down near the "New Contract" card.

- 5 **Reveal Goals.** Shuffle the Goal cards. Deal *Goal* cards equal to the number of players, plus one, face-up in a line near the game board (the side opposite from the *Marketplace*). Place all remaining Goal cards back into the box (you won't use them for this game).

- 6 **All players place one of their Recruits** on the "0" space of the Renown track (outer edge of the game board).

**Now you are ready to begin the game.  
May the best Guild win!**

## 3 Player Setup:



**Note:** If you are not playing with 4 players, place all remaining Starter Deck cards back into the box (you won't use them for this game).

## Player Turns

The most recent person to have touched a hammer goes first. Then play continues clockwise. Keep track of who is the first player—all players will receive an equal number of turns during the game.

Each turn has 3 phases:

1. **Play cards from your hand.**
2. **Resolve** the effects of the cards you played.
3. **Clean up.**

Here's a closer look at each phase:

### 1. PLAY CARDS:

On your turn, you may play any number of cards from your hand. These cards provide various effects that allow you to do things such as:

- Build Walls
- Position Recruits
- Acquire new cards from the Marketplace
- Draw new cards from your deck
- Adjust your level of Infamy and/or Corruption

To play a card, place it face-up in front of you.

*Although you are not forced to play any cards in your hand, keep in mind that you must discard all of your cards during the clean-up phase at the end of your turn. You may not carry over any cards from turn to turn.*

**HINT:** If you played cards that allow you to draw more cards, it's recommended that you draw and play right away. (If you wait before your draw, it could prevent you from being able to play the new cards.)

### 2. RESOLVE CARDS:

- **Prepare your Walls and Recruits.** If you played 1 or more cards that allow you to build Walls or position Recruits, take the appropriate number of Walls and Recruits and place them onto those cards.
- **Resolve all effects on the cards you played.**
  - **When building Walls and positioning Recruits** on the same turn, you must build all of your Walls first, before you position any Recruits (unless a card gives you a specific exception).
  - **To build Walls,** take the Wall pieces from the played cards in front of you and move them onto the game board (see "Walls and the Quarry" on p. [#]).
  - **To position Recruits,** take the Recruit cubes from the played cards in front of you and move them onto the game board (see "Recruits" on p. [#]).
  - **To purchase a card from the Marketplace:** If you played cards that provide Gold, you may use that number of Gold to purchase new cards.



To do this,

1. Select the card(s) you wish to purchase from the Marketplace.
2. Rotate the card(s) you played that provide Gold, to indicate that their Gold has been spent.
3. If any of your new cards has "{On Purchase}" effects, resolve them now.
4. Place the new cards directly into your discard pile (you may not play them or receive any Back Alley penalties from them this turn (except for the "{On Purchase}" effects)).

### Special card effects:

- Some cards have "OR" effects. When you play these cards, choose only 1 of the effects.
- Some cards instruct you to "acquire a card," "destroy a card," "move a Recruit," "trigger Back Alley penalties," or take other special actions. See "Card Terms" on p. [#] for how to resolve these effects.

### 3. CLEAN UP:

At the end of your turn:

**Move cards with Back Alley penalties.** If you played 1 or more cards with Back Alley penalties, move them into your Back Alley.



**Discard** the rest of the cards you played, and all the cards remaining in your hand.

**Draw 5 cards** for your next turn.

**Check for an Inspection.** If the last Wall in the Quarry was used on your turn, trigger an Inspection now (see "Inspections" on p. [#]).

**Refill the stalls in the Marketplace.** If you purchased or acquired any Rotating Market cards, replace them with new cards from the Rotating Market deck (see p. [#]). When your turn is over, play passes to the player on your left.

**Note:** Whenever you need to draw cards and your deck is empty, first take the penalties for any cards in your Back Alley (move your Infamy and Corruption tokens accordingly). Then discard those cards. Shuffle your entire discard pile to form a new draw deck.



## Back Alley

As a Guild master, you have an **Infamy level** and a **Corruption level**, indicated by the positions of your Infamy and Corruption tokens on your Guild mat. These levels increase and decrease during the game. The most common way of increasing your Infamy and Corruption levels is by playing cards that have Back Alley penalties.

**During your turn**, if you play a card with a Back Alley penalty, you must place it into your Back Alley at the end of your turn (instead of discarding it).

**Before shuffling your discard pile**, add up the penalties listed on the cards in your Back Alley and move your Infamy and Corruption tokens accordingly. Then discard these cards and shuffle them together with the rest of your discard pile to form a new draw deck. *(For example, if you have 3 cards that increase your Infamy by 1, and 1 card that increases it by 2, increase your Infamy level by 5, then discard and shuffle those cards.)*

**During an Inspection**, your Infamy level forces you to remove Recruits from the board (the King strips your Guild of its Influence, based on its level of Infamy). Then your Infamy resets to the same level as your Corruption. (For more, see "Inspections" on p. [#].)


**At the end of the game**, you lose Renown points equal to your Corruption level. (For example, if you end the game with a Corruption level of 4, you lose 4 Renown).

**If your Infamy and/or Corruption level(s) go above 10:**

- If your Infamy goes above 10, immediately remove Recruits from the board to lower your Influence by 1 point for every Infamy you have over 10, then set your Infamy level to 10. If you have no Recruits left to remove, discard cards, and/or Renown, 1 per Infamy, until your Infamy level is 10.
- If your Corruption goes above 10, immediately remove 1 Renown for every number over 10, then set your Corruption level to 10.



## The Marketplace

The Marketplace contains cards you may purchase and add to your deck. Cards can help you build Walls, position Recruits, or take other actions, and some cards also give you Renown at the end of the game. To purchase a new card from the Marketplace, you must first play 1 or more cards with Gold  on them.

**During your turn**, if you play 1 or more cards that provide Gold, you may use that amount of Gold to purchase new cards from the Marketplace. You may purchase any number of cards from the Standard Market (blue) and/or the Rotating Market (green), as long as you can afford them. When you purchase a card, add it directly to your discard pile (you may not play it or receive any Back Alley penalties from it this turn).

**At the end of your turn**, fill all empty stalls in the Marketplace with new Rotating Market cards from the deck. Note: If there are no Rotating Market cards left in the deck, it triggers the final round and Final Inspection (see "Triggering the Game End" p. [#]).

**HINT:** The Rotating Market cards are only available for a short time! Act quickly if you want to purchase a particular card, because during an Inspection, all cards in the Market are discarded.



## Contracts & Goals



**Note:** There is no limit to the number of Contracts you may purchase, and they do not count toward your hand limit.



**Note:** You may only claim 1 Goal card per turn, even if you have met the conditions of multiple cards.

**Contracts:** are secret objectives that provide game-end bonuses.

- At the beginning of the game, each player chooses 2 Contracts to fulfill.
- During the game, you may select additional Contracts via the "New Contract" card in the Marketplace.
- At the end of the game, if you have fulfilled any or all of your Contracts, you gain the number of Renown indicated on the fulfilled Contract card(s).
- There is no penalty for failing to fulfill your Contract(s).

**Goals:** are shared objectives that provide mid-game bonuses.

- Goal cards are visible to all players.
- During your turn, as soon as you meet the condition(s) listed on a Goal card, you may take the card and score its Renown.
- Then the Goal is no longer available to other players.
- Goal cards are not replaced after they are claimed.
- For Goals based on the number of Baileys you claimed, all your Baileys count toward completing the Goal, even if you shared the claim with another Guild.

## Card Terms

All cards have effects on them. Follow the instructions on the card:

**Acquire a card.** If a card says to "Acquire" a card, take the new card for free (without paying any Gold). Add the new card directly into your discard pile (you may not play it or receive any Back Alley penalties from it this turn). You DO receive any of the "{On Purchase}" effects listed on the card.

**Destroy a card.** If a card says to "Destroy" a card, put the destroyed card back into the game box to remove it from the game.

**{On Purchase} effects.** If you acquire a card with an "{On Purchase}" effect, apply that effect immediately (you will not resolve this effect again when playing the card on future turns). You receive the "{On Purchase}" effect even if you acquired the card without spending Gold.

**"OR" effects.** If a card contains multiple effects separated by "OR," choose which effect you would like to resolve.

**Movement and Adjacency.** Some cards allow players to move Recruits within the build site, or remove them from the build site. Unless otherwise noted, these interactions must happen between adjacent squares (squares located diagonally from each other are not considered adjacent).

**Trigger Back Alley penalties.** When a card says to "Trigger Back Alley penalties," add together the penalties on the cards currently in your Back Alley and increase your Infamy and Corruption levels accordingly. Leave these cards in your Back Alley (do not discard them).



## Walls and the Quarry

Building Walls and creating Baileys is the main way to score Renown during the game. Players obtain Walls pieces from the Quarry, then place them into the build site.

### Taking Walls from the Quarry.

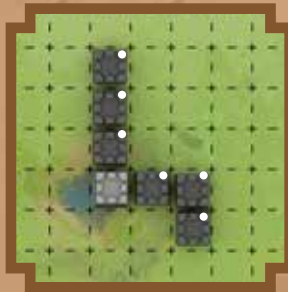
On your turn, if you play any cards that give you Walls, take the appropriate number of Wall pieces from the Quarry and place them onto the cards you played. You must build these Walls during your current turn, or return them to where they came from (they do not carry over to future turns).

**Note:** If the Quarry runs out of Walls during your turn, take your remaining Walls for this turn directly from the supply. Then complete your turn. At the end of your turn, trigger an Inspection (see "Inspections" on p. [#]).

### Building Walls.

To build a Wall, place 1 Wall piece onto 1 square of the build site. When building a new Wall, you must build it adjacent to an existing Wall. Multiple Wall pieces granted by the same card must be built contiguously.

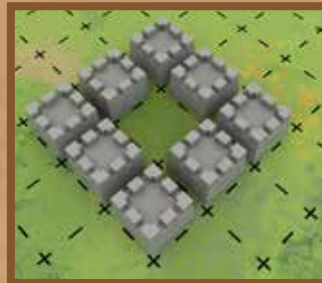
In this example, Carrie plays a "Ramparts" card, which gives her 3 Wall pieces. Here are 2 legal ways to build the Walls from that card.



If you build a Wall on a square with a Recruit, move that Recruit (even if it does not belong to you) atop the Wall.

### Completing a Bailey.

A Bailey is a group of squares completely enclosed by Walls. The smallest possible Bailey (enclosing a single square) is shown below.



You may not build a 2x2 block of Walls (the King considers this a waste). If playing a card would force you to build in this way (or build in an otherwise illegal way), forfeit any Walls you cannot legally play and return them to where they came from.



When a Bailey is completed, Renown points are immediately awarded to the player with the most Influence in the Bailey (see "Claiming a Bailey" on p. [#]). Once a Bailey is complete, you may not build any new Walls inside of it.

## Recruits

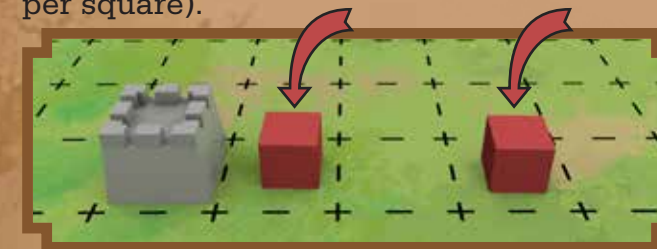
During the game, players position Recruits within the build site. These Recruits give you more Influence within an area, which helps you claim Baileys during the game and receive bonuses during Inspections. They also help you achieve certain Goals and fulfill certain Contracts.

### Hiring Recruits.

When you play a card that gives you Recruits, take that number of Recruits from your supply and place them in front of you. You must position these Recruits during your current turn, or return them to your supply (they do not carry over from turn to turn).

### Positioning Recruits.

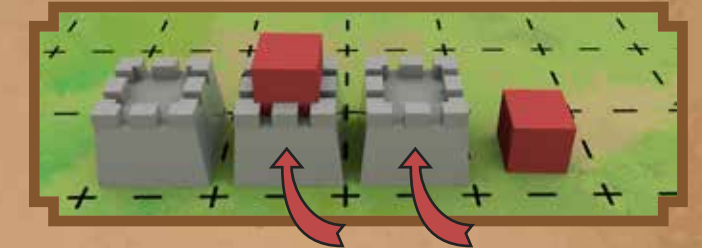
Before you position any Recruits, you must finish building any Walls you wish to build this turn. (However, card effects that allow you to move Recruits may be resolved at any time during your turn). To position a Recruit, take it from in front of you and place it onto 1 unoccupied square of the build site (max of 1 Recruit per square).



*Example:* On his first turn Marcus positions 2 Recruits within the build site.

You may not position a Recruit directly on top of a Wall (unless using a card that

allows you to do so). However, on a future turn, you may build Walls on the squares containing these Recruits, and then move the Recruits onto the Walls you built (see "Building Walls" on p. [#]).



*Example:* On his second turn, Marcus builds 2 Walls. He builds 1 of the Walls on a square occupied by his Recruit; so he moves that Recruit onto that Wall.

Once you position a Recruit within the build site, it must remain on the same square for the rest of the game, unless it is removed by a card effect or during an Inspection (see "Inspections" on p. [#]).

**Note:** You are limited by the number of Recruit cubes you have. If you don't have any cubes left, you must return a Recruit from the board to your supply in order to place another one.

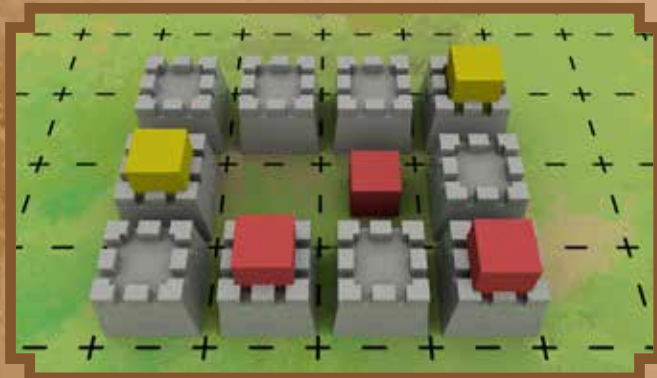
### Claiming a Bailey.

Recruits can help you fulfill Contracts and achieve Goals, but they are most useful for claiming and occupying Baileys. To claim a Bailey, you must have more Influence within the Bailey than any of your opponents do. Positioning Recruits is how you generate Influence.



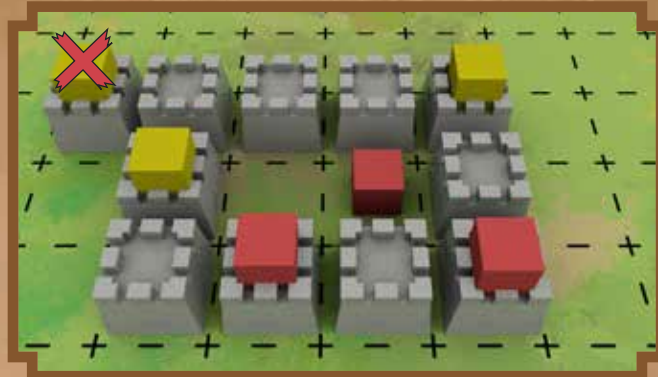
- A Recruit positioned atop a Wall surrounding a Bailey = 2 Influence.
- A Recruit on the ground inside a Bailey = 1 Influence.

Whenever a Bailey is completed, each player calculates their Influence within that Bailey. The player with the most Influence will claim its Renown (see "Scoring a Bailey" below). Then the current player continues their turn. If multiple players tie for Influence in a Bailey, they each place a Bailey claim marker inside it, and split the Renown equally (rounded down).



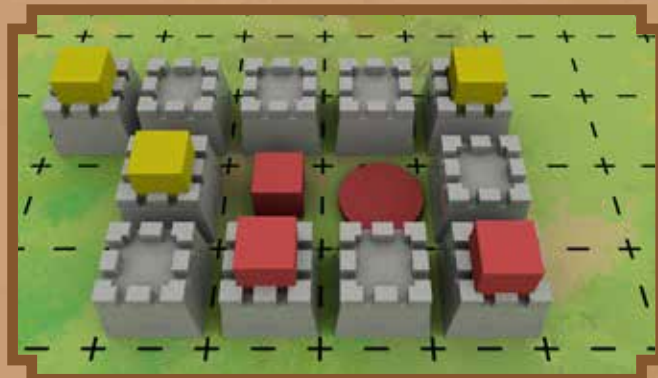
*Example: Alex (yellow) completes a Bailey, and has 2 Recruits atop Walls of the Bailey for a total of 4 Influence (2 Recruits x 2 Influence). But Marcus (red) has 1 Recruit inside the Bailey (1 Influence) and 2 Recruits atop Walls of the Bailey (2 Recruits x 2 Influence = 4 Influence), for a total of 5 Influence. Marcus claims this Bailey.*

**Note:** Both internal Walls and border Walls (including the corners) count toward Influence, but each Wall must be part of the Bailey. Walls connected to the outside of the Bailey border do not give you Influence in that Bailey.



### Scoring a Bailey.

When you claim a Bailey, place 1 Bailey claim marker inside the Bailey, and immediately score Renown equal to the number of squares the Bailey encloses



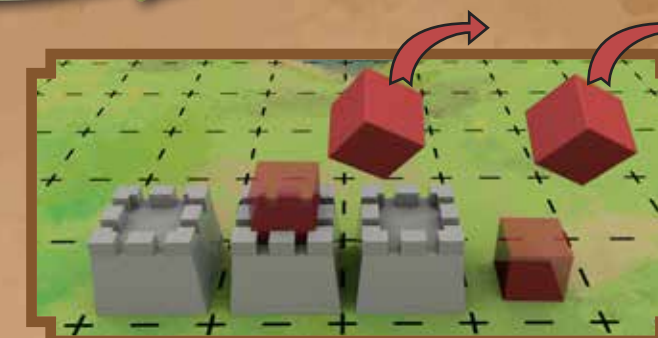
*Example: This Bailey is worth 2 Renown. Alex (yellow) has 3 Influence, and Marcus (red) has 2 Influence. Alex places a Bailey claim marker inside the Bailey and scores 2 Renown.*

## Inspections



If the Quarry runs out of Walls, you must trigger an Inspection at the end of the current player's turn. To conduct an Inspection, follow the steps below:

1. **Clear the Rotating Market.** Discard all cards currently in the Rotating Market
2. **Remove Influence.** The player whose turn is next checks their Infamy level. If their Infamy is more than 0, they must remove Recruits from the board until they have removed an amount of Influence equal to their level of Infamy



*Example: At the time of Inspection, Marcus has an Infamy level of 3. He chooses to remove 1 Recruit from atop a wall (worth 2 Influence) and 1 Recruit from the ground (worth 1 Influence), for a total of -3 Influence.*

Once that player has removed Influence equal to their Infamy, the next player does the same. This continues until all players have removed their required amount of Influence.

**Note:** If you have Infamy remaining after removing all your Recruits, you must discard 1 card of your choice per remaining Infamy. If, after doing this, you still have Infamy left, subtract 1 Renown for each remaining Infamy (it is possible to have less than 0 Renown. If so, find a way to record this).

3. **Reset each player's Infamy** to match their Corruption level (even if their Infamy was lower than their Corruption).

**Note:** The starting spot for the Infamy/Corruption token represents 0.

4. **Award occupation bonuses.** For each completed Bailey (whether it was claimed or not), award 1 Renown to the player who currently holds the most Influence in that Bailey. (On a tie in Influence, no Renown is awarded.)

5. **Reset the Quarry.** Shift the Inspection marker down 1 space on the Inspection track (If shifting the marker would cause it to leave the track, this is the “Final Inspection”—see below.) After moving the marker, refill the Quarry with Walls from the supply, based on the number of players.



#### The Final Inspection.

When the Quarry runs out for the last time (the fourth time in a 2-player game or third time in a 3-player or 4-player game), it begins the final round of the game. In the final round, all players get 1 final turn, and if they play cards that give them Walls, they may pull that number of Walls from the supply. Note: If the Wall supply runs out, use anything representative of a Wall to signify it on the game board until the game ends. After the last player’s turn, it’s time for the Final Inspection (see p. [#]).



*Example: During the “Award Occupation Bonuses” step of an Inspection, players will sum the Influence for each Guild in each completed Bailey on the board. In this example, yellow player has the most Influence in Baileys “A” (2 yellow vs 1 blue Influence) and “B” (5 yellow vs 2 blue Influence), while blue player has the most in Bailey “C” (3 blue vs 2 red vs 2 yellow influence). Yellow player would gain 2 Renown, and the blue player would gain 1 Renown.*

**Note:** When calculating Occupation Bonuses, Claim markers have no effect. They only represent who claimed credit for building the Bailey initially.

## Game End and Scoring

#### Triggering the Game End.

When all available Walls in the Quarry have been taken, OR the last card is drawn from the Rotating Market deck, this triggers the final round. Continue playing until all players have had an equal number of turns. (If the current player is the last player, they finish their turn, and no more turns are taken). Then proceed with the Final Inspection.

#### Final Inspection.

After all players have taken their final turn, there is a Final Inspection:

1. Each player takes penalties for any cards currently in their Back Alley.
2. Conduct a normal Inspection (but don't reset the Quarry).
3. Tally up final scores (see below).

#### Final Scoring.

By now, you have already scored Renown for your Baileys and for completed Goals, and have marked these points on the Renown track. To calculate final scores, each player does the following, beginning with the player currently in last place:

- Add up all Renown for your fulfilled Contracts, and any cards in your deck that have purple Renown points on them. Increase your Renown. Note: For Contracts based on the Baileys you claimed, all your Baileys count, even if you shared the claim with another Guild.
- Subtract 1 Renown for each Corruption you have.

After all players have tallied their scores, whoever has the most Renown wins. (Their Guild will be remembered for all time.)

#### Tie Breakers.

- In the case of a tie, the tied player who claimed the largest Bailey wins.
- If there is still a tie, the tied player with the most Influence on the board wins.
- If the game is still tied, the tied player with the fewest Back Alley cards in their deck wins.



## Variants

### Hardcore:

Rather than being able to return recruits from the board to your supply if there are none remaining in your supply, the only way to return Recruits to your supply is by removing them via card effects and during Inspections.

### 2 vs. 2 Co-op:

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## FAQs and Clarifications

### CARDS.

**During my turn, if I need to shuffle my deck to draw new cards, may I shuffle in cards I've already played this turn?**

**No**, when a card is played, it remains in front of you in the “play area” until the end of your turn. You may not discard any cards, even if you have already resolved them completely.

**Can I destroy a card I've already resolved?**

**No**, you may not to destroy a card that you have already resolved. The text is very specific on the cards—some allow you to destroy from your hand, others only allow you to destroy from your discard pile. Unless the card says to “destroy a card in your play area,”

**Can I use the “Shift the Blame” card to discard a card with Back Alley penalties that I played this turn?**

**No**. You may only use “Shift the Blame” for cards already in your Back Alley (when you play a card with Back Alley penalties, it doesn't go into the Back Alley until the Clean Up phase of your turn, so it would not be in your Back Alley this turn).

### GAME PIECES.

**What happens if we run out of pieces (like Recruits, Walls, and claim tokens) during the game?**

- Recruits are limited by the number of pieces in your supply. If you run out of Recruits, you may return Recruits from the board back to your supply so that you can place them during your turn.
- Walls are not a limited resource. If you run out of Walls in the supply, use something else to represent Walls on the game board (pennies, Scrabble tiles, etc).

Bailey claim markers are unlikely to run out, but if they do, use anything else needed to indicate that the Bailey has been claimed by that player.

### Baileys.

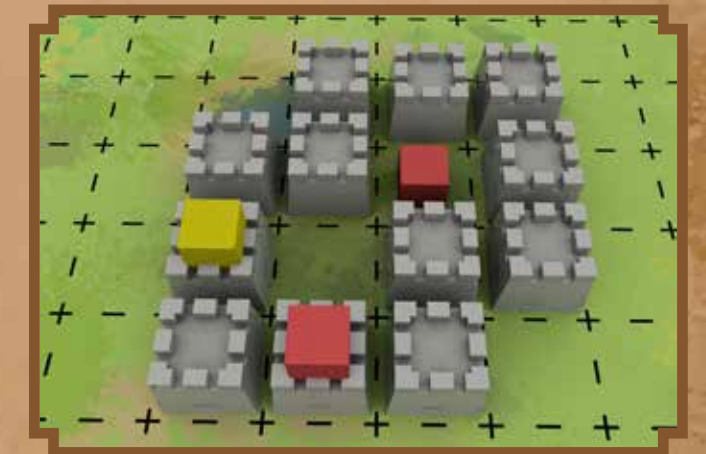
**If 2 players both claim a Bailey, how do they score their Goals and Contracts?**

When scoring Goals and Contracts, count the claim marker in a Bailey as though each player had claimed it individually. (For example, if a Contract says to “Claim a Bailey with 6 enclosed squares,” and you

have claimed a Bailey with 6 squares, you score the Renown, even if another player also claimed the Bailey.)

### Is this 1 Bailey or 2?

The below image represents a single Bailey with 2 enclosed squares. In order to be completely enclosed, the Bailey must have corners filled in as well. Therefore, the sections to the bottom-right and top-left are part of the same Bailey. The red player has 3 Influence, and yellow player has 2 Influence.



**Do I score Renown for Baileys inside of Baileys?**

When scoring a Bailey, you may not score the same square twice. If a square has already been scored as part of another Bailey, it cannot be scored in any other Baileys.

## Glossary / Index

**Acquire** (a card) - Take the new card and put it into your discard pile. Gain any “[On Purchase]” effects. (p. [#])

**Back Alley** - Located on your Guild mat, this is a special location for holding cards with Back Alley penalties (p. [#])

**Back Alley Penalty** - An increase in your Corruption or Infamy level, caused by playing a card. If a card has a penalty, it is listed on the bottom of the card, with a number. (p. [#])

**Bailey** - An area surrounded completely by Walls. (Claiming Baileys is the primary way of scoring in CastleScape). (p. [#])

**Contract** - A secret objective. If a player fulfills one or more of their Contracts, they score Renown (points) at the end of the game. (p. [#])

**Corruption** - 1 of 2 different reputation traits for players. Your level of Corruption is tracked by your Corruption marker, located on your Guild mat. Your Corruption level determines how many Renown you will lose at the end of the game. Your Corruption level is also the reset-point for your Infamy level after an Inspection. (p. [#])

**Destroy** (a card) - Remove a card from your deck for the rest of the game (return it to the game box). (p. [#])

**Final Inspection** - The last Inspection of the game. It happens after all players have finished their final turns. It is the final part of the game before scoring. (p. [#])

**Goal** - A public objective that may be claimed by any player. A player may claim 1 Goal during

their turn, and when they do, they score Renown (points). (p. [#])

**Gold** - The unit of currency used to purchase cards from the Marketplace. (p. [#])

**Infamy** - 1 of 2 different reputation traits for players. Your level of Infamy is tracked by your Infamy token, located on your Guild mat. You gain Infamy by playing certain cards. During Inspections, your level of Infamy determines how much Influence you will lose. (p. [#])

**Influence** - A measure of a Guild's control over an area on the board. Influence is used to claim and occupy Baileys. Each Recruit atop a Bailey Wall contributes 2 Influence to their Guild; each Recruit on the ground inside a Bailey contributes 1 Influence. (p. [#])

**Inspection** - An event that happens whenever the Quarry runs out of Wall pieces (the King comes to inspect the build site). The number of remaining Inspections is tracked by the Inspection marker on the Inspection track. (p. [#])

**Quarry** - Represented by the Quarry mat. This is where Walls are stored during the game. The Inspection track of Quarry mat indicates how many Inspections are left in the game, and the instructions on the bottom of the Quarry mat indicate how many Wall pieces to add to the Quarry after an Inspection. (p. [#])



**{On Purchase}** (card text) - When the card is purchased (or acquired), the player resolves the effect listed here. This effect is not repeated when the card is played on future turns. (p. [#])

**---OR---** (card text) - When you play this card, resolve 1 effect of your choice from the options listed on the card. (p. [#])

**Recruit** - Represented by colored cubes, these are your Guild's builders/guards/workers. Position them within the build site (game board) to generate Influence for your Guild. (p. [#])

**Walls** - Represented by gray pieces, these are used to build the Baileys for the King's castle. During the game, players take Walls from the Quarry and place them onto the build site (game board). (p. [#])





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### **Design**

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Kurt Keller

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2-4 Players



Age 14+



45-90 Min