



# Kilt Castle

by Günter Burkhardt

A Scottish building contest for 2-4 bullheaded players

"That just can't be true! Does my stubborn uncle Ian want to cover the entire castle with his rust-colored brick towers? Even though everybody knows that my light granite slabs are much more reasonably priced and prettier!"

"Complete nonsense, Aidan!" brother-in-law Callum hisses, "my limestone towers top everything, therefore they should also tower above everything – especially over cousin Lachlan's disgusting clumps of sand!"

The quarrel in the house of McKilt goes on and on.

"It will cost you dearly if you keep spreading yourself over my towers!" Aidan grumbles.

"I don't care" Callum sneers, "after all, the revenue from our estates is divided according to the shares in our family residence – and there what matters is who is on top!"

"Very well then, you asked for it!" Aidan rasps and promptly begins having Callum's just-completed towers overbuilt...



## The Game

Players jointly build the ancestral seat of their Scottish clan: KILT CASTLE.

You let building cards go around the gameboard and, in doing so, try to secure the best building sites for yourself. You insidiously provide opportunities to the other players to overbuild each other's pieces. As the towers grow, the building costs increase.

Your objective is to own an area of your own towers – towers visible from above and as large as possible – every time the ducats of your clan are distributed among the players. If you drive up your income and – just as Scottish customs have it – spend little, you'll have the most money in the end and win the game.

## Game Materials



1 gameboard



2 roofs



10 building cards  
(4 single-color cards and 6 double-color cards)



59 coins:  
20 x 1 ducat  
14 x 2 ducats  
12 x 5 ducats  
8 x 10 ducats  
5 x 20 ducats



15 ducat bags  
(5 cards each with values  
of 30, 40, or 50 ducats)



64 floors (16 each in 4 colors)  
8 "2 crests" labels  
12 "1 crest" labels



Before the first game, stick the crests in the appropriate color on five floors of each color.



1 master builder seal  
(two sides: seal and ducats)



# Set-up

Choose one **color** and take

- all **16 floors** of your color. In the **two-player game**, each player chooses **two colors** and takes the 32 floors of these colors.
- **10 ducats** (in any denomination)

Sort the **ducat bag** cards according to their value (30, 40, 50 ducats) and put them – along with the **remaining coins** – a little distance away from the gameboard. These money supplies form the **bank**. This is where you can also change money anytime.

In the **three-player game**, you play **without** the 16 floors of the **unchosen color**. And also remove from the game the 4 building cards on which this **color** is represented.

Place the 2 **roofs** next to the gameboard.

## Beginning the Game

First, you line up the **4 single-color building cards** face up at the edge of the gameboard where 4 cards are depicted.

In the **three-player game**, you line up the **3 single-color building cards** face up where 3 cards are depicted.

After that, you **shuffle** the **double-color** building cards. Then, in the rows that follow, lay out – face up, in clockwise direction – as many cards as there are **depicted** at the **edge of the gameboard**. Each color may be present **no more than twice** per card row!

**Illus. 1a:** with 2 or 4 players



**Illus. 1b:** with 3 players



*Note: The player who is about to lay out cards has to make clear **before laying out** each card face up which of the two (short) **card sides** he wants to be oriented towards the gameboard (random set-up).*

## Course of the Game

You get the **master builder seal** and **open** the game if the **single card**, i.e. the one that lies just by itself, shows **your color** on the side that is **facing away** from the gameboard. After that, the game proceeds in **clockwise order**.

*In illustrations 1a and 1b, the card in dark gray and red (with the ram and the boar) has been laid out as a single card. The color red on this card is facing away from the gameboard. Consequently, the player with the red player color begins the game.*

**Your game turn consists of these two actions:**

**1. You relocate a building card.**

- In doing so, you might trigger a **ducat day** (revenue) for all players..

**2. Each player whose color is shown on the relocated card builds a floor.**

- If, **prior to that**, you have triggered a ducat day, players receive money from the bank **after building**.

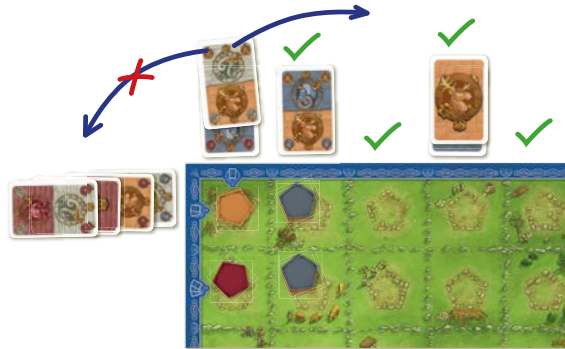
After that, you pass the master builder seal (with the **seal side** facing up) to your left neighbor; he now has his turn.

## 1. Relocate a Building Card

You relocate a **building card of your choice** at the edge of the gameboard by moving it at least one space forward in a **clockwise direction**. (Your own player color doesn't need to be represented on this card. You **don't need** to move a card that is **on top** of its card row.) *Note: There may be gaps (empty spaces), even multiple ones right next to each other.*

### Illus. 2:

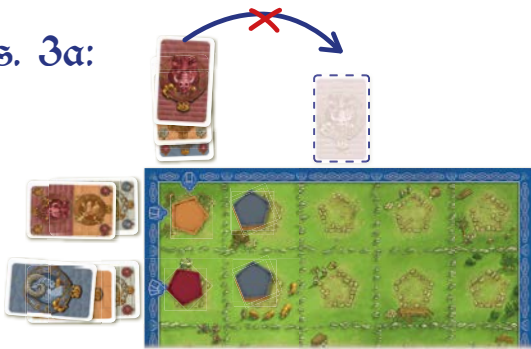
No card may be relocated **"backwards"** (i.e., in a counter-clockwise direction).



In relocating a card, you **must** observe these **3 rules**:

I. If you place a card in the **front position** so that it lies in a row **just by itself**, there has to be (at least) one card in the **neighboring space**.

### Illus. 3a:



### Illus. 3b:



II. Each card row may consist of **no more than 4 cards**.

### Illus. 4a:

Consequently, you may not add a fifth card to a row that already consists of 4 cards.



### Illus. 4b:

In the three-player game, each card row may consist of a **maximum of 3 cards**.

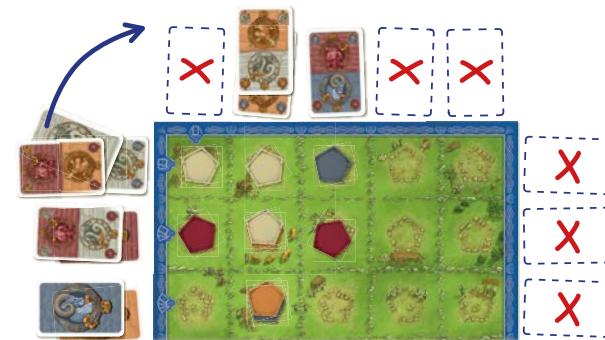


III. There may **never be more than 5 card rows** (empty spaces in between don't count as card rows).

### Illus. 5:

Consequently, you may not relocate any card in such a way that a sixth card row would be generated.

In the three-player game, there may be a **maximum of 4 card rows**.





## Double-color Cards: Turn When Relocating

If you relocate a **double-color card**, you have to **turn** it as you relocate it:

The card side (color) that has been oriented towards the gameboard before relocation has to face away from the board after relocation.

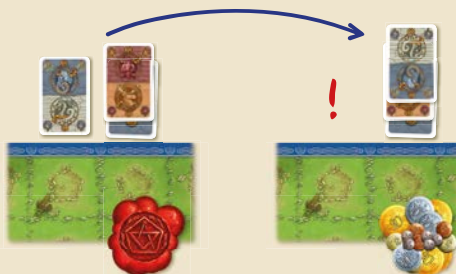


*Before relocation, the light gray color is oriented towards the gameboard; after relocation, it is facing away from the board.*

## Empty Row? Designate a Ducat Day!

If the relocation causes a **card-less row** to be formed, this triggers a **ducat day**. To designate this, turn the **master builder seal** so that the **ducat side is facing up**.

The ducat day is carried out only when the **building action is over**—see „The ducat day“ section, page 12.



*The relocation of the card in light gray and dark gray causes a card-less row. As a result, players receive revenue: A DUCAT DAY takes place.*

## 2. Build a Floor

The just-relocated card determines

- **WHO** builds and
- **WHERE** the floor can be built

You have the **obligation to build!** Only if you are not able to build because of a lack of affordable building sites are you exempt from this.



### Who Builds?

Each player whose **color** is shown **on the relocated** card builds.

He puts any **one of his floors** (with or without crests) on the gameboard. Once a floor has been placed, it will never be removed or relocated.

If a **double-color** card has been relocated, players build in the following order:

- first, the player whose card color is now oriented towards the edge of the gameboard;
- then the player whose card color is now facing away from the edge of the gameboard.

(Therefore, don't forget to turn double-color cards during relocation! See yellow text box above.)

### Where Can the Tower be Built?

You may build only on the **spaces of the row** to which the **just-relocated card** is **connected**.

You can freely choose between **two possibilities**:

- Build on the **first empty space** for free
- **Overbuild**

1. Build on the first empty space for free (as seen from the direction of the relocated card)

Illus. 6a:



The first space of this row is empty. Provided player RED does not want to overbuild, he has to build on this (first) ○ space

Illus. 6b:



In this row, several spaces have been built on. Provided player RED does not want to overbuild, he has to build on the empty space ○ that is closest to the relocated card.

## 2. Overbuild

When you are going to overbuild, you put one of your own floors **on top of any already-existing tower** (of the row to which the card is connected). To do so, you have to **pay**. You **count all overbuilt floors** and give the corresponding number of ducats to the player whose floor was **on top before the overbuilding**. If this is one of your floors, you don't pay anything. When it comes to the price, it doesn't matter whether floors with (or without) a crest are incorporated and/or overbuilt.

Each part of a building (space) belongs to the player whose floor is on top.



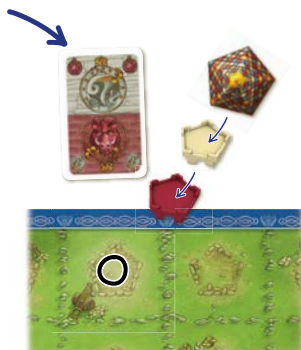
Since Player Orange has overbuilt three floors, he has to pay 3 ducats to Player Red, whose floor was on top before.

## The Roofs

In case **two players** build on an **identical space on the same game turn**, the second player immediately **must** put a **roof** on his just-placed floor. For this purpose, he **uses** an **unused roof** (i.e., one that has not yet been sitting on a tower). Only if both roofs have already been sitting on towers does the player **relocate** one roof **of his choice** (and puts it on the just-placed floor). Roofs may **never** be overbuilt.

A part of a building (space) with a roof on top belongs to all players.

Illus. 7a:



Illus. 7b:



## The Ducat Day

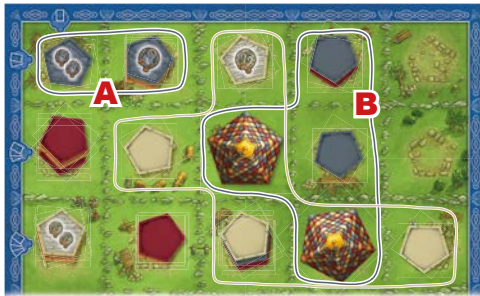
Whenever an **empty card row is formed** from the relocation (of a card), a ducat day takes place **as soon as the building action is over**. This is when ducats are paid from the bank to the players.

To this end, each player first determines his **most valuable building area**.

You determine your most valuable building area as follows:

- Towers of your own color that are connected **horizontally or vertically** form a **building area**. Adjacent roofs are included. A single, unconnected tower by itself is considered a building area, too.
- You earn **1 ducat** per **tower, crest and roof** of your **most valuable building area**.
- You get nothing for any other building areas (even if they have the same value).
- If none of your floors is sitting on top and there is no roof on the gameboard, you go away empty-handed.

### Illus. 8:



Player Dark Gray owns two building areas (**A+B**). He gets money only for the most valuable of both areas (**A**): 5 ducats (2 towers + 3 crests).

**Accordingly, the other players get these amounts:**

Orange: 1 ducat (for 1 roof)

Red: 1 ducat (for 1 tower or 1 roof)

Light gray: 7 ducats (for 4 towers + 2 roofs + 1 crest)

In the two-player game, you get money for the building areas in **your two colors**. For each color, it is the most valuable building area that counts.

After that, you turn the master builder seal back to its seal side.

## End of the Game

As soon as **one player** has built his **last tower**, **no more game turns** take place.

What follows is

- one more ducat day – but only if there was one triggered by the last game turn.
- the **remuneration of all players at the end of the game**.

## The Final Remuneration

Each player earns **1 ducat** per **tower and crest on top** of a tower.



## The Winner

The player who now owns the **most ducats** will be acclaimed the new family head of the clan of Kilt Castle.

In case of a tie, the tied player who has built the most floors wins. There can be more than one new family head .