

BLACKSTONE CASTLE



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Publisher: Dragon Phoenix Games

Components

These instructions



20 Game Board Cards



32 Machination Cards



32 Power Cards



32 Guild Cards



72 Vassal Cards



20 Household Cards

2



20 Knight Tokens 20 Wizard Tokens



20 Task Completion Markers




8 Intrigue Markers



1 First Player Marker



 The realm of Westarland is in turmoil. Since the Permon empire collapsed the power vacuum has left nations scrambling to exert local control. Previously minor rulers now aspire to the dragon-skull throne of Permon.

The Kingdom of Avondell is embroiled in this political confusion. The King and his council of advisors, based in Blackstone Castle, struggle to establish secure borders with the neighboring kingdoms of Hanshore, Magdar, and Felth. To that end, the king employs emissaries, scouts, captains, and even spies to carry out his political machinations.

You can help. Use your influence with Knights and Wizards, and the King himself, to carry out missions for the King.

King's Quest

Overview and Objectives

You play as a courtier in the Avondell court, manipulating vassals to carry out the King's political goals. Take actions to increase your influence with knights and wizards in the court who can help you carry out the King's political tasks. You can even gain influence with the King, himself.

Ultimately, you must complete King's political machination ploys and gain influence with the Wizards' and Knights' guilds to gain 21 points or more of favor with the King and win the game.

Blackstone castle is a game for 2 to 4 players and plays in about 20 minutes per player.

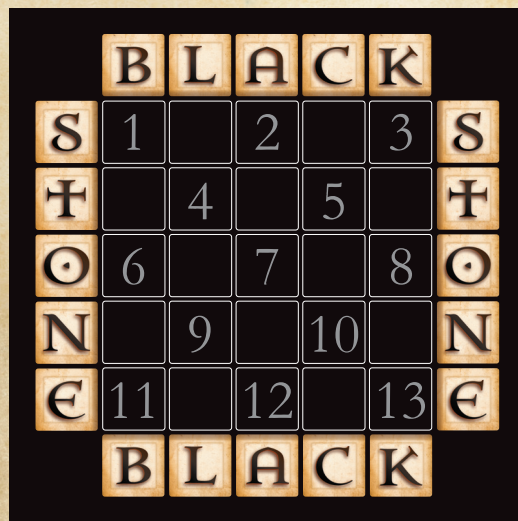


Setup and Preparation for Play

1. Lay out row and column markers (BLACKSTONE cards) as shown.
2. Shuffle vassal cards and fill the grid with random vassal cards in the spaces indicated in the picture. The finished grid will contain 13 vassal cards.
3. Divide the remaining vassal cards into four roughly equal piles and place them at the corners of the board.
4. Choose one of the corner decks as your replenishment deck for the game.
5. Give players starter cards (marked “Household” on the back): 1 Order of Events, 2 Kings, 1 Wizard and 1 Knight and place them in your tableau.
6. Give each player one knight and one wizard token.
7. Set extra knight, wizard, and castle tokens within easy reach.
8. Shuffle Guild cards, Power cards, and Machination cards as separate decks and place them in easy reach of the players.
9. Each player draws two random Guild cards to form their starting hand.
10. Select a first player by any means you choose. Give the first player the first-player marker.

Notes

- If you have special cards such as Saboteur/Assassins or wild cards, shuffle them into the vassal card deck in step 2, if you want to.
- The board must always contain 13 vassals. If the count drops below 13, you might have forgotten to replace a vassal who was retained. If you discover a shortage, replace the missing card in a location you choose.
- Each player should choose a separate replenishment deck.



1 and 2. Lay out row and column markers and place vassal cards into numbered slots.

3.



B

L

A

C

K



7.



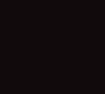
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S



T



T



O



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8.

E



E



B

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4.



5.

10.

ORDER OF EVENTS

1. Read Kingdom game rules and set up.
2. Roll Kingdom and Wizard (blue dice).
3. Draw 7 cards.
4. Play cards until 7 cards remain.
5. Draw 7 cards.
6. Draw 7 cards.
7. Draw 7 cards.
8. Draw 7 cards.
9. Draw 7 cards.
10. Draw 7 cards.

KING

- Kingdom cards per turn
- Number of Kingdoms
- Kingdoms on Wizard (blue dice)
- Cards in hand
- Kingdoms on Wizard (blue dice)

KING

- Kingdom cards per turn
- Number of Kingdoms
- Kingdoms on Wizard (blue dice)
- Cards in hand
- Kingdoms on Wizard (blue dice)

WIZARD

- Wizard cards per turn
- Wizard cards in hand
- Wizard cards on Wizard (blue dice)
- Wizard cards on Wizard (blue dice)
- Wizard cards on Wizard (blue dice)

WIZARD

- Wizard cards per turn
- Wizard cards in hand
- Wizard cards on Wizard (blue dice)
- Wizard cards on Wizard (blue dice)
- Wizard cards on Wizard (blue dice)

KNIGHT

- Knight cards per turn
- Knight cards in hand
- Knight cards on Knight (red dice)
- Knight cards on Knight (red dice)
- Knight cards on Knight (red dice)

KNIGHT

- Knight cards per turn
- Knight cards in hand
- Knight cards on Knight (red dice)
- Knight cards on Knight (red dice)
- Knight cards on Knight (red dice)



6.

ORDER OF EVENTS

1. Recall Intrigue agents (retrieve tokens)
2. Rally Knights and Wizards (collect chips)
3. Direct Vassals
 - * Work with Vassals (optional)
 - * Complete one Task (optional)
5. Assign new Vassals (replace cards, if Task completed)
6. Assign Intrigue agents (place tokens)
7. Check limits

Order of Events

On your turn, you:

1. Remove Intrigue tokens you have on the board or a face-down card. You may optionally allow an Intrigue token to remain on a face-down card until it triggers a reward.
2. Collect Knight and Wizard tokens, one token for each Household card and completed Knight or Wizard card on your tableau. Do not collect tokens for any Knight or Wizard cards that exceed the number of Kings in play in your tableau.
3. Use Knight and Wizard tokens for actions listed on their corresponding Household cards.
4. [optional] Complete up to one Guild, Power or Machination Task card. Use castle chips to mark the two Vassals that you will use to meet the two requirements on the Task card. You must use two different Vassal cards on the board

to meet the two component requirements.

5. [optional] Continue to use Knight and Wizard chips until you run out or wish to pass.
6. Discard Knight tokens, Wizard tokens, cards in hand, and/or retained cards if you exceed your limits (see rules on the King Influence cards for your limits).
7. Replace any used Vassal cards marked with Completion tokens (castles) from your replenishment deck. Start with the card on the highest row, then replace the other card. If both cards are on the same row, start with the one farthest left. Return Completion markers to the supply.
8. If you completed a Task card, you may place one Intrigue marker on any of your completed Knight, Wizard, or King Task cards. Place the matching Intrigue marker on one Vassal card on the board whose face-up symbols match either the faction or the role symbol (or both). If you did not complete any cards this turn, you may place one card from your hand face down on the table and put your Influence marker on it.
9. Turn passes to the left.

Note: The cards from the replenishment deck must be placed on the board with the

same face up as they had when sitting in the replenishment deck (do not flip cards when replenishing).

Victory Conditions and End Game

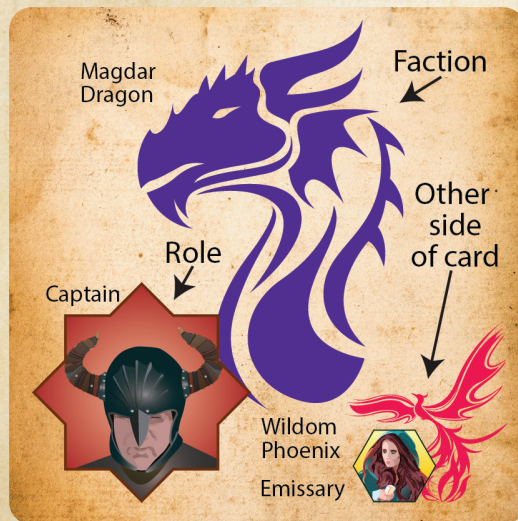
The first player to collect 21 or more victory points triggers the end of the game. When this happens, finish the round so that everyone has the same number of turns.

Whoever has the most points wins. If there is a tie, use the following tiebreakers (not including cards in hand):

1. Most completed Ploy Task cards
2. Most completed King Task cards
3. Most completed Wizard and Knight Task cards (added together)
4. Most remaining Wizard and Knight tokens (added together)
5. Most retained Vassal cards
6. Most remaining cards in hand
7. Result is a tie

Additional Instructions

Vassal Cards



Vassal Tasks

The Task cards (Guild, Power, and Machination) all have Vassal Task requirements on them. Each Vassal Task requirement has two components. Each component specifies a board location (described with one or two letters) and a Vassal description, which includes a faction association and a role affiliation.

One of the letters is light blue on a white field. This letter is a requirement of the advanced game. In the basic game, ignore this letter.



The described Vassal must appear in the specified location to meet the requirement. You must satisfy both requirements to complete the Task card and put it into play. You must use different cards to satisfy the two requirements.

Vassal Task Notes

1. A rainbow-colored flag or standard indicates that any faction affinity on a

Vassal will meet the requirement, if the Vassal has the specified role.

2. A rainbow-colored silhouette of a man and woman's head indicates that any role association on a Vassal will meet the requirement, if the Vassal has an affinity for the specified faction.
3. A single letter means the Vassal must be in the row or column identified by the letter.

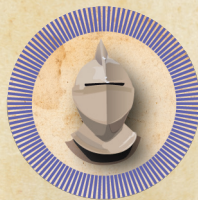
- Two letters mean that the Vassal must be in the space at the intersection of the row and column identified by the two letters.
- You may not use a single Vassal for both requirements on any task card. You must use two separate Vassals.

When you can show there are Vassals on the board matching the requirements for a Task card in your hand, you can put it in play. Use the castle Completion markers to mark the Vassal cards that will be used. After the other players are satisfied that the requirements have been met, put the Task card into your tableau in the appropriate space. If it is a Knight, Wizard or King Task card, tuck it under the top of the appropriate stack of cards. If it is a ploy, tuck it under the Order of Events card (or the topmost ploy in this stack).

Each completed Task card adds a retained Vassal requirement to subsequent Task cards of the same type.

For example, if you have already completed one Knight Task card (not counting the starting knight card) and it has a Dragon-Spy shown in the upper right corner (as shown in the picture below), then you must also have a retained Vassal card with a Dragon faction and a Spy role on it to discard when com-

pleting your next Knight Task card. This card must be a **retained** Vassal card (see Knight Task cards below). It cannot come from the board, unless you retain it first. The required Vassal card must be face up when the card is retained.



Knights and Wizards

These court members are represented by Knight or Wizard tokens, respectively. When a Knight or Wizard is used to do something, such as slide a Vassal card, return a token representing the Knight or Wizard to the supply. You collect Knight and Wizard tokens equal to the number of those types of cards you have in play in your tableau at the beginning of each turn.



Knight cards

Knight cards give you an income of Knight tokens every turn. Knight tokens can be used to:

1. **Slide a Vassal orthogonally one space.** Move one Vassal either horizontally or vertically (not diagonally) one space. Two Vassal cards may never occupy the same space. If another Vassal is in the location you wish to move a Vassal into, you must move it out of the way first.
2. **Retain one Vassal.** You may retain a single Vassal card from the board using one Knight. To complete this action, mark the location of the Vassal you are retaining with the knight token. Remove the Vassal from the board and place in your tableau. Refill the location with a new Vassal card from any

of the corner Vassal decks.

Note: The orientation of a Vassal cannot change once it has been retained. The face that is up when you retain the Vassal is the face that must be presented for any retained Vassal requirements. Also, you may not flip the card that is refilling the space vacated by the Vassal card you are retaining. It must be placed on the board with the same side facing up as was facing up while it was still in the corner deck.

3. **Guard one Vassal.** To guard a Vassal, place your knight token on the Vassal card. A guarded card must be unguarded before it can be moved or transformed by anyone.

Note: this action may be repeated to place more guards on a single Vassal.

4. **Unguard one Vassal.** Return one guard to the supply and remove one guard from a Vassal card. This action may be repeated if more than one guard is present.



Wizard cards

Wizard cards give you an income of wizard cards every turn. Wizards, represented by wizard tokens, can be used to:

1. **Swap a Vassal with another.** Trade places for two orthogonally adjacent (not diagonal) Vassal cards.
2. **Transform a Vassal.** Any Vassal card on the *Blackstone Castle* board may be flipped over by using one Wizard token.
3. **Draw one card.** A player can draw any one card from the Guild, Power, or Machination card decks by paying one Wizard token.



King cards

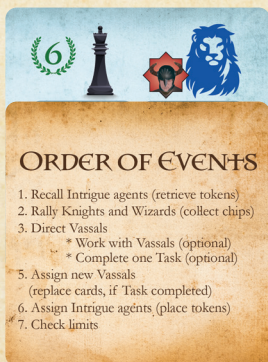
The number of King cards you have determines how many items you may have at the end of your turn. The following is a list of the items that are affected by the number of King cards you have in your tableau.

1. Cards (sum of Guild, Power, and Machination cards) in your hand
2. Knights in your service (tokens in your possession)
3. Wizards in your service (tokens in your possession)
4. Retained Vassal cards in your tableau

If, at the end of any turn, you have too many of an item based on the above limitations, you must immediately drop down to the limit by removing the excess items (of your choice, in the case of cards).

If you have more completed Task cards (Knights, Wizards, Ploys) than Kings, you

may retain the cards. However, you will not get income or victory points from any that exceed the number of King cards in play.



Ploy cards

Ploy cards are generally worth the most points, but otherwise do nothing.

See the section on “Victory Conditions and End Game”.



Intrigue Tokens

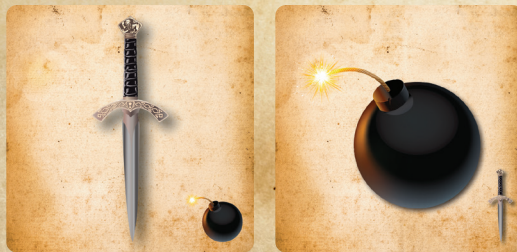
If, on another player’s turn, the card you have marked with your Intrigue token is manipulated or used in any way by another player, you get a reward. If your token was on:

- *A Knight or Wizard card:* you gain one

like token or one Guild card if you matched one symbol. If you matched both symbols, you gain **both** a like token and a Guild card, **or** you gain a Power card.

- *A King influence card:* you gain one Power card if you matched one symbol, **or** one Machination card if you matched both symbols.
- *If your token was placed on one of your face-down cards and someone else used that matching card to complete a Task,* you may put the card you marked in play in your tableau, if you can pay any upcharge due. If you complete a card in this way, your Intrigue agents are exhausted and you cannot use Intrigue the rest of the game.

Special Cards



Assassin/Saboteur

In the Deluxe game, there are four cards with an Assassin on one side and a Saboteur on the other that you may optionally include in the game.

An Assassin/Saboteur card may not be part of the initial cards laid out on the board during setup of the game. If one appears in the random distribution of initial setup, replace it.

When an Assassin/Saboteur card appears on the Vassal card deck, set it aside if you are not finished replacing used cards. After you are finished replacing used cards, then the player whose turn it is must place the Assassin/Saboteur (without turning it over) onto an empty space on the board.

An assassin card can be moved or flipped like a Vassal card but cannot be retained.

A Saboteur card can be flipped or retained but not moved. If a Saboteur card is retained, then place it and ALL vassal/assassin/saboteur cards from the board on the Vassal discard pile and reset the board as you would at setup. If you draw a new Assassin/Saboteur, set it aside and finish setting up the board. After you have finished, the active player must place the Assassin/Saboteur (without flipping it) onto an empty space of his/her choosing on the board.

Family Cards

Each player represents a noble family in the kingdom of Avondell. Each player receives a random family card (optionally, deal each player two cards and they can choose one). Each family has a special major ability and a minor ability to help them in the game.



Corwin

Major ability: Use a knight token to slide a vassal up to 3 spaces in a line

Minor ability: A knight token may also be used to swap adjacent vassals



Keygriff

Major ability: No limits apply to this player

Minor ability: Start the game with one bonus Knight and Wizard token



Thistledown

Major ability: A Knight token may also be used to slide a vassal diagonally.

Minor ability: A knight token may also be used to transform (flip) a vassal.



Wolfram

Major ability: A Wizard token may also be used to swap vassals diagonally.

Minor ability: A Wizard chip may also be used to slide a vassal one space orthogonally.

Alternate Game Mode 1

The King's Quest Co-op

The King's Quest game can be played as a 2-player co-op game by simply adding a co-op team goal and a timer. Set the game up exactly as the base game for two players.

The team goal will be to earn sixteen points. Points will be earned by completing Ploy card missions. The first Ploy mission card a player completes is worth one point, the second is worth two etc. So, if one player completed four and the other player completed three, they would score a total of sixteen (ten for the first player (1,2,3,4) and six for the second player (1,2,3).

The timer works as follows: At the start of the game there will be 20 castle Completion tokens. They will all be placed together in what will be called the "limbo" pile. At the beginning of each player's turn, move one castle token from the limbo pile to another pile which will be called the "abyss" pile. When a player completes a Ploy mission card, they move an appropriate number of tokens from the abyss to a third pile called "nirvana" pile. If there are not enough tokens in the abyss, then the extra tokens should be taken from limbo.

When a player completes **any** formula card (Guild, Power, or Machination) they must

mark the two Vassal cards used from the board with a castle Completion marker taken from limbo. If there are not enough castle tokens in limbo then they may not complete this formula card. If it is not possible to complete any more Machination cards because you don't have enough castle Completion tokens in limbo, the players lose (this will happen before the tokens run out). After the Vassals are marked the castle Completion tokens are returned to limbo as the Vassals are replaced on the board. Players may not use any Completion markers other than those in the limbo pile and so at some point they may not be able to complete Task cards.

If, at any time, there are no tokens in limbo when it is a player's turn, then the players lose.

The players win immediately when the nirvana pile reaches or exceeds sixteen. If the nirvana pile reaches or exceeds sixteen on the same play that limbo gets emptied, then the players still win.

Alternate Game Mode 2

The Queen's Quest

Objective

The objective of this game is for the players to collect Vassal cards from the board and make sets that will be worth points at the end of the game.

Setup

1. Shuffle the Vassal cards (do not include wild or assassin/saboteur cards).
2. Set up the board as you would in the **King's Quest** game.
3. Set Guild and Power decks aside. You will not need them.
4. Shuffle the Machination deck.
5. Make a draw deck and then turn over the top five, laying them out in a row.
6. Give each player three Wizard tokens.

Sequence of Play

Players get three actions per turn.

Wizard tokens represent the player's standard three actions.

Action choices

- Take Machination card
- Slide Vassal
- Swap Vassals

- Flip Vassal
- Use Machination card to take Vassal(s)
- Take Knight token

Use the player's Wizard tokens to keep track of actions as they are used.

Players may use Knight tokens saved from previous rounds as extra actions.

End of turn

If a Machination card (or cards) was taken, slide to the right and refill from the left. If no card was taken, discard the card on the right and refill from the left (if possible).

Reset the player's three Wizard tokens to "available".

End of Game

Once one player has completed their last machination card then complete the current round and one more full round and then game will end.

Scoring

All different sets: 0,1,2,4

Same shape set or same color set: 0,1,1,1 ...

All identical set: 0,1,4,8,8, ...

Alternate Game Mode 3

The Wizard's Quest

Objective

The objective of this game is for the players to get rid of as many cards from their hand as they can.

Setup

1. Shuffle the Vassal cards (without the wild cards or the Assassin/Saboteur cards).
2. For a two-player game, deal 25 cards to each player. For a 3-player game, deal 20 cards to each player, and for a 4-player game deal 15 cards to each player.
3. Shuffle the remaining Vassal cards.
4. Make a draw deck and turn over the top five, laying them out in a row as shown.
5. Shuffle the Machination Ploy cards.
6. Make a draw deck and then turn over the top five, laying them out in a row as shown.
7. Give each player three Wizard tokens.

Sequence of Play

Players get three actions per turn

Action choices

1. Take Machination card (one token for the first one taken this round, two for the second taken this round etc.)
2. Slide Vassal
3. Swap a Vassal
4. Flip Vassal
5. Use Machination card to place Vassal(s)
6. Take knight token
7. Discard one Vassal card to take one Vassal card from those revealed

Castle tokens will be used to represent the player's standard three actions.

Players may use knight tokens saved from previous rounds as extra actions.

End of turn

If a Machination card (or cards) was taken, slide to the right to fill gaps and refill from the left. If no card was taken, discard the card on the right and refill from the left.

Reset the player's three Wizard tokens to "available".

End of Game

If you cannot play any cards from your hand, you must pass. After this happens to one player, complete the round through the last player and then allow all players to take one more turn.

Once one player has completed their last machination card then complete the current

round and one more full round and then game will end.

Scoring

Fewest cards in hand wins. If tied, most tokens wins.

Alternate Game Mode 4

The Puzzle Master's Quest (co-op)

The goal of this game is for two players to work together to obtain the following formation on the board:

1. There must be exactly sixteen Vassal cards on the board (no more or less)
2. There must be only one of each faction/role combination on the board (there are four factions and four roles so there are sixteen unique combinations).
3. All Vassal cards must be in spaces around the perimeter (nothing in the nine interior spaces)
4. The players must meet either one of the two following criteria:
5. All four of each FACTION must each be on one column only (B or K) or one row only (S or E), and no two Vassal cards can be adjacent to each other with have the same roles.
6. All four of each ROLE must each be on one column only (B or K) or one row only (S or E) and no two Vassal cards can be adjacent to each other with have the same factions.

An acceptable example of a winning board might be: all scout Vassals on column B, all emissary Vassals on column K, all spy

Vassals on row S and all captain Vassals on row E.

Setup

Setup is the same as for a two player King's Quest game, except that a Vassal card should be placed in each of the 25 spaces of the board. Do not use the wild cards or Assassin/Saboteur cards. Place the unused Vassal cards in TWO draw stacks (instead of four as in the regular King's Quest game). Do not give each player any tokens at the start of the game. Machination cards will not be used in the Puzzle Master's Quest.

Rules changes

As with the Co-op King's quest game, the Castle tokens will be placed in a limbo pile and each player will move one token from limbo to the abyss pile at the start of their turn. There will be no nirvana pile in this game. If a player starts their turn with no tokens in limbo, the players lose. Tokens in the abyss may not be used for anything.

When a Knight token is used to retain a Vassal card, the player has the option to replace the retained card with a new Vassal card or not to replace it. The players may also choose not to replace Vassal cards on the board when they are used to fulfill formula requirements. The players are allowed

to replace one of the two Vassal cards used in the formula or both or neither. Castle tokens used to mark Vassal cards that were used in completion of power or guild card must be taken from the limbo pile and must be returned to the limbo pile after the Vassal cards they were marking have either been replaced or the player has chosen not to replace the Vassal card.

Since the board is full with 25 Vassal cards at the start, the players will need to opt not to replace some of the Vassal cards to reduce the number of Vassals down to 16 to set up for the winning board condition.

As with the King's Quest co-op game, the players cannot complete a knight, wizard, or king influence card if there are not enough castle tokens in limbo to mark them.

Advanced Game

In this version of the game, Knight and Wizard cards will be completed in a different way than in the basic game.

Knight cards

In order to complete a Knight Influence card, the player must line up Vassal cards that have different factions and roles. The first Knight influence card you complete requires two Vassal cards to be lined up. One for the household knight card you started with and one for the new knight influence card. The second one you complete requires three adjacent Vassal cards (one for the starting knight influence card, one for the previously completed card and one for the new card).

The symbols are determined by the cards you are completing. Ignore the normal requirements shown on the card for the basic game. The faction/role shown on the top left is the requirement. The starter knight influence card is considered wild. However, when completing any new knight influence card, no roles or factions can be duplicated. For example, if you wish to complete a knight card with Dragon/Scout symbol on it, you must get a Vassal card on the board adjacent to another card (representing the starter knight card with no specific require-

ments). The other card must have a different faction/role. So, no Dragon or Scout. The third knight you complete must have a different faction and role than the other one and the third card (for the starter knight card) must have different role and faction as well. It is not possible to complete more than three knight influence cards (to along with the starter card) in the advanced game. The cards must be orthogonally adjacent on the board (diagonal is not sufficient). As long as all cards used are orthogonally adjacent to another card in the set, and all symbols are different and match the required sets from the cards, it is a valid set to use for completion. Vassal cards used to complete Knight Influence cards in the advanced game are allowed to be retained as part of the process, subject to king limitation.

Wizard Cards

In order to complete a Wizard Influence card, the player must turn in retained Vassal cards matching one of the

King limitations in the advanced game – In the advance game, identical Vassal cards can be retained without extra cost. Thus, two or more identical cards (say three dragon/scout Vassal cards) count only as one against the limit of retained cards as determined by your

king cards. The symbols are determined by the cards you are completing. Ignore the normal requirements shown on the card for the basic game. If you are completing your first Wizard Influence card, you must turn in two retained Vassal cards with the faction /role shown on the card (one card for the one you are completing and one for the starter wizard card). The second Wizard Influence card you complete requires you to turn in three matching Vassal cards. They all have to have the same symbol, but they can be the symbol on the card you are trying to complete, or a symbol on one you have already completed.

Acknowledgments