

Castle Party

The clock strikes midnight and a new party kicks off in the castle of the Pumpkin King! Ghosts, vampires, witches, skeletons, every member of the Frankenstein family—and even unicorns—are all invited! However, last year's event had a guest list that was simply too long and it became practically impossible to accommodate everyone. It could be even worse this year...

Castle Party is a “flip & write” game—where you flip over cards and write or draw the symbols revealed—for 2 to 4 players, 8 years old and up, that lasts about 30 minutes.

GOAL OF THE GAME

As groups of monsters arrive at the castle for the party, you place them inside so that they are as comfortable as possible—and thereby earn as many points as possible in your drive to win this monstrous game!

MATERIALS

- 4 double-sided castle whiteboards, with two playing levels
- 4 dry-erase markers
- 50 Monster cards (10 Skeletons, 10 Witches, 10 Vampires, 10 Ghosts, 10 Frankensteins)
- 5 Monster King/Queen cards (Skeleton, Witch, Vampire, Ghost, and Frankenstein)
- 5 Unicorn cards
- 20 Shape cards
- 3 Clock cards



SETUP

Each player takes a castle whiteboard and a marker. Then the players choose the level of the game they will play (details for the advanced version are on page 7). Take note which side of the table you are sitting on because the orientation of the cards is very important during the playing of the game.

The Monster cards are shuffled together with the Unicorn cards. Three cards are dealt to each player, and the rest of the cards are kept face down in a pile in the center of the table.

Then, the Shape cards are shuffled and split into four face-down piles. A Clock card is added to three of the piles and they are then each shuffled separately. After that, a single deck is formed by placing the first pile (the one without the clock card) on top of the other three piles. Then this single deck is placed face down on one side of the table.

GAME TURN

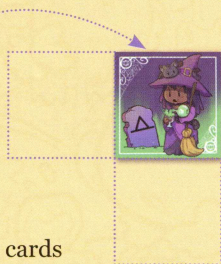
The player who most recently went to a party goes first, with play passing to the left.

On your turn, you must turn over the top Shape card from the deck and place it in the middle of the table where everyone can see it. Then, the players will work together to create a group of guests in a shape that matches the figure on the Shape card.

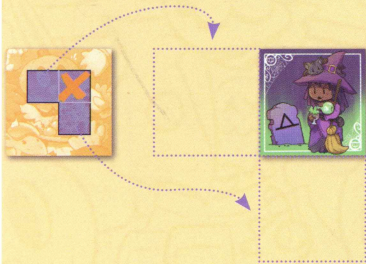
First, you decide which way to orient the Shape card, according to your own interests. Then, take one of the Monster cards from your hand and place it on the table near the Shape card, lined up with the "X" on the Shape card.



Shape card



Then, the player to your left adds one of their Monster cards so that it is touching the first card, following the shape of the figure that is on the Shape card.



Keep playing in this way until you have reproduced the shape of the entire figure on the table with Monster cards. Every time a player places a Monster card in contact with at least one of the already placed ones, they immediately draw a new card from the deck and add it to their hand.



Once the figure has been completed, ask if anyone wishes to carry out a special action on the figure (see “Special Actions,” below). Whether or not a special action is used, then it’s time to add the group to the parties. Each player chooses where they want to place the group that has just arrived within their own castle.

To add the group to your castle, draw symbols matching each of the monsters in the group so that each one is placed in a separate box on your whiteboard. The positions of your guests relative to each other **must exactly match the shape of the Monster cards laid out earlier as you see it based on your location at the table**. You cannot turn or alter the shape before drawing the monsters: You must place the group in your castle in the same orientation as seen from your position.

	Witch	Skeleton	Ghost	Frankenstein	Vampire	Unicorn
BASIC						
KING/QUEEN						

You may leave part of a group outside your castle (“in the moat”), as long as they keep their position in accordance with the Monster cards. At the end of the party, all guests in the moat outside your castle walls are **subtracted** from your score. Those that are on the drawbridge waiting to get in instead award 0 points at the end of the match.

Once all of the players have drawn the Monsters in their own castles, all of the cards are removed and the game continues with the next player’s turn. Shape cards and Monster cards are placed in their corresponding discard piles **EXCEPT** for the King/Queen Monster cards and the Unicorns, **which are removed from the game once they have been used**. If you run out of Monster cards before the game ends, take the discard pile and shuffle it to form a new deck.

The player to the left of the one who played the last Shape card turns over a new card from the Shape card deck and play continues as before. If it makes it easier, you can mark which player just turned over a Shape card and therefore whose turn is being played: You can use any object you have at hand as a marker to indicate the active player, such as a punch glass or a mirrored disco ball.

SPECIAL ACTIONS

Once a group of guests has been completed but before they are added to the castles, the player that revealed the Shape card in play announces whether they wish to perform a special action or pass. If they pass, the next player to their left may perform the special action or pass, and so on until someone says they wish to perform a special action or all players have passed.

You can use each of the special actions **only once** throughout the length of the game: mark the ones you have used on your whiteboard. The actions and their effects are:



- **Lights out:** You can rearrange the Monsters that make up the group by switching their positions, but the shape and orientation of the figure must remain unchanged. No Monsters can be added or removed. This change affects all players.



- **Masked ball:** You can draw one of the Monsters from the group as though it were a different type (except for Kings and Unicorns). This change does **not** affect the other players, who must still draw the Monster on their boards as it appears in the original group.



- **Change in orientation:** You can **turn** the figure before anybody draws it. This change affects all players.

Every time you use a special action, remember to check it off your whiteboard. You cannot use it again for the rest of the game.



EVENTS DURING THE PARTY

At three moments during the party, all players must score their points. Each time a Clock card is revealed, each player must choose **one** of the Events they have available to score at that moment.

The Events are on the whiteboards and each player can use each of them to score only once during the game. They must note down the result in the corresponding space on their whiteboard. These Events and their effects are:



- **Fireworks:** The player counts 1 point for each Monster (regardless of its type) located in a space just in front of their Castle windows, ready to enjoy watching the fireworks go off in the sky.



- **Conga:** The player counts the **largest** group of Monsters in the same family that are connected to one another (orthogonally—diagonal does not count) and scores 1 point per space occupied by that group.



- **Toast to the Pumpkin King:** The player draws the Pumpkin King symbol  in an empty space on their whiteboard and scores 1 point for each **different** monster that is in one of the eight boxes that surround him (each of the Kings also counts as a different type).



Fireworks

Toast to the Pumpkin King

Vampires Conga

In this example, if the player decides to score the Fireworks, they would get 6 points; If they choose the Conga, they would get 5 points (scoring the group of Vampires); While, if they opt for the Toast to the Pumpkin King, they would receive 5 points.

END OF THE GAME

The game comes to an end at the moment that the third and final Clock appears. **Before** calculating the Final Score, each player must first score their last remaining Event.

FINAL SCORE

Each player adds up their Final Score in the following manner and notes down the results in the corresponding boxes:



- **Points for Groups of Guests:** The player gets 1 point for each Monster that is orthogonally connected (in contact only by the sides) in the **single largest group** of its kind in their party. Any other groups of that type are **not** scored. If the King of that type of Monster is part of the largest group, the player gets **1 additional point for each** Monster in the group that is around him, touching the King on one side or corner diagonally (meaning that at most the player will receive 8 additional points).



ATTENTION: Any Monsters that are outside of your castle are **not** included in any group.



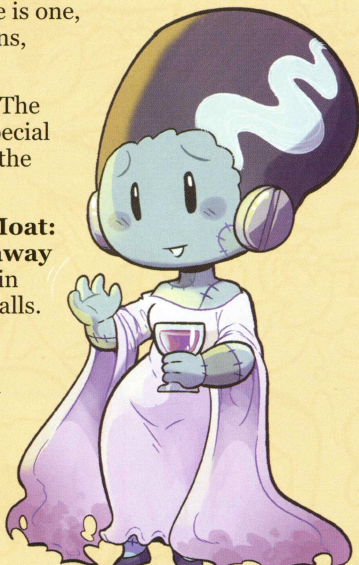
- **Points for Unicorns:** The player gets points for the largest group of orthogonally adjacent Unicorns: -5, 1, 5, 10, or 15 points if there is one, two, three, four, or five Unicorns, respectively.



- **Points for special actions:** The player gets 2 points for each special action they did not use during the game.



- **Penalty for Guests in the Moat:** The player has 1 point **taken away** for each monster that ends up in the moat outside their castle walls. Those guests that are on the drawbridge are not counted at all: they do not take away from the player's score, but do not provide any points either.



RAVE VERSION

Experienced hosts can play using the castle located on the back of their whiteboards, with the shiny frame around it.

The general rules are the same as in the basic version, but here we have 5 gathering points within the castle, specific to the tastes of each type of monsters who have been invited. Keep in mind that the spaces indicated for these gathering points **cannot** be occupied by any other kind of guest.



- **Wall of speakers:** The **Frankenstein monsters** love to breakdance right where the ear-bleeding sounds come out.



- **Punch:** Everyone knows how much **vampires** love to suck down a drink.



- **Mirrored ball:** The **ghosts** love the effect the colored lights have on their translucent bodies.



- **DJ: Skeletons** love to shake their bones as they dance around the disc-jockey.



- **Hors d'oeuvres table:** Here are plates full of bite-sized portions of the most dubious and unpleasant origins that the **witches** who gather around the table seem to enjoy so much.

In this variant of the game, in addition to the points from the basic version, players also get an **additional** point for each Monster that is in contact with their favorite gathering point (to a maximum of four per gathering point), regardless of whether they make up part of the largest group of their type or not.

CREDITS

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SCORING EXAMPLES

PARTY

ATTENTION!

In order to facilitate understanding these examples, the Fireworks, Conga and the Toast to the Pumpkin King events have been scored at the same time at the end of the game. Bear in mind that these events happen during the game and are scored at the moment in which the Clock cards show up, as explained on page 5.



Final Score

RAVE PARTY



Final Score