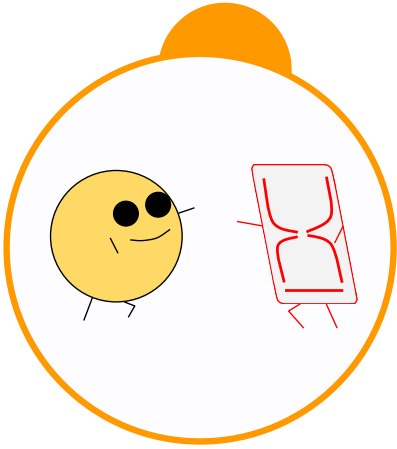




CASTLE<sup>®</sup>  
SLINGER

# instructions

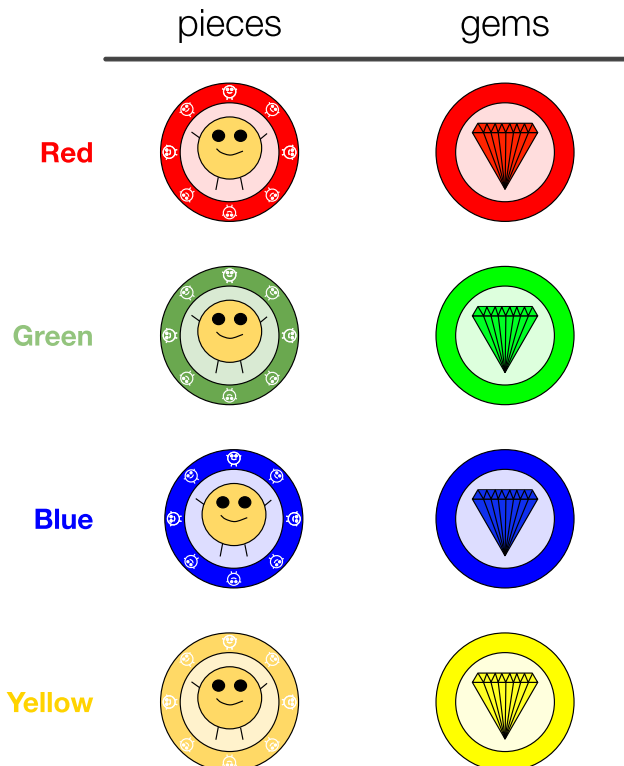
parts / pieces / board / other stuff / rules /  
refresher / cards

## The parts.

- **1** board
- **200** cards, including **1** quick reference
- **1** 6-sided die
- **100** pieces (assorted colors and symbols)
- **1** instruction manual (what you're reading right now)
- **1** card mat

## The pieces.

The first thing you'll notice about the pieces is that they come in four colors: red, green, blue, and yellow. Each color will later get assigned to a different player. You'll also notice that there are two different types of pieces. The ones with pictures of gems on them are called "gems," and the others are just regular "pieces." To begin, use the empty box lid as a "stockpile." Put ten of each color of regular pieces there, and set the others aside for setup on the board. You also have a "reserve" of pieces. Right now, of course, it's empty, but later in the game, pieces will be there. Pieces in your reserve are off of the board, but not in the stockpile. Remember that the other players have reserves as well, so don't get the pieces mixed up!



## The board.

Your board has a 15x15 layout. There are four sides, one for each player. In a 2-player game, the players sit across from each other. In 3- and 4-player games, you can pick the players' positions randomly. Once you've done this, you'll notice that you are right in front of a colored row on the edge of the board. The color of this row is now your color, and all of the pieces (not gems) of that color become yours, and the row is your row.

You'll notice that on this colored row, there are a bunch of symbols. Wait, no — there are symbols all over the board! But what do they mean?

- **Germination Spaces:** In your row, you'll notice that most of the squares have leaves on them. No, it doesn't mean that these squares are eco-friendly. These squares, together with the safe house (see the next bullet), make up the germination space. This is where your pieces start off, and if a card asks for one of your pieces to be "kicked back" from somewhere, it's usually kicked back to the germination space.
- **Safe houses:** In every germination space, there's a square with a cozy-looking home. That's the safe house. When you have a piece in your safe house — and this will only work for yours — it can't be eaten, and opponents can't do anything to it! For example, during the game, opponents will sometimes get to move your pieces or force you to take them off of the board, but in the safe house this won't work. If that's still confusing, you'll get it when you start playing. If someone else's piece comes to your safe house, you get to eat that invading piece, even if your safe house is empty! (For



more about eating, check out “Eating” in the rules section, although you might want to read the rest first ...)

- **Black Holes:** There are some squares with spiraling black orbs. These are black holes, and when one of your pieces lands there, it vanishes! Pieces that vanish go to the stockpile. It also serves a completely separate function as a “prison,” holding pieces that have been sentenced to go there by a card. Pieces in these jails are “locked up.” The only way to get locked up here is if a card tells you to lock a piece here. If your piece goes to a black hole, whether it goes to vanish or to get locked up, if there’s a piece already locked up there, you need to put the previously locked-up piece in your reserve.
- **Portals:** These squares are marked by grey rings with blue explosions inside. Portals will take pieces to the center of the board — if you’re lucky enough to land on one. The piece that lands on a portal will be the one that’s “magically” moved to the center! They also act as jails like the black holes (although it’s nicer in here), and pieces here are also called “locked up” pieces. As before, only a card can lock up a piece; if you simply land here, the landing piece must go to the center. If you have a piece locked up in the portal and another one of your pieces goes to the same portal, then the locked up piece will be released into the center before the new piece does what it’s supposed to do! (That would be either getting locked up or teleporting to the center.) But if a piece belonging to an opponent goes to the same portal that you have a piece locked up in, that opponent will get to eat

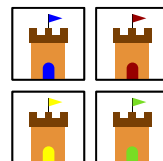


your locked-up piece before the opponent's piece does what it's supposed to do!

- **Center:** This really is as simple as it seems — the center of the board. It's marked with a bullseye so that you can find it quickly.



- **Castles:** There are four different types of castle squares, which are all marked with — you guessed it — castles. The type of a castle square is based on the color of its door and flag. So the red castle would have red doors and flags, the green castle would have green doors and flags, and so on.



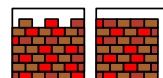
- **Portal Neighborhood:** These squares are next to the portal. They are colored light blue throughout to make them easy to find.



- **Black Hole Neighborhood:** These squares are next to the black holes, and are colored completely gray to help you spot them easily.



- **Wall:** Some squares look like they are part of a brick wall, and these make up the wall. Don't worry, though — it doesn't block you.



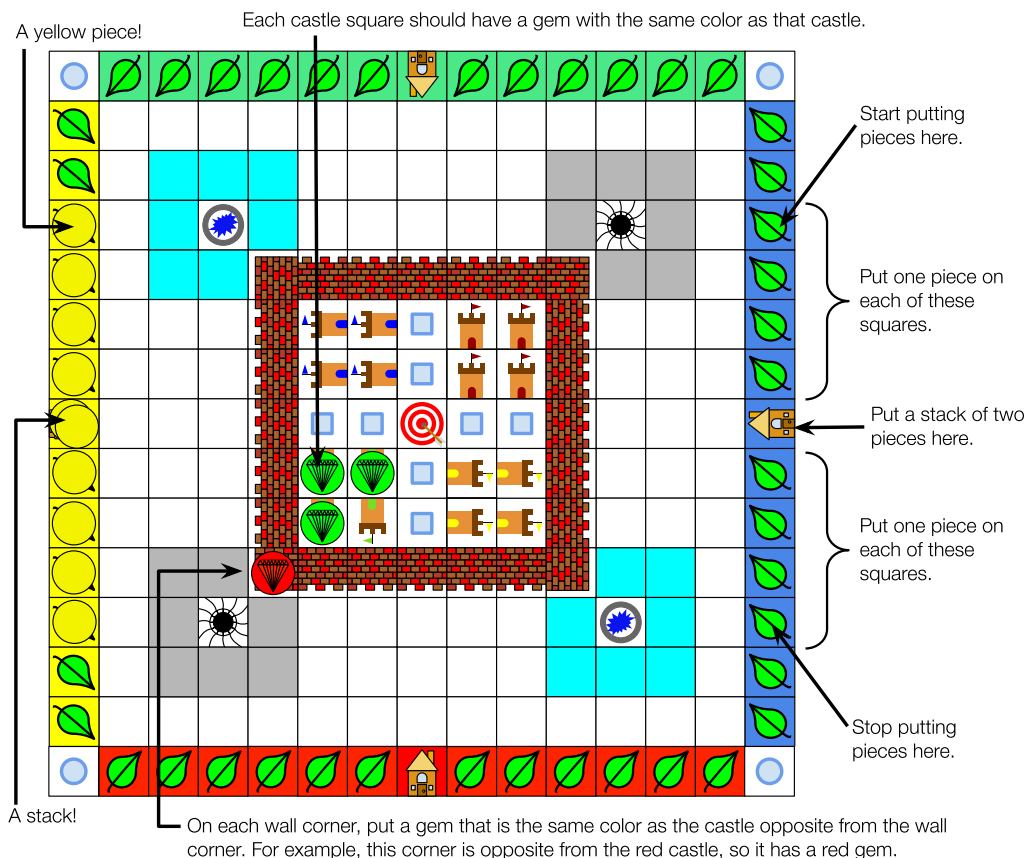
- **Corners:** Quite simple — these are the corners of the board. As if they weren't easy enough to spot already, we marked them with light blue circles.



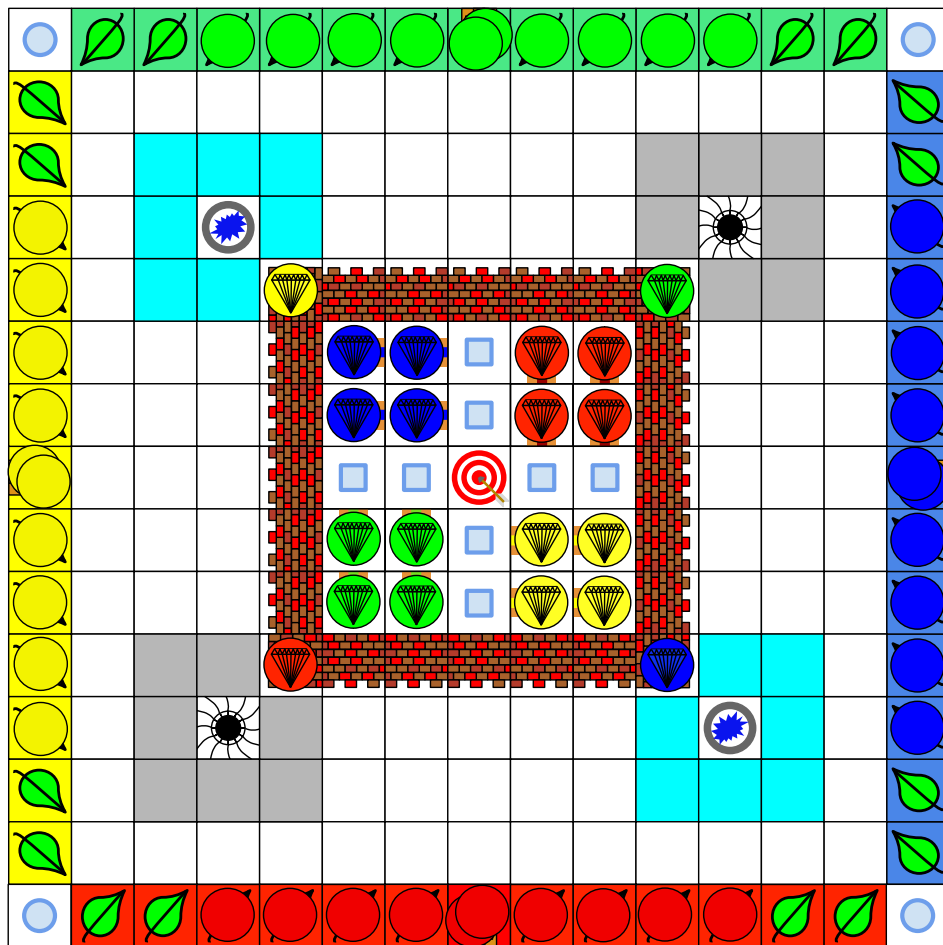
- **Aisles:** The aisles are the spaces in between castles, excluding the center. They're marked with small light blue squares.



So now that we've got the parts of the board down, let's look at how to set up the game. Here's a quick demo:



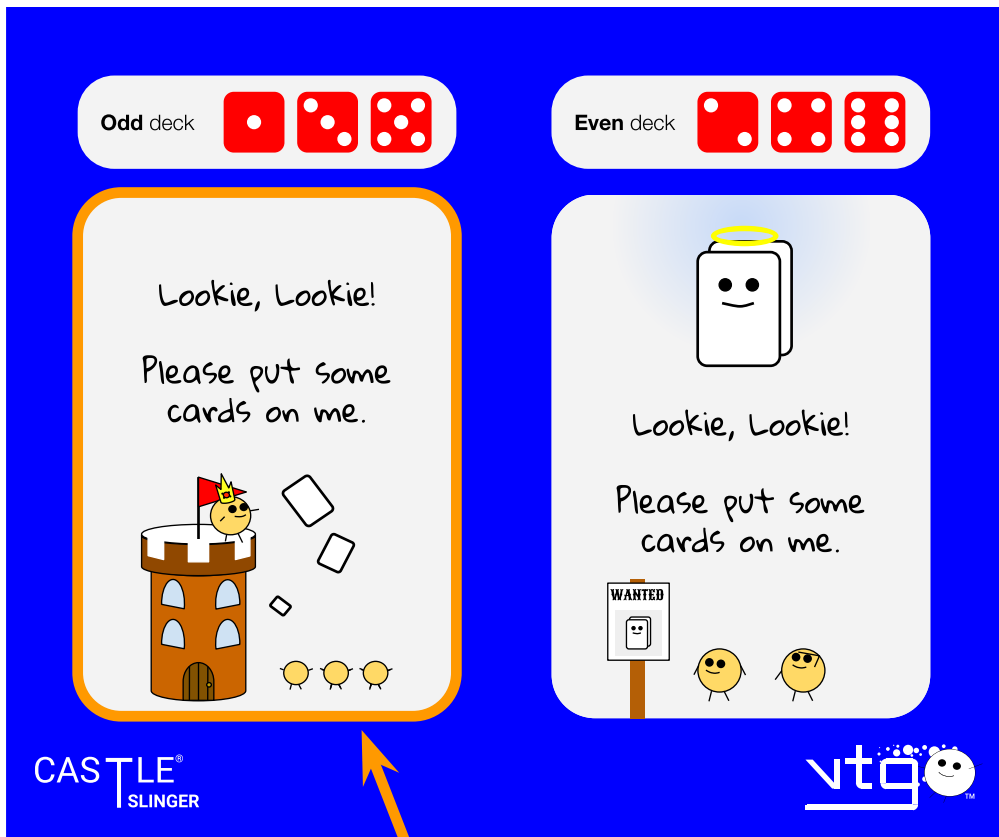
... And here's the board when completely set up for a four-player game.



If you have a two- or three-player game, there will be some unused pieces because not all of the colors are used. Put these unused pieces (not the gems — they stay on the board) in the stockpile and forget about them.

## Other parts.

There's one last part that we haven't talked about: the card mat. We'll get into its purpose in the rules section, but it's the thing that looks like:



This area is card shaped for a reason — you're going to put cards there! We'll get into the specifics in the "rules" section. Let's call it a cardholder.

## The rules.

Of course, you have to follow some rules in this game. Here they are:

- **An Important Note:** In cards and this booklet, we'll often mention "a piece on the board." *Unless* otherwise specified, that means "a piece on the board, outside the castles, and not locked up." For example, if a card just tells you to "move a piece on the board," you can't move a piece that is locked up, and you also can't move a piece that's in a castle.
- **Starting the Game:** When you first play the game, shuffle the deck of cards extremely well and then split it in half. Put each half face-down on one of the mat's cardholders. Then pick a dealer, who will handle pieces coming in and out of the stockpile, give out cards during each turn, take care of the card mat, and put cards in the discard pile. Then everybody rolls a dice, and whoever gets the highest number goes first. The turns continue in a clockwise direction.
- **The Card Mat:** The card mat should have two decks, face-down, on it by now. One is labeled the "even deck," and the other is labeled the "odd deck." We'll get into the purpose of the two separate decks later. If one deck runs out, take some cards from the other deck and put them on the empty one. (There will be a happy little message reminding you to do this.) If *both* decks run out, shuffle the discard pile (we'll get into that later) and split in two as if you had just started the game. Then keep playing.
- **Cards:** When it's your turn, you first roll a dice. If the number is even, you draw the top card from the even deck; if the number is odd, you draw the top card from the odd deck. If there's only one card left on the mat, then take that and skip rolling the dice. The

card is your guide now — do whatever the card tells you to do, including rolling a dice if necessary. Then, after you've followed the instructions, put the card in a separate "discard pile". (You can use any space, just not a trash can.) Then everyone continues playing in a clockwise order, going through the same process. Sometimes, on your turn, you'll move an opponent's piece, but only if the card gives you that privilege.

Some cards will have a green background, with "save" written in the top left corner and a number in the top right. These are called save cards. If you draw a save card, simply keep it in your reserve and end your turn. Save cards can be used on some future turns — usually your own — to change some details of that turn. We'll talk more about these later.

Some other cards will say "motion" in the top left corner, which marks them as motion cards. They're just like regular cards, but they're specially marked because some save cards can only be used on motion cards.

You'll also see cards that have hexagons with flags in the top-left corner. That's just a reminder that the instructions of those cards deal with castles.

- **Goal:** The goal of the game is to get your pieces into the castles while eating gems and opponent's pieces along the way.
- **Vanishing:** Pieces can vanish by going to a black hole or if a card instructs for a piece to vanish. Pieces that vanish go to the stockpile. There, they don't belong to anyone. However, pieces from the stockpile can come back to the board if someone gets the right card.



- **Stacks:** If two pieces of the same type are in the same square, they stack. Stacks are treated as single pieces during moves — if it goes to a black hole, the whole stack vanishes; if it is eaten, the entire stack is eaten; and if a card tells you to move a piece, you could also move a stack. There are a few exceptions:
  1. if you get a card that requires you to unstack a stack — then you unstack and move individual pieces from the stack
  2. during scoring (see “Winning”)
  3. when pieces from outside the board move anywhere, for example when you need to return a piece that you ate (see “Eating”) to the board or to an opponent. In this case, you move one individual piece at a time.
- **Eating:** If you move one of your pieces to the same square that an *opponent's* piece is in, you get to eat that piece, no matter whether it's a single piece, a small stack, or a big stack! If you eat a piece, keep it in your reserve. There are a few exceptions, though. For instance, if one of your pieces goes to an opponent's safe house, that opponent automatically eats your piece, even if the opponent's safe house is empty. You also can't eat in a castle unless the card you draw or the save card you use says so.
- **Gems:** Remember those gems? You can eat them not only by landing on them, but also if a card tells you to eat a gem directly, without moving there. Stacks of gems also exist, and you can eat them as if they were one gem! If you eat 3 gems of the same color, then you can pick one of your pieces on the board and move it to the same color castle as the gems. For example, if you end up with 3 red gems, you can put one of your pieces from



anywhere on the board in a square in the red castle, as long as an opponent's piece isn't there. But those three gems are now used, and they must be thrown in the stockpile. We'll call this the "3-gem rule." Once gems end up in the stockpile, there's no getting them back! They can't ever be reused again for the whole round.

- **Save Cards:** If you remember, the cards with a green background are called save cards. When you get a save card, keep it face-up — don't hide it — in your reserve. You can use them at any time on one of the future turns — some save cards will say that you can use them on opponents' turns, but otherwise, you can only use them on your turns. Each save card has a number in the top-right corner. This is the number of points it has. On your turn, you can redeem some save cards to move a piece to the aisles! Gather some of your save cards that have at least 7 points in total. Then put these in the discard pile and pick one of your pieces to go to any square in the aisles. We'll call this the 7-point rule.
- **Alliances, Advice, Betrayal, and Conspiracy:** That's a list of things that are allowed, as long as everyone knows that it's happening. You're allowed to make an alliance with other players, but remember that you're also allowed to betray them! You can give other players advice, publicly or privately, but it doesn't have to be *good* advice. And if you *want*, you can gang up on some poor opponent. If you want some help, you can play together with others as one team and one color — just be sure to make this clear in the beginning. Having a team works exactly the same as playing alone, only (obviously) you have a few more people helping.



- **Dropping Out:** If all of your pieces on the board are inside castles or locked up in portals or black holes, then you have to drop out of the game. You could watch, relax, or help your friends as the game continues with the remaining players. Once you dropped out, your remaining pieces can't be interfered with by opponents — that is, your pieces inside castles can't be eaten, kicked out, etc. But your reserve is free game — if someone gets the right card, they can steal some stuff from it. You must also put all of your locked-up pieces, if any, in the stockpile when you drop out.
- **Ending the Game:** The game ends when all of the players except one have dropped out.
- **Winning:** When the game ends, everyone counts up how many individual pieces they have in the castles. A stack in a castle will count for how many individual pieces are in it. Whichever player has the most pieces in the castle wins! If players are tied, then whichever of the tied players has eaten the most opponent's pieces wins, and if there are still ties, whichever of the tied players has the most save card points wins. If that's not enough, then whichever of the tied players has the most gems wins. If some players are still tied, then the game ends in a draw.

So basically, the criteria go like this, where you can only move on to the next "round" if you won the previous one:

1. Individual pieces in the castle (stacks count as however many pieces are in the stack)
2. Number of opponent's pieces eaten
3. Total save card points



#### 4. Number of gems eaten

- **Automatics:** Automatics can happen automatically at any time during your turn, even if you already did something on your turn. (You can even do multiple automatics on the same turn!) They are the 3-gem rule, the 7-point rule, eating, and using save cards. All of the automatics except eating are completely optional, and using save cards is the only one that can sometimes be done on an opponent's turn.
- **Impossibility:** If you draw a card with a move that is impossible to do, the turn is skipped. For example, if you have to give a piece back to an opponent who dropped out, you have to skip your turn since it's impossible. No matter what the move is, you must do it if it is possible — unless a saved card excuses you from the turn. However, using saved cards is completely optional, and even if a turn is possible only if you use a saved card on that turn, you don't have to use the saved card if you don't want to or forget to and simply skip the turn. Even if you skip the turn, the card you drew always goes to the discard pile.
- **Returning Gems:** If a move requires you to return a gem to a castle, you must choose a gem that you ate and move it back to the castle where it came from. If there are completely empty squares in the castle, then you put the gem in an empty square. If all the squares have either pieces or gems, then you stack your gem on top of a gem that's already there. Whoever eats a stack of gems will get all the gems in the stack! If all the squares in a castle are taken up by pieces (not gems), then the turn is skipped.



- **Moving to a Castle:** When you move a piece into a castle, you need to move into a square that is not occupied by an opponent's piece. If the destination has one of your own pieces, you can stack the two pieces, but if an opponent's piece is there, you can't eat it. Some cards will allow you to eat an opponent's piece in a castle or move it out of the way, but otherwise, you can't do anything to the opponent's piece. If you don't have or don't use any saved cards to help you, then the turn is skipped. Once a piece is in a castle, it can't be moved unless a card specifically asks for a piece in a castle to be moved.
- **Taking Back a Turn:** When you are done with your turn, you can change your mind as long as the next person hasn't already rolled the dice to start their turn. (Remember that you can have only one turn, so if you change your mind, you have to take back your old move and make another move allowed by the card that you drew during your turn.) Even if the next person has started, though, you still have a chance — *if* that person agrees, you can take back your move, and they will continue their turn when you're done.
- **And that's it! Enjoy the game!**

# Appendix

## How the cards work.

Having trouble with one of the cards? These step-by-step instructions might be helpful. Remember that “a piece” excludes pieces in the castles and pieces that are locked up unless the instructions say otherwise.

**Spoilers ahead! Do not read before playing.**

- **aisle exile:** start: your piece in the aisles; end: any corner.
- **back to life:** start: your piece in any opponent’s reserve; end: any square in your germination space.
- **badland tourist:** start: one of your pieces; end: a square in a black hole neighborhood.
- **bless thy buds:** start: opponent’s piece in the stockpile; end: a square adjacent to one of that opponent’s pieces.
- **bud off:** start: opponent’s piece in the stockpile; end: a square adjacent to one of that opponent’s pieces.
- **budding explorer:** start: one of your pieces in your germination space; end: any square outside of any germination space and outside of the wall.
- **bullseye goodbye:** start: your piece in the center; end: any corner.
- **burp up gems:** start: a gem in your reserve; end: a square in the castle that’s the same color as the gem.
- **call of gravity:** start: an opponent’s piece; end: a square in the black hole neighborhood.
- **carve your own path:** start: your piece; end: any adjacent square.

- **castle cannon:** *If you use this* — **start:** opponent's piece in a castle; **end:** a square in that opponent's germination space. **start:** the piece that you previously couldn't move in to the castle but now can; **end:** the freshly emptied square in the castle.
- **castle dwarfism:** **start:** a stack in a castle with squares that are not occupied by opponents; unstack some pieces; **end:** a square in that castle not occupied by opponents.
- **castle hopper:** **start:** your piece in a castle; **end:** a square at the same position in another castle.
- **castle me up:** *If you use this* — **start:** your piece locked up in a portal; **end:** a square in a castle not occupied by opponents.
- **center of attention:** **start:** your piece in the stockpile; **end:** the center.
- **center sprinter:** **start:** one of your pieces; **end:** the center.
- **corner crossover:** *If you use this* — **start:** your piece in a corner; **end:** a square in the aisles.
- **corner express:** *If you use this* — **start:** your piece locked up in a black hole; **end:** a corner square.
- **dicy dictator:** Roll the dice. **start:** the piece you want to move, depending on what you got on the dice; **end:** where you want to move it to, depending on what you got on the dice.
- **dorm of darkness:** Lock up one of your pieces in a black hole (**start:** one of your pieces; **end:** a black hole).
- **eat thy foe:** **start:** one of your pieces; **end:** one of an opponent's pieces.

- **edge of the world:** **start:** one of your pieces; **end:** a square on the edge of the board, following the direction shown on the card.
- **enter the castle:** **start:** one of your pieces; **end:** a square in a castle not occupied by any opponent.
- **escape bingo:** Ask an opponent if they will let you free. *If they say yes* — Roll the dice. **start:** one of your locked-up pieces; **end:** where you want to move it to, (a square in a castle if you get an even number, your reserve if you get an odd number).
- **flight to vacancy:** *If you use this* — **start:** the piece you could have moved into a castle, if another piece wasn't there; **end:** some other unoccupied square in that castle.
- **flush down the black hole:** **start:** one of your pieces; **end:** a black hole, and then the stockpile. If a piece was locked up in the black hole that you used, add that piece to your reserve.
- **freeze thy foe:** (Note: You can only use the card if someone else is playing.) If the opponent didn't start their move, they can't start; if they did move something, they must take back everything they did and end their turn.
- **gem clipper:** **start:** a gem in your reserve that is the same color as your team; **end:** the stockpile. **start:** one of your pieces outside the castle and that is that is not locked up; **end:** a square adjacent to the castle of your color.
- **gem pirates:** **start:** a gem in an opponent's reserve; **end:** your reserve.
- **gem trader:** swap a gem in your reserve with a gem in an opponent's reserve.

- **gimme a cookie:** start: a save card in an opponent's reserve; end: your reserve.
- **gobble up gems:** start: a gem on the board; end: your reserve.
- **happy center:** start: your piece in the center; end: a square in a castle not occupied by an opponent.
- **here come the movers!:** Let an opponent of your choice make this move. start: one of your pieces; end: any adjacent square.
- **holy shield:** *If you use this* — If one of your pieces in the castle has been kicked out or eaten during this turn, undo that entire turn. If it is about to be kicked out or eaten, skip the turn in which that would happen.
- **homesick:** start: your piece in the center; end: any square in your germination space.
- **hop aboard!:** start: your piece in your reserve; end: a square in your germination space.
- **hop to hoopla:** start: one of your pieces; end: a square in a portal neighborhood.
- **hug thy foe:** start: one of your pieces; end: a square adjacent to an opponent's piece.
- **imperial hunting:** start: one of your pieces in a castle; end: a square in another castle where an opponent's piece is. Don't forget to eat that piece!
- **into the spotlight:** start: an opponent's piece in the stockpile; end: the center.
- **join the club:** swap an opponent's piece with your piece in the stockpile.

- **jumbo gem:** **start:** a gem on the board; **end:** another gem on the board of the same color. The result will be a stack of gems.
- **jump that bump!:** *If you use this* — Ignore and discard the card that you drew; draw a new card and follow its instructions as usual.
- **kick of chaos:** Assign each opponent a number. Roll the dice. If someone's number comes up — Let them make this move. **start:** one of your pieces; **end:** any adjacent square.
- **knight glider:** **start:** your piece on a wall square; **end:** a square in any castle that's not occupied by opponents.
- **lazy runner:** *If you use this* — To move, pick a new amount less than the original and use the original direction. **start:** one of your pieces; **end:** where you can move using the things you decided.
- **leave the nest:** **start:** your piece in your safe house; **end:** a square adjacent to the safe house and outside the germination space.
- **let 'em in:** **start:** your piece in a castle; **end:** an adjacent square outside the castle. **start:** an opponent's piece; **end:** the castle square you just emptied.
- **let's be reckless:** Assign each opponent a number. Roll the dice. *If someone's number comes up* — Ask the opponent how they want you to move your piece, as long as the piece is outside the walls and the destination is outside the walls and black holes; **start:** your piece outside the wall and that is not locked up; **end:** where they want you to move.
- **lot o' luck:** *If you use this on a motion card* — Roll the dice. **start:** your piece; **end:** where you want to move it to using the

amount shown on the dice and the direction shown on the motion card.

- **lucky sprint:** Roll the dice. If you get an even number, you will move by two squares; if you get an odd number, you will move by one square. **start:** your piece; **end:** where you want to move it to in the direction shown.
- **lucky wiggle:** Roll the dice — if you get an even number, you will move by two squares; if you get an odd number, you will move by one square. **start:** your piece; **end:** where you want to move it to in the direction shown.
- **mirror, mirror:** *If you use this* — **start:** your piece; **end:** where you want to move it to — opposite the direction shown on the motion card, but by the same amount.
- **move thy foe:** **start:** an opponent's piece; **end:** any adjacent square.
- **Mount Castle:** **start:** your piece in a castle; **end:** another one of your pieces in that castle. Repeat the process for all of your pieces in that castle until you get a single stack.
- **nosy neighbor:** **start:** an opponent's piece; **end:** a square adjacent to one of your pieces.
- **nudge to nothing:** **start:** your piece in the black hole neighborhood; **end:** the stockpile. If any piece was locked up in the adjacent black hole, add that piece to your reserve.
- **outta here!:** **start:** your piece; **end:** your reserve.
- **parade to portal:** **start:** your piece in a portal neighborhood; **end:** that portal and then the center. If the adjacent portal had one of your pieces locked up in it, move that to the center, too. If

there was an opponent's piece locked up in it, add that opponent's piece to your reserve!

- **pop to portal:** **start:** your piece; pick a portal to use; **end:** that portal and then the center. If the portal you chose had one of your pieces locked up in it, move that to the center, too. If there was an opponent's piece locked up in it, add that opponent's piece to your reserve!
- **portal paradise:** Lock one of your pieces in a portal (**start:** one of your pieces; **end:** a portal). If one of your pieces was already locked up in that portal, move it to the center! If an opponent's piece was already locked up there, add it to your reserve.
- **portal potato:** Note: You can only use the card if someone else is playing. If the opponent is about to make a move that would take them into a portal, they can't. If they already moved something, they must undo everything they did on their turn and end it.
- **presidential pardon:** *If you use the card* — Assign each opponent a number. Roll the dice. *If someone's number comes up* — Ask them if they will let you not do the move. *If they say yes* — Skip your turn, or if you have already made any moves, undo all of them.
- **prisoner exchange:** **start:** in your reserve, a piece of an opponent who also ate one of your pieces; **end:** a square in that opponent's germination space. **start:** your piece in that opponent's reserve; **end:** a square in your germination space.
- **puke thy foe:** **start:** an opponent's piece in your reserve; **end:** a square in the germination space of that opponent.



- **pull of choices:** Roll the dice. *If you get an even number* — **start:** your piece; pick a portal to use; **end:** that portal and then the center. If the portal you used has an opponent's piece locked up in it, add that piece to your reserve; if your piece is locked up in it, move that to the center, too. *If you get an odd number* — **start:** your piece; pick a black hole to use; **end:** that black hole and then the stockpile. If any piece was locked up in that black hole, add it to your reserve.
- **regal stroll:** **start:** one of your pieces in a castle; **end:** an unoccupied square in the same castle.
- **rogue trader:** *If you have gems/save cards* — Let an opponent with gems/save cards make this move. **swap** a gem/card in your reserve with a gem/card in the opponent's reserve (both must be the same type).
- **royal buffet:** **start:** an opponent's piece in a castle that has one of your pieces; **end:** your reserve.
- **royal twins:** **start:** one of your pieces in the stockpile; **end:** a castle square not occupied by opponents and also adjacent to one of your pieces in the same castle.
- **sacrifice that lamb:** **start:** an opponent's piece; **end:** that opponent's reserve.
- **save my soul:** Note: You can only use the card if someone else is playing. If the opponent is about to make a move that would let them eat you, they can't. If they already moved something, they must undo everything they did on their turn and end it.
- **share the loot:** **start:** a gem in your reserve; **end:** the reserve of an opponent of your choice.

- **silver spoon baby:** **start:** one of your pieces in the stockpile; **end:** a square in a castle not occupied by opponents.
- **sitting duck:** Do nothing.
- **skippin' kangaroo:** *If you use this* — Don't do your turn, or if you have already moved things, undo the entire turn.
- **slippery slope:** Roll the dice. **start:** one of your pieces; **end:** one or two squares down, depending on what you got on the dice.
- **spend some dough:** **start:** one of your save cards; **end:** an opponent's reserve.
- **split the beans:** **start:** a stack of your pieces; move some off; **end:** an adjacent square.
- **stack 'em up:** **start:** one of your pieces; **end:** another one of your pieces.
- **straight freight:** **start:** your piece; **end:** where you want to move it to, following the amount and direction shown on the card.
- **sugar burst:** *If you use this* — **start:** one of your pieces; **end:** where the piece can go using the rules of the motion card alone. Repeat the move on the same piece one more time.
- **switcheroo:** swap one of your pieces **with** an opponent's piece.
- **take a dive:** **start:** one of your pieces on the wall; **end:** a square in your germination space.
- **to the safe house!** **start:** one of your pieces that's outside your germination space, outside the castles, and that is not locked up; **end:** your safe house.
- **tomb raiders:** **start:** a piece/gem/card in the reserve of an opponent who had dropped out; **end:** your reserve.

- **topple the castle:** **start:** an opponent's piece in a castle; **end:** a square in that opponent's germination space. **start:** one of your pieces; **end:** the castle square that you just emptied.
- **tough luck toss-up:** Roll the dice. *If you get an even number —* **start:** one of your pieces; **end:** a square in a castle not occupied by any opponent. *If you get an odd number —* **start:** one of your pieces; **end:** your reserve.
- **trick or trade:** swap one of your cards **with** one of an opponent's cards.
- **treacherous trade:** swap all pieces/gems of a color in your reserve that you want to move **with** all pieces/gems of a color in an opponent's reserve (both must be of the same type).
- **turncoat takeover:** swap one of your pieces **with** an opponent's piece in the stockpile.
- **vacate the castle:** **start:** one of your pieces in a castle; **end:** a square in your germination space.
- **vanishing center:** **start:** your piece in the center; **end:** the stockpile.
- **white hole:** *If you use this —* If you're about to go to a black hole, skip your turn. If you have already moved, undo everything and end your turn.
- **you've got guests:** **start:** an opponent's piece; **end:** a square in your germination space.
- **ziggy-zaggy:** **start:** one of your pieces; **end:** where it can go, following the amount and direction shown on the card.

# The End.





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