

Castle of Magic

A Monster is lurking in the depths of Castle Bondi. The rulers of three neighboring countries journeyed to the Castle to vanquish the monster but were themselves devoured. When they died, the three Items of Power – a Crown, an Amulet, and a Scepter – were lost with them.

You and your mysterious companions have come to the Castle to regain these items and cast the Ritual Spell. This Spell will either banish the monster forever or make it a Wizard's slave. Each of you is a member of one of three Wizard Guilds: the Eagle Lords, the Wolf Mages or the Dragon Masters. Some of your companions may be from your Guild, and perhaps you can work together. Others may be from a Guild you oppose. There are many secrets to be discovered in the Castle and dangers to avoid.

Each of you vies for one of the three countries: Marus, Kida or Sorrell. Learn which Item of Power – Crown, Amulet or Scepter – must be won to rule your country. Discover how to cast the Ritual Spell so that the fate of the Monster is decided to your advantage. There are eight possible results for the Ritual Spell, some of which lead to death! Most importantly, uncover secrets about the other players and what devious goals they have. Find other Wizards you can work with in order to win together.

COMPONENTS

1	Game Board	6	Colored Playing Pawns
16	Wizard Cards	6	Colored Talk Chips (1" poker chips)
42	Move Cards	1	Large Black Pawn
22	Secret Cards	3	Colored Disks
8	Blue Ritual Result Squares	3	Cards: Crown, Amulet, Scepter
3	Green Country Squares	3	Card Holders (for Crown, Amulet & Scepter)
1	Sheet of Labels (for Ritual and Country squares)	1	Pad of 24 Tracking Sheets

THE CASTLE

Areas of Play

* Castle Wall

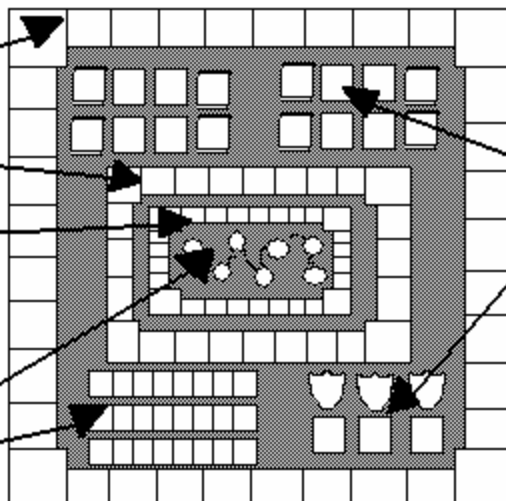
* The Keep

* Wizard's Tower

The Ritual Spell

* Spell Count Down

* Ritual indicators



Information

Ritual results

Countries

SETUP

- Before playing the first time, place the labels numbered 1 through 8 on the eight blue squares. Also place the Marus, Kida and Sorrell labels on the three green squares. The labels belong in the indented circle on the bottom of the square.
- Mix up the blue squares numbered 1 through 8. Without looking at the numbers, place them face down in the eight Ritual Result spaces on the board.
- Mix up the green squares labeled Marus, Kida and Sorrell. Without looking at the words, place them face down in the three Country spaces on the board.
- Fold the Crown/Amulet/Scepter cards and put them in the green card holders. Set them aside for play.
- Shuffle the secret cards. Shuffle the move cards. Set both decks near the playing board.
- Place one of the three colored disks at the **center** (start space) of each of the Ritual Indicators as follows: Green on the Bell, Blue on the Book and Red on the Candle Indicator.
- Place the Large Black Pawn on the Start space in the center of the board.
- Each player takes a Tracking Sheet and finds something to write with. Fold the Tracking Sheet in half so that "Public Information" is on the outside and face up.
- If anyone is playing the game for the first time, set aside the seven Advanced Wizard cards. These cards have the word "ADVANCED" in the upper left hand corner.
- Mix up the remaining Wizard cards and allow each player to choose one at random (face down). A Wizard card is **only** seen by that player throughout the game.
- Each player selects a playing piece and takes a Talk Chip of the same color. Each player rolls one die. The player with the highest roll goes first with play proceeding clockwise. Each player in turn places their playing piece on any unoccupied "+1 Spell" space in the Castle Wall section of the board. You do not get credit for this space; it is only a starting point.

WIZARD CARDS

There are sixteen different wizards that can be at Castle Bondi. Each player assumes the role of a wizard by drawing a "Wizard" card at random. This card tells you about your wizard, who your allies and enemies are and what you want to do at the Castle. Points are scored based on what you and the other players accomplish in the game. Players with the highest point totals win the game.

For example, if you get the following wizard card, you are General Rossi, an Eagle Lord. You want to rule the country Sorrell **and** control the Monster. Also you are opposed to any Dragon Masters in the game.

Advanced players are indicated here.

Name

All Wizards are either Wolf Mages, Eagle Lords or Dragon Masters. Here's how **other players** can affect your score.

Your allies

(ADVANCED) **General Rossi**
(An Eagle Lord)

Allies: Eagle Lords **Your allies**

Enemies: Dragon Masters **Your enemies**

(Brief history of the character)

Scoring:

	You	Wolf	Dragon	Eagle
Controls Monster	-	-	-2000	+2000
Rules Sorrell	+3000	-	-3000	-
Rules Marus	+5000	-	-2000	+2000
Rules Kida	-	-	-	+2000
Dies	-	-	-	-
Monster is banished	-10000	-	-	-
Secret Number: 500	-2000	-	-	-

Other Eagle Lords (your allies) can increase your score.

Dragon Masters (your enemies) can hurt your score.

Other Players

Two big goals to try for.

You don't want to allow these to happen

The number used when other players learn a Secret about you.

RULING A COUNTRY

Three powerful magic items (Crown, Amulet and Scepter) have been placed in the Castle. Each item enables a wizard to rule one specific country. If you own an Item at the end of the game, you rule its Country.

To own an item you need to have the greatest number of points for that item. Control will likely change throughout the game.

Example 1: *The Red Wizard has five crown points and everyone else has three. The Red Wizard currently controls the Crown. He places the Crown piece in front of him for as long as he has the most Crown points.*

If two players tie for the most points, **nobody** controls the item and it is placed aside. Keep track of your points on your Tracking Sheet.

Example 2: *The Yellow Wizard has just gained an amulet point, she records this on her Tracking Sheet:*

AMULET POINTS:

☒ 3

Every player starts with two points for each item. You will gain and lose points during the game but you cannot go below zero.

At the start of each game, it is unknown which item rules what country. Learn this information by landing on "Learn Country" spaces. See the GAMEBOARD section on page 6.

THE RITUAL SPELL

The Eight Ritual Results

The Ritual Spell empowers the wizards to banish, control or unleash the Monster. Depending on how the Spell is cast, there are eight possible Ritual Results (listed to the right). Determine the number(s) that help you score the most points. At the end of the game, one of the Ritual Results **will** happen.

Example 1: *The Green Wizard wants to control the Monster. She currently controls the Scepter. She wants Ritual Result number 4.*

The Ritual Spell is cast by using a Bell, a Book and a Candle. During the game, players manipulate each of these items to end up in one of two positions. The Bell can be ringing or silent. The book can be open or closed. The Candle can be lit or unlit. Using the three elements together, there are eight possible combinations (e.g. Ringing-Closed-Lit). The combination at the end of the game determines which one of the eight Ritual Results happens.

Learn what Ritual Result a combination gives by landing on "Learn Ritual" spaces. Move the elements of the Ritual Spell toward the combination you want by landing on the "Bell", "Book" and "Candle" spaces. See the GAMEBOARD section on page 6.

1. The Monster is instantly banished.
2. The Monster is controlled by the wearer of the Crown.
3. The Monster is controlled by the holder of the Amulet.
4. The Monster is controlled by the wielder of the Scepter.
5. The Monster devours the wearer of the Crown and then is banished.
6. The Monster devours the holder of the Amulet and then is banished.
7. The Monster devours the wielder of the Scepter and then is banished.
8. The Monster devours all present and then rampages through the Countries.

NOTE: A controlled Monster **cannot** be banished.

NOTE: As you learn information about Countries and Ritual Results, write it down inside your Tracking Sheet. Feel free to take notes on other aspects of the game as well.

PLAYING THE GAME

Each player's turn has three parts in the following order:

1. MOVEMENT
2. SPELL CASTING
3. COMBAT (optional)

MOVEMENT

Movement can be done in one of two ways:

- A. Roll one die and move that number of spaces in either direction, or
- B. If you have a Move card, you can play it to move instead of rolling the die. Discard it and move the number indicated on the card in either direction. You cannot roll the die first if you want to use a Move card.

SPELL CASTING

Castle Bondi is filled with magic. Each turn you will use this magic to cast one of thirteen spells. The space you land on determines the spell you can cast. The spells enable you to gain power and information. The GAMEBOARD section on the following pages describes these spells in detail. Spells either automatically work or require a die roll. Each spell that requires a die roll has a "Spell Level" on your tracking sheet.

Example 1: The Blue Wizard lands on a "Learn Ritual" space. This space requires a die roll. His Tracking Sheet shows:

LEARN					
RITUAL	①	2	3	4	5

To cast the spell, roll one die. If the result is a circled number, the spell works. In Example 1, the Blue Wizard needs to roll a one to make the spell work.

NOTE: All Spell Levels start with the "1" circled. Spell Levels can increase during the game.

SPELL CASTING (Cont.)

Example 2: The Purple Wizard lands on an "Amulet" space. This spell also requires a die roll. Her Tracking Sheet says:

AMULET	①	②	③	4	5
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In this case the Purple Wizard needs to roll 1, 2 or 3 for the spell to work.

NOTE: When you land on a space you **must** attempt to cast that spell.

COMBAT

If you land on the same space as one or more other players, you have the **option** to attack one of them and take **one** Crown, Amulet or Scepter point. To attack, declare the type of point you want. The defender has two options: surrender or fight.

If he surrenders (an option used for helping allies), you take that point. If he chooses to fight, both parties roll one die and add their Combat Value to the roll. If the Attacker has the higher total, he wins and takes the point. If there is a tie or the Defender has the higher total, the Defender keeps the point.

NOTE: Combat is the **only** way Crown, Amulet or Scepter points go from one player to another.

THE GAMEBOARD

Castle Bondi has five areas of interest. Play occurs in three of these: the Castle Wall, the Keep and the Wizard's Tower. The area between the Wall and Keep has information relevant to the play of the game: Ritual Result squares, Country squares and the Ritual Indicators (Bell, Book and Candle). In the very center of the Castle is the Ritual Spell Count Down which can determine when the game ends.

THE CASTLE WALL

Play begins on this level. At the Castle Wall, information can be learned. This is also a good place to increase your Spell Levels before moving inward to the Keep.

Types of Spells in the Castle Wall

+1 SPELLS

Automatic

Circle the next number for the Spell Level of your choice.

MOVE CARD

Automatic

Draw one Move card.

SECRET

Automatic

Learn a secret about another player. Hand that player the Secret Deck. He looks through the deck until he finds the first card with his Secret Number on it. He then hands you that card. **Only you** look at the information on the card. When finished, place the card at the bottom of the Secret Deck.

NOTE: It is possible to learn the same secret more than once about the same player.

LEARN COUNTRY

Die Roll Needed

Look secretly at the Country square for the item of your choice. The name on the bottom is the country that item rules.

LEARN RITUAL

Die roll needed

Look at the Ritual Result square for the combination of your choice. The number on the back refers to one of eight Ritual Results. They are listed inside your Tracking Sheet.

BELL, BOOK, CANDLE

Die roll needed

Move the Ritual Indicator disk one space in either direction. If moving the disk will put it back in the start space, move it beyond to the first space on the other side. Once a disk is moved, it is always on one side or the other of the start space. If a disk moves all the way to one end, it is "locked" and cannot be moved again.

CROWN, AMULET, SCEPTER

Die roll needed

Gain one point for the item.

NOTE: This may change who controls the item. Each item should be in front of the player with the most points for it.

THE GAMEBOARD (Cont.)

THE KEEP

There is a magical barrier preventing movement into the inner levels. The barrier to the Keep will drop when the Ritual Spell has begun. This happens when a player moves **any one** of the Ritual Indicator disks (Bell, Book or Candle) in either direction.

At the start of your turn, after the barrier has dropped, you may move from the Castle Wall to any **unoccupied** space of the Keep. This counts as movement; finish your turn there. Once you move into the Keep, you cannot move back to the Castle Wall. Before you move in, be prepared! There are no "Learn Ritual" or "Learn Country" spells on this level.

New Spell in The Keep

+1 COMBAT Automatic

Add 1 to your Combat value.

THE WIZARD'S TOWER

As with the Keep, there is a magical barrier preventing entry into the Wizard's Tower. When **all three** of the Ritual Indicator disks have been moved, the barrier goes down and you can move into the Tower from the Keep.

As movement, you can move into any **unoccupied** space in the Tower and finish your turn there. Once in the Wizard's Tower, you must remain there until the end of the game.

New Spell in The Wizard's Tower

COUNT DOWN Optional – no die roll

Move the Large Black Pawn down one space.

NOTE: Optional means you do **not** have to cast this spell when you land on this space.

TALK CHIPS

Each player gets exactly one talk chip for the duration of the game. At the beginning of your turn, before movement, you may play your talk chip. When you do this, a "time out" occurs. Any or all players may move away from the table and talk privately, sharing information based on what they have learned. Use this time to find other players to work with and plan a strategy to win the game.

Each player determines how much information to share and how truthful to be. It is up to you, the players, to set any time limit for talking privately. Five to ten minutes should be plenty. Don't let the game bog down, but remember talking privately is important and may only occur during a "time out". After the "time out", discard your talk chip and finish your turn.

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THE END OF THE GAME

Play ends and the Ritual Spell is cast when one of two things happens:

1. The Bell, Book and Candle have all be “locked”, OR
2. The Large Black Pawn reaches the space marked “Ritual Spell”. At this point, some of the Ritual Indicators will not be “locked”. Move any unlocked disks to the closed locked position.

WHO RULES THE COUNTRIES?

Each item is now **owned** by the wizard with the most points for it. Take the Country square for your Item and announce the country you now rule. A tie for an item means nobody owns it and the country has no ruler.

BANISH, CONTROL OR RAMPAGE?

The moment the Ritual Spell is cast the fate of the Monster is decided. Turn over the Ritual Result square for the final positions of the Bell, Book and Candle. Discover what happens to the Monster. Is it banished? Is it controlled – by whom? If the Monster devours one or more players they are dead. If a player controlling an item dies, the item is lost and the country has no ruler.

WHAT HAPPENS IF...

. . . I control the Monster? Can I banish it or use it to devour someone? The answer is no. The moment you control the monster, the game is over.

. . . The Monster is controlled by an item that nobody owns? The Monster rampages!

SCORING

Look at the Scoring section on your Wizard card. First total any points earned in the “You” column. Then players reveal who they are (Wolf Mage, Dragon Master or Eagle Lord); whether they control the Monster and if they rule a country. Add or subtract points for their actions. Be sure to include any points for “the Monster is Banished” and “Nobody Dies.”

Example 1: *The Orange Wizard is General Rossi (see page 3). At the end of the game, he rules Sorrell (+5000 points) and the Monster is Banished (-2000 points). Another player, an Eagle Lord, rules Kida (+2000 points), while a third player, a Dragon Master, rules Marus (-2000 points). The Orange Wizard’s final score is +3000 points.*

The player with the most positive points and all players who have more than half the high score are winners.