

# Beneath Carcassonne Castle

A *Carcassonne* spin-off by Jonathan Warren

*A clever tile laying and path building game for 2-4 players*

Within the fortified city of Carcassonne, rumour has it that a complex maze of underground dungeon chambers exist. These dungeons are said to hold Prisoners that had committed serious crimes. The defectors are held in these chambers until their death, which was often slow and painful.

## COMPONENTS

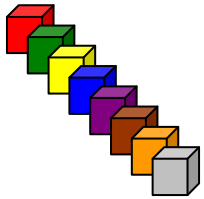
150-200 (?)<sup>1</sup> Dungeon tiles<sup>2</sup> (depicting dungeon chambers with passageways leading off, guarded by coloured skulls)

1 Guardhouse playing board

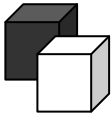
8 followers (2 each in 4 colours), representing Runners

4 large followers (1 each in 4 colours), representing Prisoners

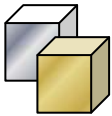
6 Gold followers, representing the Dungeon Guards



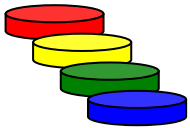
160 small wooden cubes (20 blue; 20 yellow; 20 green; 20 red; 20 brown; 20 orange; 20 grey; 20 purple); representing lock picks.



40 large wooden cubes (20 white, 20 black); representing broken doors.



14 large wooden cubes (10 silver, 4 gold); representing silver picks and golden keys.



4 Exchange tokens (1 in each player colour).

## PREPARATION

Place the dungeon Guardhouse board in the centre of the table.

Separate the lock pick markers in each of their colours in an accessible place to the side of the playing area.

Place the Prisoners (depending on the number of players and their chosen colour) into their cells marked on the Guardhouse board.

Place the 6 Guards in their chambers marked on the Guardhouse board.

Place 2-4 (depending on number of players) Golden Keys in the space marked on the Guardhouse board.

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<sup>1</sup> Amount of tiles not currently decided. The amount depends on the amount of coloured picks in final release, and if there any blank passages or not.

<sup>2</sup> Tiles would come in 1, 2, 3 and 4 passageway configurations.

Each player receives two 'Runners' and an exchange token, in his colour, into his supply. Each player takes 2 coloured picks (not black or white), of his choice, and places them into his supply.

## LAYING A TILE

On their turn, a player must draw a tile from the supply and lay it onto the playing area. Tile edges must match passageways to passageways and earth to earth. There must always be at least one route back to the main player board. A player may not play a tile in such a way that it cuts any player's Runner from returning to the Guardhouse playing board. It is not possible to cut off a guard or Prisoner from returning to the Guardhouse playing board. If a tile that is drawn cannot be laid, it is removed from the game, the player drawing a new tile as a replacement (drawing a replacement tile does not cost any additional actions).

## THE RUNNERS



The Runners are lock-picking experts. Their job is to collect enough lock picks to break the Prisoner out of their holding cell, entering the Key Room and distract the guards from their duties. A Runner cannot share the same chamber as a Guard, but they can share a chamber with any other Prisoner. Any number of Runners can be in the Key Room at the same time.

## THE PRISONER



The Prisoner starts the game locked in a cell, depicted on the Guardhouse playing board. Each player owns a Prisoner. The object of the game is to assist your prisoner in making his escape. The game immediately ends when a player's Prisoner, enters the unguarded Guardhouse. A Prisoner must use lock picks to pass through doors, but does not collect lock picks.

## DUNGEON GUARDS



The gold dungeon guard is a free roaming piece. He must not share a chamber with another guard, Runner or Prisoner. On a player's turn he may choose to move a guard one space for the cost of one action. Guards do not require lock picks to pass through doors. A guard cannot pass a black door marker. Guards do not pick up lock picks on their travels.

## SKULL TYPES



A coloured skull indicates that the door must be picked with the same colour lock pick as the skull when exiting a chamber. When entering a chamber, the player may pick up the same lock pick colour as the skull.



A black skull with a red line through it indicates special doors which require extra lock picking skills to open the door (see below). A player does **not** pick up any lock picks when entering.

## TYPES OF DOORS

There are four types of doors within the dungeons, all of them appear on the Guardhouse playing board, and one type also appears on the tiles.

*Passageway Door* 

This is the normal type of door that is found on the tiles. Most passageways within the dungeon are guarded by one way doors that a player can pass by playing a lock pick in the colour of the skull indicator of the door.

*Cell Door* 

The Cell Door is a tougher door to lock pick than a passageway door. To open the Cell Door a player must play 3 lock picks of different colours to release his Prisoner.

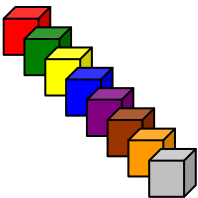
*Key Room Door* 

The Key Room holds all the keys necessary for the guards to operate the dungeon effectively. Held within the Key Room are the Guardhouse gold keys, which are locked inside to prevent would-be thieves from pick pocketing the guards as they go about their duties. However, skilled Runners are able to pick the lock with a silver pick.

*Guardhouse Doors* 

These are the toughest doors to unlock. The locks cannot be picked, even by very skilled Runners. They require a Golden key to unlock them.

## PASSING THROUGH EXIT AND ENTRY DOORS



Each tile depicts dungeon chambers with passageways leading off. Doors are marked on the passageways, with coloured skulls depicting what colour lock picks are necessary to open the door and pass through. When leaving a chamber through a passage the first skull indicates the exit door and the skull after the exit door, before entering the chamber, indicates the entrance door. When passing through an exit door, you must pick the lock using the coloured lock pick marker, by returning a cube of that colour from your supply and back to the main supply.

When you pass through an exit door, you may pick up the lock pick in the colour of the entrance door. Exit doors in the colour of your playing pieces do **not** require lock picking, and the player playing that colour may pass freely through, picking up the lock pick marker of the entrance door.

A player may pass freely through passageways without exit doors and may pick up the lock pick in the colour of the entrance door. If there is a clear pass

There are two exceptions to this rule. The first is when you play a white door marker. A White marker allows exit of any coloured exit door from the chamber but prevents you picking up the coloured marker of the entrance door. After its use, the white marker is returned to the supply.

The second is when a passage is blocked by a black door marker. Before a Runner, Prisoner or Guard can pass down the passageway, the black door marker must be removed. The cost of removing a black door marker is one action. (see below)

## OBTAINING A WHITE DOOR CUBE



## OBTAINING A BLACK DOOR CUBE



## OBTAINING A SILVER PICK



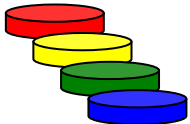
You will need a Silver Pick to open the Key Room. Once a player has collected 8 **different** coloured lock picks (but not black or white), he may exchange them for a silver lock pick<sup>3</sup> for the cost of one action (see below).

## OBTAINING A GOLDEN KEY



A player will need a Golden Key to open a Guardhouse Door. On his turn, a player may move his Runner into the Key Room, by playing a silver pick, and obtain **one** Golden Key<sup>4</sup> for the cost of one action (see below).

## USING AN EXCHANGE TOKEN



A player may play his exchange token at any time during his turn and for the cost of one action (see below), and swap two lock picks (not black or white) for one coloured lock pick of his choice, but **not** silver. Two lock picks cannot be exchanged for a golden key. The exchange token is a one time use only (per player) and is removed from the game after the exchange has taken place. Therefore, it is best to use the exchange wisely!

## ACTIONS

After placing a tile, a player is allowed to take **2** actions. A player is not obligated to use all his actions on his turn, but is not allowed to save up unused actions.

Moving a **Runner** to an adjacent chamber – A player may move one of his Runners to an adjacent chamber for the cost of one action. To pass down the passageway a player **must** pick the lock of the passageway (if necessary) and may collect a lock pick (should one be available) during this one action (i.e. picking a lock, collecting a pick and moving to an adjacent chamber costs one action).

**After** moving to an adjacent chamber and collecting a pick, a player may collect another pick of the **same** colour as the pick just collected, for the cost of another action. A Runner cannot share a chamber with any other Runner or Guard, although a Runner may share a chamber with any other Prisoner. However, the key room **can** be occupied by more than one Runner.

A player may draw and place another tile for the cost of one action.

Moving a guard to an adjacent chamber costs one action. The guard does not need any lock picks to be able to move and does not collect lock picks, but he must not share a space with any other Guard, Runner or Prisoner.

A player may take one black or one white lock pick from the supply for the cost of one action.

A player may place a black or white lock pick to any passageway for the cost of one action.

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<sup>3</sup> **Question:** Can a Runner obtain more than one silver pick?

**Answer:** Yes. A Runner may collect as many silver picks as he wishes. Each silver lock pick must be exchanged for 8 different coloured lock picks, and obtaining one silver lock pick costs 1 action.

<sup>4</sup> **Question:** Can a Runner obtain more than one golden key?

**Answer:** No. Only one golden key can be collected per game.

A player may remove a black marker from the board for the cost of **two** actions.

A player may remove a black door marker by using 3 different coloured lock picks for the cost of one action.

A player may exchange 8 lock picks of different colours (except black and white) for a silver lock pick for the cost of one action.

A player may release his Prisoner by playing 3 different coloured lock picks (not black or white) for the cost of one action.

A player may move his Prisoner to an adjacent chamber for the cost of one action. To pass down the passageway a player **must** pick the lock of the passageway (if necessary) but a Prisoner does not pick up lock picks. A Prisoner cannot share a chamber or room with any other Prisoner or Guard, although a Prisoner may share a chamber with any other Runner. The Prisoner cannot enter the Key Room.

A player may move into the Key Room (as long as he is in the adjacent chamber), by playing a silver pick, and obtain **one** Golden Key for the cost of one action.

A player may use his exchange token for the cost of one action.

## GAME END

There are two ways in which a game can end.

### **Prisoner Escape**

The game ends when the first player's prisoner escapes from the dungeons. If a player's Prisoner enters the Guardhouse, his escape is successful.

OR

### **Last tile drawn**

When the last tile is drawn the player lays the tile and may finish his turn. If during this turn a successful escape is made, that player is the winner. Should no escape be made before game end, players score in the following way:

For each colour **group** of lock picks that a player has in his supply (but not black or white) a player scores 1 point (i.e. at the end of the game a player has 3 green, 2 red, 1 purple and 1 orange lock pick marker. He scores 4 points. 1 point for each colour group).

For **each** white or black marker a player has in his supply he loses 1 point (i.e. at the end of the game a player has 2 yellow, 1 grey and a white lock pick marker in his supply. He scores 1 point. 1 point for each colour group, minus 1 point for the white lock pick marker). Notice that whites and blacks count on an individual basis and not as colour groups.

If a silver lock pick is held at game end, that player scores 10 points.

If a gold key is held at game end, that player scores 15 points.

If a player has released their prisoner from his holding cell, he scores 5 points.