

Castle Poker

Andrew Muhling ©2015 (update version)

Summary; As the progeny of King Leeharh, you are trying to out-build your brothers and sisters to prove you are the most worthy of the Kings respect. Players make a series of poker hands trying to be the first to construct their castle. Your castle is finished when you have covered all the numbered boxes on the castle score card.

Bits; **36** castle stones (the supply quarry)
 53 playing cards.
 6 castle score cards.

Set up; Each player gets 3 stones (into their personal supply) and a castle score card. The rest are put in **The Quarry** (the game's general supply). The player everyone thinks is the most noble is the first dealer.

Play

Castle Poker is played in hands. Each hand players will try to make the best poker hand they can. This will help them get stones from the Quarry, to their supply then add those stones to their castle.

Deal Cards / Discard; The Dealer shuffles the deck, then deals 5 cards to each player. Starting to the left of the dealer, each player looks at their cards and MAY discard as many as two. The dealer deals cards to each player so each player has a hand of 5. Cards are discarded FACE UP into the middle of the table so each player can see what's been discarded before they take their turn. The discard pile is called **The Moat**.

Bid; Next, starting from the player to the left of the dealer, each player will bid ZERO OR MORE of their stones based on how strong they think their poker hand is. The dealer will make the last bid. When each player has made **one** bid, all the hands are revealed.

Solve Special Cards; Players who have special cards in their hands may now use them in this order.

Messenger; The messenger comes with secrets from an ally. To use the messenger, you must have bid at least one stone. If the player wishes to use the messenger, they take one card from the Moat or the player with the highest value poker hand. The player whose card was stolen takes a card (back to 5 cards) from the Moat. The messenger is now drowned in the Moat (discard him). Leave the Messenger out of the deck for the following hand. Then shuffling him into the deck the hand following that hand. So the Messenger can not appear two hands in a row.

Bishop; The Church demands a tithe. If a player has a Bishop in their hand. Every player who has bid two or more stones must put one of the stones they have bid back in **The Quarry**. The Bishop counts towards your poker hand.

Trebuchet; Your mighty siege engine will put them in their place. If a player has the trebuchet and has at least one stone built on their castle score card, it may now be fired. Take one stone from another players bid or castle and place it in your supply. If a player takes a stone from someones' castle, it must be the stone closest to the castles base. The Trebuchet counts towards your poker hand. (note the 2nd trebuchet you can swap in to the deck for games with 2-3 players, or if you'd like more attacking play)

Supplies; If a player has any supplies (the 8s) cards in their hand, they take ONE stone only, from the Quarry. Supplies count towards your poker hand.

End of the hand;

After special cards have been used the player with the lowest poker hand loses all the stones they bid back to **The Quarry** (the game supply). Every other player, who has bid at least one stone, now takes one stone from the Quarry to their personal supply. The player with the highest poker hand may now place some of the stones they bid on their castle score card if they also bid THE MOST (or equal most) stones. The numbers in the boxes show how many stones a player must have bid to place one stone on that box. The player may place stones on multiple boxes in one turn if they have bid enough stones. Eg A bid of 3 would allow 2 stones. One in the 1 box and one in the 2 box. After the player has placed stones in their castle, any stones that are left over from their bid are returned to **The Quarry** (not the player's personal supply).

All players (except the player with the lowest poker hand) now take the stones they bid back into their personal supply.

Lastly, collect all the players hands, plus the cards in The Moat and reshuffle them with the rest of the draw deck. The player who had the lowest value poker hand is the new dealer.

Winning the game;

The game ends when one player had placed the 4th stone on their castle, or when the quarry runs out of stones. If a player has place 4 stones on their castle they win. If the quarry runs out of stones, the player with the most stones in their castle wins. If this is a tie, the player with the least stones in their personal supply wins.

This is Noisy Andrew's first production game. A little filler game to bring joy to travelers and family holidays. It can live in back packs or car glove boxes. He hopes you have fun building your castle fastest and that you'll drink and dance responsibly.