

# Castle Builder Contests

## Setup:

Shuffle the 6 contests and randomly choose 3 to place near the market board, and return the rest to the box.

## Rules:

A player can claim a contest by having the required number of roofs, windows etc. that the contest requires. The player takes the contest tile and keeps it next to his/her coins. It counts as an extra coin as long as you have it.

If another player gets more of the required roofs, windows etc, that player takes the contest tile instead. Note that the player who has a contest will keep it as long as there is a tie, and will not lose it until someone has more.

1 more coin is required to win! (8 or 10)



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**Most windows:** Taken by the first player to have 3 windows in the castle. After this, whoever has the most windows takes over this contest tile.



**Most people:** Taken by the first player to have 3 characters in the castle. After this, whoever has the most characters takes over this contest tile. (Note that there is a tile that has two characters.)



**Most roofs:** Taken by the first player to have 3 roofs (red color) in the castle. After this, whoever has the most roofs takes over this contest tile.



**Most wall crests:** Taken by the first player to have 3 tiles with wall crests. After this, whoever has the most tiles with wall crests takes over this contest tile. (This tile counts as 1 even though it has 2 crests.)



**Highest castle:** Taken by the first player to have 3 levels in the castle. After this, whoever has the most levels takes over this contest tile.



**Broadest castle:** Taken by the first player to have all 7 tiles on the bottom level. After this, another player that also has 7 tiles, but more tiles on level 2, takes over this contest tile. If tied on level 2, level 3 decides etc.