

# **Storm The Castle! And Claim The Throne as Yours!**

## **Print and assemble the Game**

There are three sections to this game. The first section is the game play board. That is the board with the squares and the castle. The second section is the pieces sheet. It includes the player the six sided dice and some other pieces. The third section is this rule book. You should print up all three sections of this game. If you want the game to be more durable you should paste the game board and the player pieces to sheets of cardboard (cereal box works real well). This way it will last much longer.

## **Rules of Play**

Sometimes the only way to claim a kingdom is to storm the castle and take it! That is what you do in this game. You begin the game in the square marked "Start" and your goal is to get to the Throne Room and Defeat the King. When you do this you will have claimed the throne as your own and the game will be won. But be careful, there are many dangers lurking in this castle and you may find yourself in the prison Tower cell.

You progress through the castle by rolling the six sided dice. Whatever number shows on the dice is the number of squares forward you can move. If you land on a square with a red number in it you must refer to that number in this rule book and follow the instructions.

You can move forward, diagonally, or sideways but you can never move your piece in a backward motion.

## **The Story**

You are a knight in the land of Trunlonia. The King of Trunlonia has become power hungry. He no longer cares for the people of the kingdom. He has raised taxes too high and he throws the peasants in prison when they don't pay. Nobody wants to remove the king because they are all afraid. You however are a knight who believes in doing what is right. You know that are the only one that can save the kingdom from the king who is now a tyrant. Nobody will help you so all alone you must storm the castle!

When you land on a number you read here in the rulebook what to do. Follow the Instructions.

You land on Square #1 : You are at the entrance to the gatehouse and there are of course guards standing there. Roll the six sided die and follow the directions.

If you roll:

1 – The guards were alerted to your plan. They arrest you and throw you in the Tower cell. Move your piece to the Tower Cell and then go to the Tower Cell Section of this rule book.

2 – One of the Guards is your friend, and he lets you pass. You are ok. Roll again and move your piece.

3 – You are very stealthy, the guards don't notice as you sneak up on the gate. Roll again and move your piece.

4. – You enter combat with a single Guard; go to the Combat with a Guard Section of the rule book.

5 – You were smart enough to bring some wine with you. You give it to the guard as a bribe and he lets you pass. Roll again and move your piece.

6 – One of the guards is your friend; He gives you a secret key to the Tower Cell. Take the key and save it. If you get thrown in the tower cell you can use it to instantly get out.

You land on Square #2 or #3 : You are inside the Guard House. There are many guards in here. Roll the dice and take the appropriate action.

If you roll:

1 – The guards find you very suspicious. They question you and find out about your plan. They arrest you and throw you in the Tower cell. Move your piece to the Tower Cell and then go to the Tower Cell Section of this rule book.

2 – One of the Guards is your friend, he lets you pass. You are ok. Roll again and move your piece.

3 – You are very stealthy, the guards don't notice as you sneak up on the gate. Roll again and move your piece.

4 – You enter combat with a single Guard, go to the Combat With A Guard Section of the rule book.

5 – You act like you are just passing through on normal business and the guards don't even bother to notice you. Roll the dice and move your piece.

6 – One of the guards is your friend; He gives you a secret key to the Tower Cell. Take the key and save it. If you get thrown in the tower cell you can use it to instantly get out.

You land on Square #4 or #5 : You are in the servant's quarters. Roll the six sided die and follow the directions.

If you roll:

1 – The servant get suspicious of you and they call the guards. The guards knew about your plan and they throw you in the Tower Cell. Move your piece to the Tower cell and go to the Tower Cell Section of these instructions.

2 or 3 -One of the servants is a friend. He tells you about a secret passage to the kitchen! Move your Piece to square number 16 and Roll the dice and move again.

4 – You are very stealthy, the guards don't notice as you sneak up on the gate. Roll again and move your piece.

5. – You enter combat with a single Guard; go to the Combat With A Guard Section of the rule book.

6 – One of the servants is your friend; He gives you a secret key to the Tower Cell. Take the key and save it. If you get thrown in the tower cell you can use it to instantly get out.

You land on Square #6, #7 or #8 : You have encountered a guard patrolling the Hallway. Roll the Dice and take appropriate action:

If you roll:

1 – The Guard swings at you but misses. Roll again.

2- You swing at the guard but miss. Roll again.

3 – The guard swings at you and strikes a mighty blow. You fall to the ground unconscious. You have lost the Game. Game Over.

4, or 5– You strike a mighty blow at the guard and he falls to the ground. You win this combat. Roll the dice and move forward.

6 – The guard wins the battle and you are thrown into the Tower Cell. Go to the Tower Cell Instructions.

You land on Square #9 : You have encountered an evil monster wandering the halls. He came up from some kind of a secret door. You enter combat with the monster! Roll the Dice and Take appropriate action:

If you roll:

1 – With one powerful blow you vanquish the monster! Well done, you are truly a hero of the kingdom. Roll the dice and move your piece.

2 or 3 – Before the monster attacks you try speaking to it. You find out that it is an unhappy pet of the King. And the King has treated it badly. You tell it of your plan and it lets you pass.

4 – This monster is much too powerful for you. It vanquishes you! You fall to the floor of the corridor and your last thought is of how you have failed the good people of the kingdom – Game over, you have lost.

5. The corridor is dark, and the monster has poor eyesight. So you huddle up against the wall and it walks right by you without seeing you! You are safe. Roll the dice and move your piece forward!

6. The corridor is dark, and the monster has poor eyesight. But it has a good sense of smell!! And you did not take a bath this morning so it smells you and screams an alarm!!! The guards come and arrest you. They throw you in the Tower Cell. Move your piece to the Tower Cell square and go to the Tower Cell Section of these instructions.

You land on Square #10 : These are the guards barracks and it is very dangerous. But it is a shortcut! If you can make it through this area you will have gotten much closer to the throne room much faster.

If you roll:

1,2 or 3 You enter combat with a guard. Go to the Combat With Guard section .

4, 5 or 6 : The Guards know you and have no idea about your plan. You safely pass! Roll the dice and move your piece.

You land on Square #11 : You are in the kitchen. There are several cooks and a lot of food being prepared. Roll the dice and take the appropriate action:

If you roll:

1, 2 or 3– One of the cooks is your friend. He tells you that he knows of a secret passage to square 14 you can take this passage which will get you safely past the dungeon and the armory. But there is a secret weapon in the armory and another secret in the dungeon. You can take the secret passage and move to square 14. Or you can thank him but decline and take no action. If you take no action roll the dice and move your piece forward.

4 – One of the cooks is your friend and he gives you some food for strength. But you start to feel funny and as you fall to the ground realizing you have been poisoned you look up to see the cook laughing at you! He was not your friend. He was a spy for the King! Everything goes black as you realize you have lost the game. Game Over!

5. The Cook tells you the true story of the king! The poor King has been poisoned by an evil wizard! The cook does have an antidote. If you can get to the King and give him the antidote you will save the King and the Kingdom. There will be no need for you to overthrow him. The cook gives you the antidote and you slide it into your pocket. Take the antidote chip.

6. You have a meal of Roasted Boar and Mead. It is quite delicious. Roll the dice and move your piece.

You land on Square #12 : You are in the Armory. There are many weapons in here and some of them are quite nice. They are however all locked up. You take a closer look at them. Maybe you can find something unlocked. Roll the dice and take the appropriate action:

If you roll:

1 or 2– A guard comes in and sees you looking over the weapons. He calls more guards and they arrest you throwing you into the Tower Cell. Move your piece to the Tower Cell square and go to the Tower Cell section of these instructions.

3,4 or 5 – Feeling your way around the various weapons and racks you discover a secret latch which unlocks a case with a weapon in it. You take the weapon out and realize it is “The Hammer of Dreamsleeep”. This is a onetime use hammer that will instantly put any guard, creature, or human into a very deep sleep. Take the hammer of Dreamsleeep token and you can use it during any combat that happens. But only once! After you use it you must give it up. Now roll the dice and move your piece.

6 – You search for a very long time but find nothing. Frustrated you decide to leave the Armory. Roll the Dice and move your piece.

You land on Square #13 : You are in the Dungeon. Roll the dice and take the appropriate action:

If you roll:

1 or 2– You see many peasants locked in cells. And knowing they have been unfairly imprisoned you release them all. The hail you as a knight that is fair and just! Roll the Dice and move your piece.

3 – The keeper of the Dungeon sees you. You enter combat with him. Go to the section of these instructions called: Combat with Guard

4 or 5 – Looking at all the prisoners you see one that looks an awful lot like the King! You talk to him and realize that he is the king. You discover that he was replaced by an evil doppelganger who now sits on the throne. He tells you that there is a secret scroll that have the words that will vanquish the doppelganger. When you read the words on the scroll in front of the doppelganger it will be vanquished and you will win! The scroll is in a secret cubby hole in square 14. Advance to square 14 and take the scroll. Take the secret scroll token then roll the dice and move your piece forward.

You land on Square #14 : You sense there is something special about this little section of corridor. If you already have the secret scroll that the king told you about you can roll the dice and move your piece forward. If you don't have the secret scroll you now have a chance to find it. Roll the dice and take the appropriate action:

If you roll:

1, 2 or 3 – Congratulations! You have found the secret scroll. Take the token. When you get to the Throne Room you will realize that is not the king but a doppelganger. Reading the scroll in front of it will vanquish it and you will win the game. Now roll the dice and move forward.

4, 5, or 6 – You try, and try, but find nothing. Roll the dice and move your piece.

You land on Square #15 : You are in the Throne Room! This is the final step and now the fate of the kingdom rests in your hand! If you have any of the following three items follow those directions. If you have more than one of them you can choose which one to follow. If you do not have any of these items then skip them and go to the rolling instructions below.

If you have the secret scroll : you read it to the doppelganger and in an agonizing scream it disappears in a puff of gray smoke. You have saved the kingdom and win the game. Congratulations. If you do not have the sacred scroll but you do have . Roll the dice and take the appropriate action.

If you have the Cooks Antidote: You give it to the King and after a few moments he is cured of the poison. He looks at you and proclaims you the number one knight in the kingdom. You have won the game, saved both the king and the kingdom. Congratulations! If you do not have the cooks antidote roll the dice and take the appropriate action.

If you have the Hammer of Dreamsleap : You take out the hammer and strike the king with it! He is vanquished into a sleep that lasts forever and as the guard come rushing into the room you proclaim yourself king! They are at first confused but then they accept. You have become the new king and saved the kingdom. Congratulations! You have won the game.

#### Rolling Instructions for the Throne Room:

You have come so very far. You have gone through many dangers in the castle and now the final challenge is upon you. Roll the dice and see if you are victorious!

If you roll:

1 or 2– You strike a mighty blow to the evil King and he falls to the ground unconscious. The guards rush in and are grateful for what you have done. You have freed them from his tyranny and they pronounce you the new King. Congratulations! You have won the game.

3 or 4 – You enter into a mighty combat with the King. And after much battling your superior sword skills prove victorious and the King falls to the ground unconscious. The guards rush in and are grateful for what you have done. You have freed them from his tyranny and they pronounce you the new King. Congratulations! You have won the game.

5 – The King calls one of his guards into the room. Go to the section Combat with a Guard and if you are victorious in that section return to this section and try rolling again

6 – After all your struggles to make your way through the castle you are weary and tired. The king proves to be too strong a foe for you and as you fall to the ground in defeat you realize that you have not saved the Kingdom. Game Over and you have lost.

#### **COMBAT WITH A GUARD INSTRUCTIONS:**

You have engaged in combat with a guard. If you have The Hammer of Dreamsleap you can use it now. It puts the guard to sleep and you can continue with the game. Roll the dice and move your piece forward. If you don't have the hammer roll the dice and follow the instructions:

If you roll:

1 – The Guard swings at you but misses. Roll again.

2- You swing at the guard but miss. Roll again.

3 – The guard swings at you and strikes a mighty blow. You fall to the ground unconscious. You have lost the Game. Game Over.

4, or 5– You strike a mighty blow at the guard and he falls to the ground. You win this combat. Roll the dice and move forward.

6 – The guard wins the battle and you are thrown into the Tower Cell. Go to the Tower Cell Instructions.

## THE TOWER CELL INSTRUCTIONS:

The Guards have thrown you into the Tower Cell. If you have the Tower Key you can use it now and get out of the cell. Move your player to square 16 and continue play. If you do not have the Tower Key roll the dice and follow the instructions:

If you roll:

1, 2, 3 or 4 – Inspecting the cell very carefully you find a crack in the wall. Digging at it reveals a small passage. You squeeze through and escape. Move your piece to square 16 and continue the game.

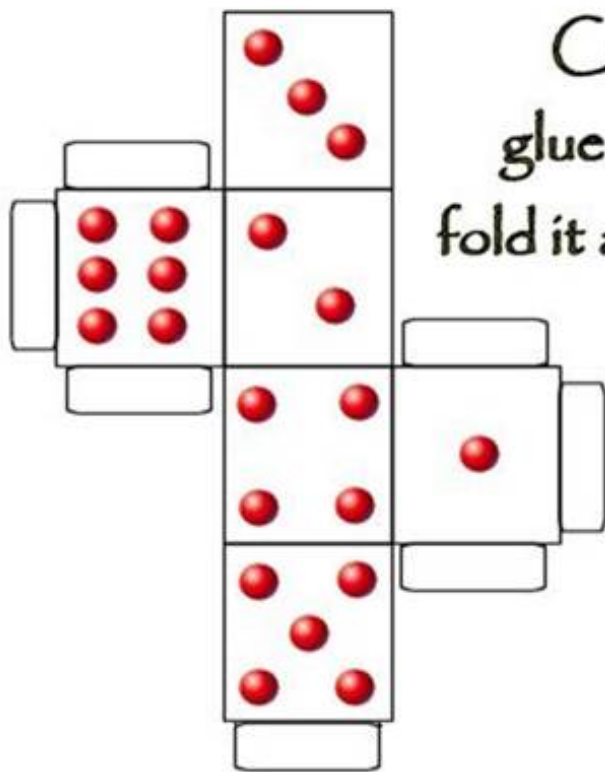
5 or 6 - You try and try but never find any way out. You realize you will be here until your last days. There is no way out. Game Over, You lost.

Thanks for playing the Storm The Castle Game! Feel Free to pass it along to friends. The website is <http://www.stormthecastle.com>

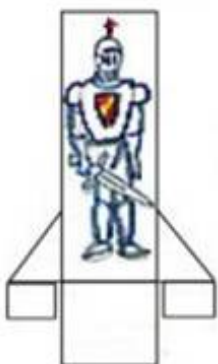


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## Player Pieces and Dice



Cut out the dice and  
glue stick it to cardboard  
fold it and glue. You can tape  
it too.



Cut out the knight and fold/glue  
This is the player (you)  
glue stick to cardboard  
for best results



for best results



Cut out these game tokens. And paste them to cardboard.

# Storm The Castle!

And Claim The Throne as Yours!

7			8					9
					9	Throne Room 15		9
	6							
Servants Quarters			9					
4	5		9	Barracks	10			14
			9	10	10			
				10		Tower Cell		13
3	Gate House						Dungeon	13
								13
1								13
								13
								16

	2				15	15
1			16			
		11 Kitchen	11		12 Amory	12
Start			11		12	