

Das Schloss der 7 Schloesser

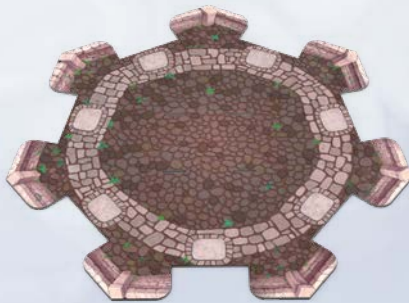


A turn-key game
by Carlo A. Rossi

*When proclaiming a new king in the realm of the 7 castles so near,
ambushes and treachery are prevented by defenses that are known.
For only those who draw wise conclusions from everything they see and hear,
with determination and openness, will surely ascend to the throne.*

"The King is dead! Long live the King!" – But who will ascend to the throne? To determine the new king among you, the aged keymaster makes his rounds in the courtyard of the castle. He will ask you to open one lock after another. But which key fits in where? Find out how deep the individual locks of the towers are! While trying out the keys, trust your eyes when you recognize the keys' true length. And prick up your ears when the pearls give you audible clues to the depth of the locks. If you unlock the secrets of the locks, you will get to the pearls in the hidden treasure chambers. And whoever manages to finally present the keymaster with the biggest collection of pearls is worthy of being heir to the throne and will from now on reside in the Castle of the 7 Locks.

GAME MATERIALS:



1 gameboard



8 castle towers
(facades, each with a ledge and a rooftop)



8 treasure chambers
(inside the towers)



8 keys



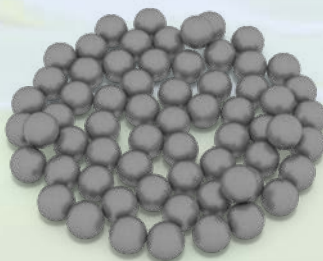
8 coats of arms
(2 per player)



1 keymaster



1 die



80 pearls



1 pearl bin



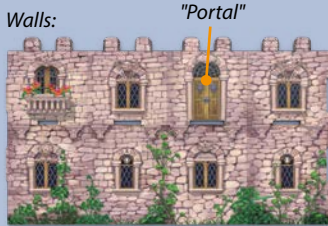
4 collection boxes

SET-UP OF THE GAME:

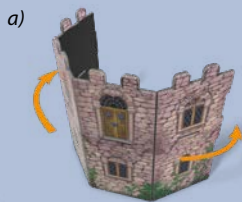
Before the first game, you fold the facades of the towers (with ledge and rooftop), their treasure chambers, your collection boxes and the pearl bin and put each of these parts together as shown here:

1 The towers (8x)

The materials:



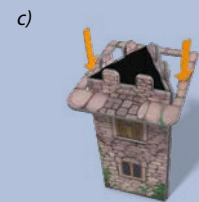
The result:



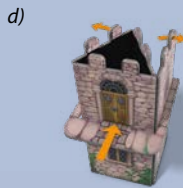
a) Fold the right, left, and back walls backward. Front: "Portal"



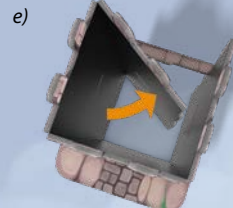
b) Connect the walls so that they form a triangle (with the back wall inside).



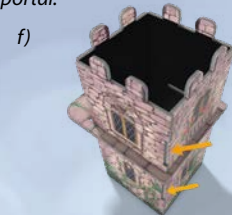
c) Slide the ledge down over the tower – with the balcony lining up with the portal.



d) Insert the balcony into the slot below the portal. Unfold the right and the left walls.



e) Unfold the back wall as well ...



f) ... and, in doing so, snap the edge of the back wall into the right wall.



g) Insert the rooftop into the battlements.

2 The treasure chambers (8x, in different heights)

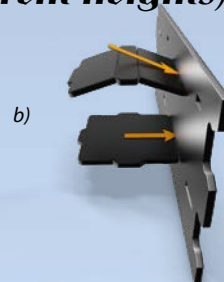
The materials: (using the example of the 5th highest chamber)



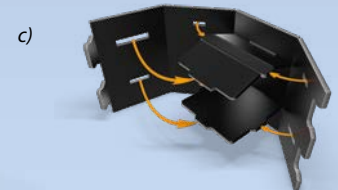
(only in the 5 highest treasure chambers)



a) Bend the sides of the roof in slightly.

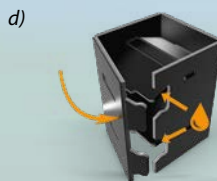


b) Insert the roof and the floor into the applicable slots of the walls. (The 3 smallest treasure chambers have no floor.)

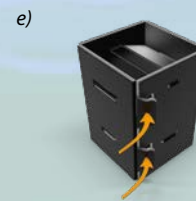


c) Bend the walls in such a way that you can insert the roof and the floor into the applicable slots on all sides.

The result:



d) Before closing the chamber, you can apply a drop of glue to these spots.



e) Close the holding flaps.

3 The pearl bin

The materials:

Walls:

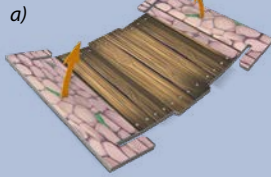
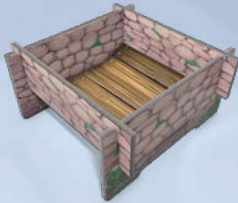


Trough:



Middle wooden floorboard

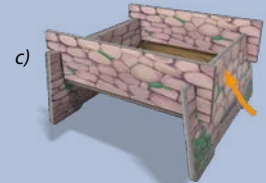
The result:



Bend the stone edges of the trough vertically and the wooden floors at its sides at a slight angle upward.



Now it should look like this.



Starting from the bottom and at a slight angle, slide the walls on both sides into the slots of the trough.



Then insert the middle wooden floorboard of the trough into the slot of both walls. The walls are now standing upright.

4 The collection boxes (4x)

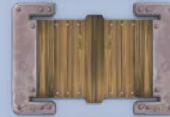
Assemble all collection boxes in the same way as the pearl bin; the boxes are just a bit smaller.

The materials:

Wall:



Trough:



Wall:



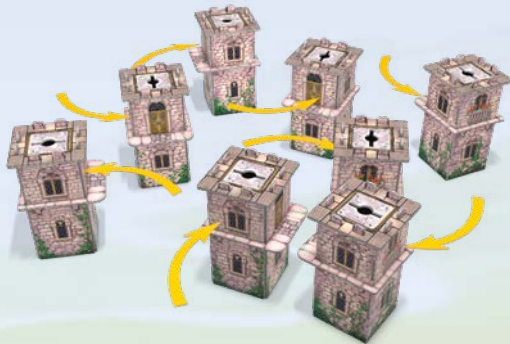
The result:



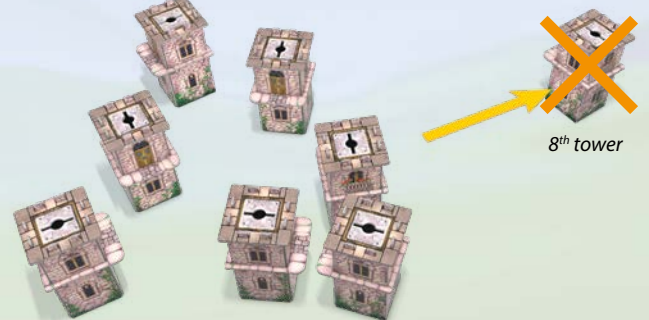
Make sure that each collection box shows the **same coat of arms** on both sides.

Before every game:

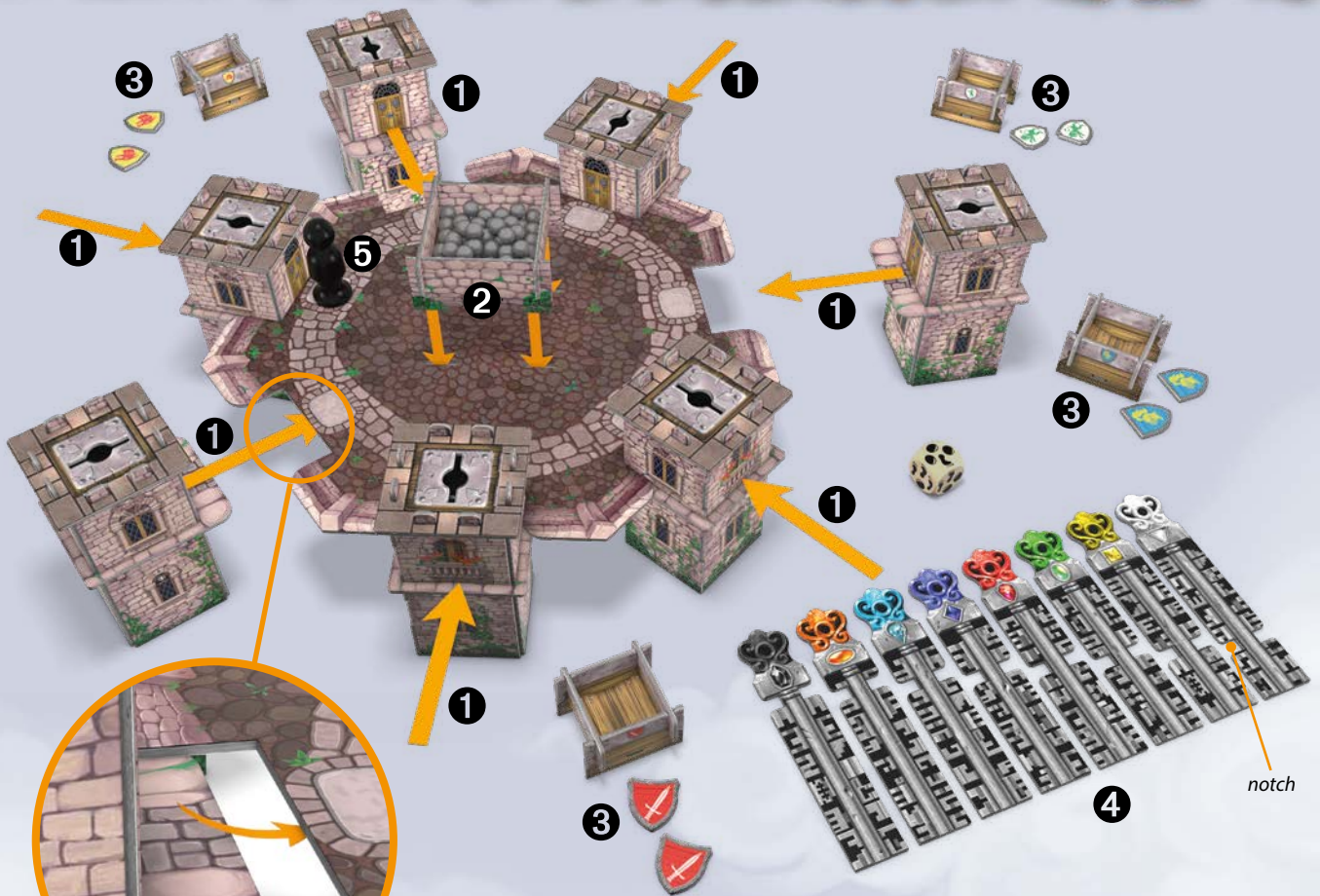
Put one **tower** over each **treasure chamber**!



Then **mix up** the **8 towers** (without lifting them) until nobody knows anymore which treasure chamber is where. It is best if everybody looks away for a moment, so that nobody is able to observe the complete mixing-up process.



Then randomly sort out **one tower** and put it **aside** without looking underneath it. It will not take part in the game. Nobody knows which treasure chamber it holds.



1 Place the remaining **7 towers** (with hidden treasure chambers) in the **7 indentations** around the gameboard. To do so, **lift** the gameboard and put it on the **balconies** of all 7 towers.

2 Insert the **pearl bin** into the middle of the gameboard. Then fill it with all **80 pearls**.

3 Put your two **coats of arms** and the **collection box** of the same type in front of you.

4 Place all **8 keys** in descending order according to their indentations next to the castle.

- The last player to open a lock begins.
- He places the **keymaster** (♁) on the space in front of a tower of his choice.
- Then he takes **14 pearls** and waits until everybody is quiet. He throws **one pearl** – slowly and one after another – **into each tower** ... and after that, a **second pearl** into each tower. All players should listen carefully to how deep the pearls are falling, since this is the first clue regarding the fitting keys!
- Now everything is ready, and the game can begin. The competition is open ...!

The Game

On each turn, you fill **pearls into the towers**. The sound of each pearl can give you a clue as to **how deep the treasure chamber** of the tower is. After that, you move the **keymaster** to a tower. You should know **which key** fits in its lock. You choose a key and put it in the tower lock **as deep as possible**. If the key **turns**, you can **open the tower** and take the **pearls** out of the secret treasure chamber. The player who has accumulated the **most pearls** by the end of the game wins.

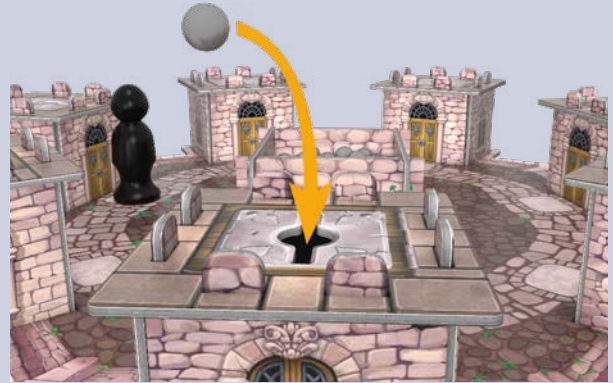
COURSE OF THE GAME:

Players play in turn. On your turn, you do these **4 things** in the following order:

1. You roll the die

The result of your die roll shows ...

- a **number of pearls** ● (1 to 3) and
- a **number of steps** 🐾 (1 to 3)



2. You fill towers with pearls

Take **as many pearls** from the pearl bin as your **die roll indicates**. Throw the pearls, **one after the other**, each into a **different tower** of your choice.

There are 2 possible special cases that might occur, but only at a later stage of the game:

- You roll 3 pearls, but there are only 2 (locked) towers left. Then – and only then – you throw 2 of these pearls into the same tower (of your choice).
- The pearl bin is empty (... which hardly ever happens...). If you have let it come to this, the keymaster regards all of you as unworthy of ascending to the throne. The game ends immediately, **and you all lose**.

3. You move the keymaster

Move the **keymaster** clockwise to a **different tower**. (He never ends his move on the space from where he just started.) The keymaster enters (and counts) **only those spaces** where a **tower is still standing**. The steps shown on your die roll determine the **maximum number** of towers you may move him.



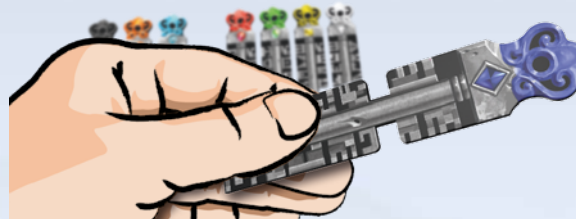
With the 3 steps shown on your die roll, you can move the keymaster one, two or three towers further. The space where there is no longer a tower is not included in the count.

4. You unlock the tower

Try to open **the tower** to which you have moved the **keymaster**. The other players can participate in the opening (by placing coats of arms).

→ Choose a key

Take the **key** you want to use. **Once** you have taken it into your hand, you may **no longer exchange** it for a different key.



→ Place a coat of arms

Any other **players** who want to **participate** in the opening of the tower (in order to get a share of the pearl treasure) can now **place one of their coats of arms next to the keymaster**. However, every coat of arms can be used only once in the game – **after that, it's gone!**



Variant for strategists:

If you like to act as decision-making strategists, you can try out the following variant: If several players place a coat of arms, all those joining in except for the last one may withdraw their coat of arms (before the key is tried out on the tower). Players who do that, take their coat of arms back; they are then not involved in the opening of the tower. (This variant enables a player to still react to coats of arms placed later by withdrawing his own, letting him pursue the strategy of possibly not having to share pearls with other players.)

→ Open the tower

Once all **fellow players have decided** whether to **join** in the opening **by placing a coat of arms**, you try to use the **chosen key for unlocking** the tower that the keymaster is standing in front of.

Insert the **key** into the **lock at the top of the tower** and **slowly push it straight** into the tower, until it hits the bottom (i.e., the treasure chamber). **Only** when the key **cannot be put in any further** do you **check whether** you are able to **turn it 90°**, since its notch is now at the right height for this. Only if the key is resting at the bottom of the tower (right on top of the treasure chamber) can the key fit and the unlocking be valid. *When turning the key, make sure that the notch at the lock doesn't tilt.*

✗ If the key **does not fit**, you pull it **out of the lock** and put it **back** into the row of keys where it was. **Your turn is over.**

✓ If the key **fits**, you move **the whole tower** – including the key – **away from its indentation** of the gameboard, so that it **stands alone**. Then you **lift the tower, using the turned key**.



It fits! The key is sitting as deeply as possible in the lock and its notch is at the right height: The key can be turned!

You lift the tower, using the turned key. The treasure chamber appears, showing its treasure of pearls.

It doesn't fit! The key is sitting as deeply as possible in the lock, but the notch is above the tower. The key cannot be turned!

It doesn't fit! The key is sitting as deeply as possible in the lock, but the notch has disappeared inside the tower. The key cannot be turned!

→ Distribute the pearls

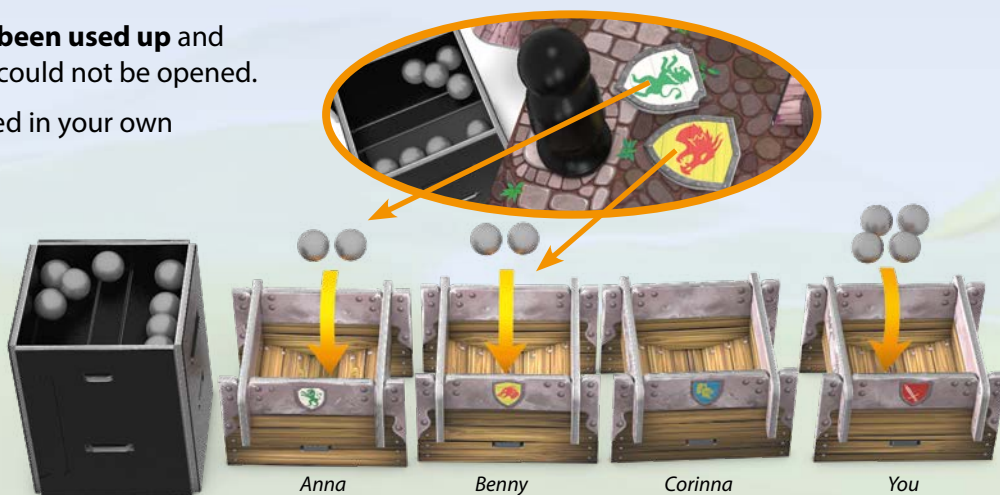
- If **nobody** has placed a **coat of arms**, you are a happy and lucky door opener: **All the pearls in the treasure chamber are yours**, and yours alone!
- If other players **have also placed coats of arms**, you **share** the pearls of the just-opened treasure chamber with them in **equal proportions**. If there is an **indivisible remainder**, **you get these pearls** as well.

All coats of arms placed have been used up and are put aside, even if the tower could not be opened.

Collect all pearls you have gained in your own **collection box!**

Example: The treasure chamber you have opened contains 8 pearls. You share them with Anna and Benny who have both placed one coat of arms. Corinna goes away empty-handed, since she has not used a coat of arms.

After Anna, Benny and you have each taken 2 pearls, there are 2 pearls left, which you cannot evenly share with Anna and Benny. Since you are the door opener, you get these two pearls as well. Super, that means a total of 4 pearls for you!

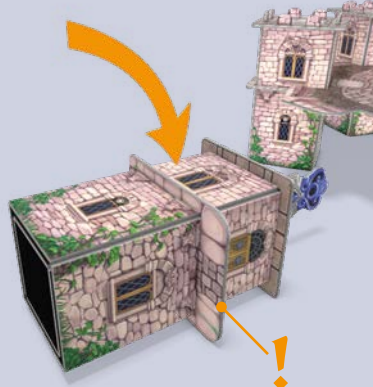


→ **Stow the opened tower under the gameboard:**

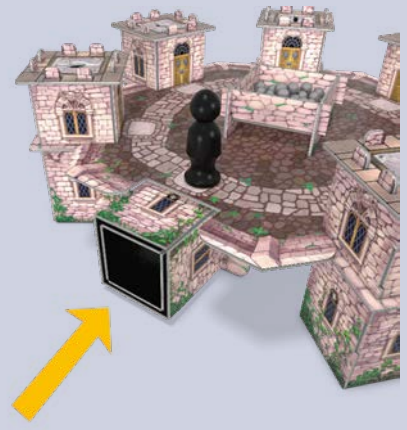
After the distribution of the pearls from this treasure chamber, you immediately stow the opened tower under the gameboard; from now on, **there will be no tower** (or space) at the respective indentation.



Put the opened tower (including the key)
back over its treasure chamber...



... tilt the tower on its side
(but not onto its balcony)...



... and slide it under the gameboard
at the place it stood before.

After that, it's your **left neighbor's turn**. Give him the die.

Only 2 towers are left! Figure out the enchanted key!

After the **5th tower has been opened**, there are only **2 towers left**, but there are still three keys to choose from. Now the keymaster – **immediately and only once** – asks you for the **enchanted key**:

'One of the keys doesn't fit anywhere. Only if you figure out this enchanted key now will you receive the pearls of the very last locked tower at the end of the game!'

All players who still possess **any coats of arms** may now – if they want – place **one** coat of arms **above the key** that they think is the **enchanted key** – the one that doesn't fit anywhere. You do this **one after another, beginning** with the player who has **just opened the 5th tower**. Even if you still possess both coats of arms, you may **use only one** of them for guessing the enchanted key. **Only now** – and at no time later in the game – is it possible to guess the enchanted key. After that, you continue the game as usual, in unchanged order; the player to the left of the one who opened the 5th tower has his turn.



Example:

Anna bets on the orange key. Benny has no coat of arms left and can't take a guess. Corinna goes for the yellow key, and you also think that the yellow key is the enchanted key that doesn't fit anywhere.

Note:

Keys where coats of arms have been placed can also still be used to unlock a tower – after all, the coats of arms placed there are only assumptions that it might be the enchanted key.

END OF THE GAME:

Once you have opened the **next-to-last tower**, the usual course of the game ends.

Now you are going to solve the mystery of the enchanted key!

Try out **which** of the two **remaining keys** you can use to open the **7th tower**. The **other key** (the one that doesn't fit) **is the enchanted key**. (It fits into the 8th tower – the one you have removed before starting the game.)

Now check **who** of you has **placed a coat of arms at the enchanted key**:

- If there is **no coat of arms** at the enchanted key, **nobody** gets the pearls from the 7th treasure chamber.
- If only **one player** has placed a coat of arms at the enchanted key, **he alone** gets **all pearls** from the last – the 7th – treasure chamber.
- If **several players** have placed a coat of arms at the enchanted key, they **share** the pearls from the 7th treasure chamber in **equal proportions**. If there is an **indivisible remainder**, **nobody** gets these pearls.

Winning the Game

Add up your pearls! The player who has accumulated **the most** pearls may call for a **celebration as the king**, provided he is open to victory celebrations. But of course, he can also enjoy his victory and look forward to his future regency in private.

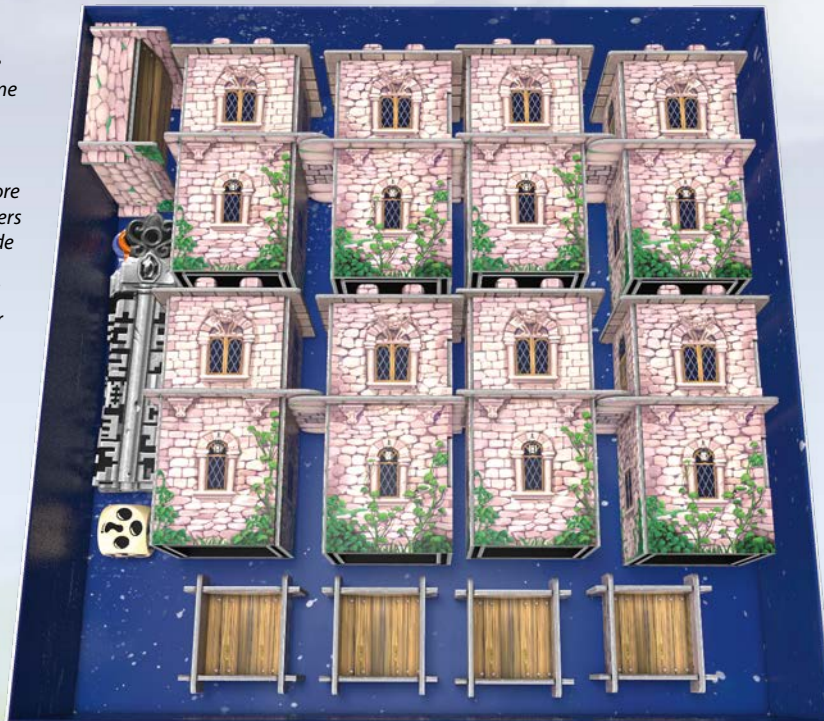
And what if there are several winners – are therefore also several kings? Hardly. In this case, to crown it all, you simply determine the successor to the throne by **playing the game again right away!** That's the key!

Putting the game away:

After the game, you can leave all the towers, treasure chambers, the bin and the boxes assembled. The game materials fit completely in the game box – as you see here.

You can stow the coats of arms along with the pearls in the paper bag. If you lose this bag, you can also store the pearls between the two smallest treasure chambers in a tower, since these two treasure chambers fit inside a tower.

*Then you cover everything with the rule booklet, and **SCHLOSS DER 7 SCHLÖSSER** stands ready to use for the next game.*



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