

Courtyard

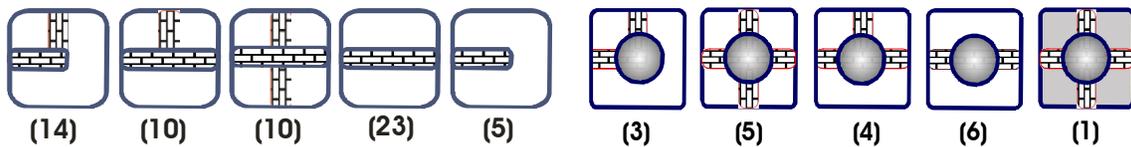
The royal family wants to build a new castle. The best castle designers in the realm have gathered. The one who builds the most impressive courtyards shall win their favor. Courtyard is a game for two to four players for ages 8 and above that can be learned and played in 30 minutes or less.

Components

Tile holder racks (4 sets)

Wall Tiles (62)

Tower Tiles (19)



Setup

Place the two different tile (towers, walls) types into separate groups, face down. Each player randomly takes one tower and five wall tiles and places them face up in front on the tile holder racks, keeping these tiles hidden from the other player(s). Take the “starting tower tile” (the shaded tile with walls on all four sides) and place it in the middle of the table. The youngest player goes first. Play proceeds to the left.

Player Turn

1) Place up to six tiles (any combination of tower and wall tiles) onto the playing area. For every courtyard you enclose, score points (see Scoring) Take replacement tiles equal to the number placed (0 or 1 tower tiles, 0-6 wall tiles).

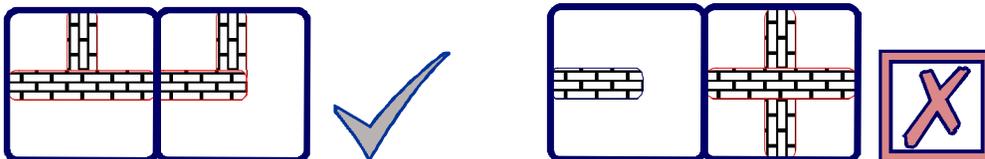
OR

2) Discard up to six tiles by placing them face down back in their respective piles and taking an equal number of tiles of the same type (e.g. if you discard 3 walls and 1 tower, then they are replaced with 3 walls and 1 tower).

Placing Tiles

Each turn you may place 1-6 tiles (any combination of towers and walls) subject to the following:

- 1) Any tile played must “line up” with an existing tile or tiles already present in the playing area.
- 2) The wall sections on all tiles must “line up” along their edges. You cannot have a tile with a wall along its edge connected to a tile that does not have a wall section along its connecting edge.



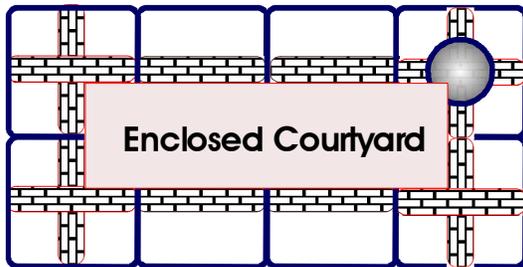
Scoring

At the end of a player's turn, if a courtyard is created (an area fully enclosed by wall and tower sections, a closed off area square, rectangle or other shape), points are scored as follows:

$$\text{Points} = \text{Number of tiles} \times \text{Number of towers touching courtyard}$$

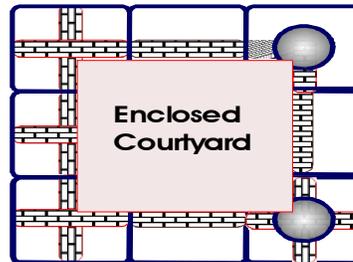
Example 1:

4 wide x 2 high x 1 tower = 8 points



Example 2:

3 wide x 3 high x 2 towers = 18 points



All tiles count equally for scoring. If you enclose a courtyard that has an “empty tile” in the middle (like example 2), it is still scored as if there were a tile there. Courtyards that do not have towers touching them do not score points. You can enclose a new courtyard using pieces that were already on the board at the start of your turn. If you enclose multiple courtyards in one turn, you score each courtyard separately. A tower can score for multiple courtyards.

Ending the Game

When there are no towers left in the tower draw pool **OR** there are no wall sections left in the wall, each player (including the one who ended the game) may take another turn. The game ends.

When there are no legal tile placements possible (no open wall sections to connect to), the game ends.

The player with the most points wins the game. In the case of ties, the player who moved last (in the first round of the game) wins.

Four Player Games Variant

In four player games, there are two options. Each player can play alone, scoring separately, or players can form teams (like Bridge) and score as teams.

a blue panther game
Game Design by Steve Jones
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