Palaces

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The game of bidding to build the tallest palace.

How to play video:
https://www.youtube.com/watch?v=5dXM_nqDeRQ

You can also find a link to the video at gorillaboardgames.com

https://www.youtube.com/watch?v=x0RvZOD5A8s

1 Wooden Active Player Marker
24 card Castle Deck
24 card Garden Deck
24 card Dungeon Deck
48 Basic Resource cards
100 tiles (25 each of Gold, Silver, Crystal, Marble)

There are 4 suits in Palaces representing the luxurious materials a room can be finished in: Gold is the most valuable, then Silver, Crystal, and Marble.

All cards that aren't basic resources are rooms as well as counting as basic resources for bidding. There are three Decks representing the Castle, Dungeon, and Garden denoted by the watermark on the card (flowered, barred, patterned).

The Castle deck contains cards focused on building your towers.

The Garden deck is about building your deck.

The Dungeon deck messes with your opponents.

Object

The player with the highest completed tower level at game end (when any available deck is depleted) wins. Only count the lower of each player's two columns. If tied, compare the suits of the highest completed level and the next lower levels as needed.

Method

Each round, players bid cards from their hands to win the prize card chosen by the active player from the available cards. The highest bidder pays their bid into their personal discard pile, builds a room in the suit of the card they just won and activates their room effects in the order of their choosing. Those who don't win the bid draw one card from their own deck. If the suit of the prize card is Gold or Silver, the players who did not win the bid draw an additional card.

The game ends when any one resource tile type or any one room deck is depleted.

Building

Each player will build 2 columns to their palace. These builds will be earned primarily by winnig bids but also by the activation of cards spent in winning bids to allow more builds. The suit of each room at each level must match that player's other tower at that same height. For Example:

Vinny has built his towers to the following levels.

Silver
Gold   Gold
Marble   Marble
Silver   Silver
If he earns the right to build a Silver level (by winning a bid for a Silver card or some card effect that allows him to build a silver room), he can put it up on top of his lower tower so he's now 4 levels high and his towers match. If he wins the right to build any other suit, he must build it on top of his taller tower because it wouldn't match the Silver if he built it on his lower tower.

It is not uncommon for a player to build one tower 3 or 4 levels up before getting a level to match their lowest level. Later in the game you'll want to pay more attention to getting exactly what you need to build up the lower tower because the winner is the player with the tallest of their lower towers.

Setup

Shuffle all three decks separately and place them in the center of the table. Remove the top 12 cards from each deck from the game leaving each deck with only 12 cards. Turn the top card of each face up.

The 3 cards facing up on the top of each of the Room Decks in the center of the table, are the Available cards.

Issue each player their own starting deck consisting of 3 of each resource card (Gold, Silver, Crystal, and Marble). Each player shuffles their deck and draws 4 cards to create their

starting hand. During the game, if your personal deck is depleted, shuffle your discards to replenish your personal deck immediately.

Randomly determine a first player and give that player the marker that designates them as the active player.

Play

Select a Prize Card

The Active player selects one of the Available cards to come up for auction. Remove it from the stack and place it near the center of the table alone to show that it is the prize card for this round. Turn the next card in that deck to reveal it as the new Available card for that deck.

The Prize Card is a community card during bidding. All players may use its Special ability as part of their bid but just as with all cards in a bid, the effect doesn't trigger until the winning bid is resolved.

For example, if the card says, "add an additional Marble to the bid" then all players may add a Marble to their bid. If the effect says, "Other players discard a card" then the players that didn't win the bid must discard a card after the winning bid is determined.

Bidding

Bidding begins with the player to the left of the Active player. This gives the Active player the advantage of bidding last on the card they have chosen. Bidding continues clockwise around the table and only once, allowing each player a chance to raise the bid or pass.

The largest set of matching suited cards wins the bid. (2 of a kind beats 1 of a kind and 3 of a kind beats 2 of a kind and so on).

If the size of the set matches, the highest suit wins (Gold, Silver, Crystal, Marble).

If the size and suits match, count the next largest set in each bid.

3 gold and 1 crystal beats 3 gold.

Note that you only consult second and subsequent sets if the first sets match. 3 gold beats a bid of 3 silver, 2 marble and a crystal because you only compare their largest sets (3 of a kind). The other cards in a bid don't matter unless the largest sets match in size and suit.

There is a detailed example on the last page of these rules.

Remember that the Prize Card and its Special ability (if applicable) are always considered part of your bid.

Winning The Bid

The highest bid wins the Prize card.

The winning player lays the cards they are bidding in front of them face up on the table. The bid should be valid at this time.

It should be noted that the bid might include one or more Room cards that are using Special Abilities to fulfill the bid.

The special abilities of any Room cards (including the prize card) in the bid activate when the winning bid cards are laid down face up on the table and resolved

in the order of the bidder's choosing.

Abilities that generate a drawn or passed card put those cards into your hand and not into the bid.

Once the bid has been shown to be valid and the Special Abilities (if any) have been activated, the player places the cards in their discard pile along with the newly won Prize card.

Building

The player that won the bid may place one tile of the suit of the prize card on top of either of the two columns of their palace. You may not place a tile in an illegal placement.

Each level of a palace must be composed of the same resource as the level of the player's other tower.

On your first build of the game, you don't have to worry about matching anything but on subsequent builds, you'll have to either match your first tower with your build on the second tower or build atop the first tower.

Note that many room effects allow you to build. The builds generated by rooms and winning the bid may be taken in any desired order of the player who won the bid and must be legal.

Draw Cards

Each player that didn't win the bid draws a card from their own deck. If the prize card for this round was gold or silver, the players that did not win the bid draw two cards instead. The winner of the bid does not draw. There is no limit to the amount

of cards a player can have in their hand but you obviously can't draw any cards if all of them are in your hand.

Round End

Pass the Active player marker clockwise and begin a new round.

Game End

The game ends at the end of a player's turn one of the decks (Castle, Garden, Dungeon) have been emptied or you run out of one or more type of tiles.

The player with the highest completed level on the lower of their towers wins.

If tied, count the value of the suit of the highest completed level and then the next highest until the tie is broken.

ERRATA

The **Armory** has been changed.

It should read:

Each other player reveals an Armory from their hand or discards a card.

NOTE:
I'm changing

"Marble" to "Jade"

FAQ

What if nobody wants the prize card?

Remove it from the game and pass the active player token.

Folly and Aviary

Duplicate the effect of any other card in your bid (or available card) means you count the effect of the folly or aviary as that of the other card. The suit of the folly remains the same. Thus a Marble Folly copying a Gold Trellis would count as one Marble (because it is Marble) and one Gold because it is "adding another Gold to your bid".

Note that neither Folly nor Aviary double anything. They just replace their own text with the text of the card they are copying. Thus an Aviary of a Folly would let you count the text on that Aviary as if it were any other card in your bid.

Can I keep the Keep?

No. You can't use the Keep to keep itself in your hand. You also can't use the Keep to keep a card that is copying a Keep in your hand (such as a Folly or Aviary).

Armory

If you reveal an Armory, you may choose whether or not to be subject to each of the effects generated by the winning bid. If you opt out of card passing, other players pass around you as if you aren't in the game at all. Note that the Cell cancels the draw phase so the Armory won't save you from not drawing.

Bluffing

You may bluff to drive up the bid, however, if you win the bid, but can't actually make the bid you declared, you discard a card and the bidding round begins again for this prize.

Glossary

Active Player – the player who selects the prize card from the available cards and bids on it last. This rotates each turn.

Available Cards – the three face up cards at the top of the Castle, Dungeon and Garden decks.

Bid – The set(s) of suited cards you are willing to put from your hand to your discard pile to acquire the prize card.

Keep goes into hand instead of discard pile.

Choose a card in your bid other than "Keep" or a copy of a keep. Instead of going to your discard pile it goes back to your hand when resolved.

Level

Build Suit

Prize Card – the card chosen from amongst the Available cards by the Active player for everyone to bid on this turn.

Personal Deck – you start with 3 of each resource card. You reshuffle your discards including won prize cards into your personal deck when your

personal deck is empty.

Treasure Cards – (optional stretch goals) Shuffle one of these into each of the room decks. They are used just like room cards.

This game is not yet dedicated.

Xxx

Example Turn

Anna (the Active Player) chooses the Marble Trellis for bidding and moves it from on top of the Garden stack to the center of the table.

The Marble Trellis says "Count this card as an additional marble for bidding Marble".

Brad (left of Anna) has 1 Marble card in his hand so he bids 3 Marble. (Brad is using the 1 Marble in his hand and is adding the Prize card which counts as 2 Marble due to its Special Ability).

Dean bids 3 Crystal and a pair of Marble. Since the first bid was 3, he only has to bid 3 of a higher valued Suit to beat the initial bid. (The 3 Crystal will come from his hand, the 2 Marble comes from the Prize card. Even though its not adding much in value it is still considered part of everyone's bid).

Emma bids 3 Gold and a pair of Marble. Gold is a higher valued Suit than Crystal.

Anna, the Active player, is bidding last and if she wants the card she selected, she needs to beat 3 Gold and 2 Marble. She could beat that bid with 3 Gold and 3 Marble. The 3 Gold would tie with Emma's 3 Gold, but her 3 Marble would beat Emma's 2 Marble.

3 Gold and 2 of either Silver or Crystal would also beat Emma's bid. Again, the 3 Gold would tie, but 2 of a higher valued Suit

would beat the 2 Marble.

Finally, Anna could beat Emma's bid with 4 of any suit even the lowly Marble because 4 Marble will beat 3 Gold and this would only cost 2 Marble from her hand.

Anna finds that she can't or doesn't want to beat Emma's bid, so she passes.

Emma wins the bid and places her 3 Gold cards face up in front of her. She will take the Marble Trellis card from the center of the table and put it into her discard pile since its Special Ability was already used during bidding. If any of her played bid cards were also Level cards, she will be able to use their Special Abilities now. If she is using multiple Level cards the order she activates their abilities is at her discretion. In this case, she played a Gold Fountain, a Gold Path and a basic gold resource card (which generates no effect). So in the order of Emma's choosing, Emma draws a card and all players pass one to their left.

Once finished, Emma places the 3 Gold cards into her discard pile. She will have only the cards left in her hand to use to bid next round.

The rest of the players each draw a card from their own decks into their hands. If the prize card had been Gold or Silver, the other players would draw 2 cards.

The Active Player Marker is moved to Brad, and Brad begins the next round by picking a new Prize card from the Available Cards.

Gorilla Games Palaces Playtest

Thank you for participating in this playtest.

Please email your feedback to

buyer@gorillaboardgames.com

Specific Items I am looking to evaluate

Relative card values

The intentional balancing mechanic is that all players can bid on a card so even if a card is unbalanced, all players have a chance to bid for it.

Are there any cards that seem inordinately valuable?

Clarity of rules

Can you and your players make sense of it and play?

Length of play

**How long did it take?
Did it take too long?   Feel too short?**

Clarity of cards

Do the card's abilities make sense?

Playtester Names

How would you like to be credited as a playtester?

Any other comments?

I literally can't imagine what I don't know. What do you think can make this a better game?