

Castle Combo

Out of the Oubliette!



*The dungeon's doors have kept
in 12 outlaws, whose felonies are debatable,
to say the least! Will you free them soon
enough for them to join the party?*

Components



6 Castle cards
with a gray back

6 Village cards
with a brown back



Setup

Simply add all 12 cards from this expansion to their respective decks, then set up the game as usual.

 A small icon on the cards denotes the cards from this expansion.

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Locks



This expansion introduces new scorings, which are explained at the end of this rulebook, and features a new type of abilities: **Lock abilities**.

Lock abilities are one-time use abilities you can choose to trigger whenever you wish.

When you buy a character with a Lock on the left side of its ability, **place a Key from the supply** on the card. You may spend this Key (and this Key only!) to **activate the corresponding effect once** during the game.



◆ When you can activate a Lock ability

You may activate **up to a single Lock ability** per turn you take (including the turn you buy the card with a Lock ability). It is resolved alongside your normal actions for the turn:

- ▶ **EITHER** just before deciding whether to use a Key to trigger the Messenger (before step 1 of the turn sequence);
- ▶ **OR** after using a Key (between step 1 and step 2);
- ▶ **OR** at the very end of your turn, after refilling the rows (after step 4).

◆ Unused Lock abilities

If any Keys remain on your Lock cards at the end of the game, add those to your Keys before counting your score.

Icons glossary

     Discard all 3 face up cards in the Castle or in the Village, then immediately reveal 3 cards to refill that row.

per  For each *Craftsmanship* shield on the cards you just discarded.

per  For each card with a discount ability that you just discarded.

per  For each card with a purse in its scoring scroll that you just discarded.

Activate the ability of an adjacent card

Choose an (orthogonally)

adjacent card and activate its ability.

A Lock ability activated this way does not require you to spend a Key from that card (nor does it require the presence of a Key). As they are always active, discount abilities can not be chosen this way.

if at least 1



If you have at least 1 *Scholarship*

shield in that column.

if



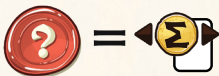
is missing

If you have no face-down

cards in your tableau.



Card with a Lock ability.



Sum of costs of all
3 cards in this row.

*Example: cost 7 + cost 3
+ face-down card = 10 points*



For each different cost in
the cards of your tableau.

*Example: costs of 2, 2, 4, 4, 6, 7, 8
and two face-down cards = 5 different costs.
3x5 = 15 points*

