Behütunsburg

Castle & Court

Behütunsburg is a 2 or 4 player card game of internecine strife, Machiavellian plotting, romance and revenge in one of the great families of medieval Germany.

Objective

The object of the game is to gather a large following of courtiers, build a castle, and discard your last card.

The game is played over 4 rounds, and that pattern is repeated in each of the four rounds.

Cards:		
Card	Number of cards	Victory Point Value
Castle	2	50
King	4	50
Queen	4	50
Baron	6	20
Baroness	6	20
Knight	10	10
Lady	10	10
Jewel	4	50
Platinum	8	20
Gold	12	5
Rogue	8	N/A
Jester	4	-30
Total	78	

Components

The game includes the components listed above, which is all that is required for a 2-player game or for 4 people to play on two teams. Adding a second copy of the game will enable 3 or 4 players to play independently.

Not included but required is paper and pen(cil) to keep score.

Setup

Remove the Castle cards from the deck and place them nearby, then shuffle the rest of the cards.

Each player receives 5 cards.

The remaining cards constitute the draw pile.

Players should designate an area in front of them as their Court, and an area to be their Treasury. (See Figure 1 below.)

Starting player can be determined by any means agreeable to the players.

Play continues clockwise around the table.

Sequence of Play

Players alternate the deal from round to round. Within each round, players take turns following this sequence:

Draw phase

Draw 2 cards from the draw pile, or discard a Lady, Baroness or Queen to draw 3 cards.

(At the moment the draw pile is empty, reshuffle the discard pile and make a new draw pile. Expect to shuffle 1-3 times per game.)

Action phase

Any or all of the following actions can be taken, in any order.

- Play cards from their hand to their Court or Treasury. (Can be done multiple times.)
- Send Knights, Barons or Kings out on Quests (limit one Quest per turn).
- Send a Rogue to steal money from their opponent's treasury, kidnap people or cause a crime wave. (Multiple Rogues per turn ARE allowed.)

Discard phase

Discard 1 card face down in the discard pile. This is not optional, even if it means discarding from the court or treasury but:

Order of precedence is Hand, then Treasury, and then Court.

In other words, if a player has any cards in their hand, they must discard from their hand. If they have no cards in their hand, they may discard from the treasury, and if they have no cards there either, they must discard from their court.

If discarding from the treasury, any card in the treasury can be discarded.

If discarding from the court creates an incomplete court, the round is not ended, even if the player has a castle built. See **Ending the Round** for more info.
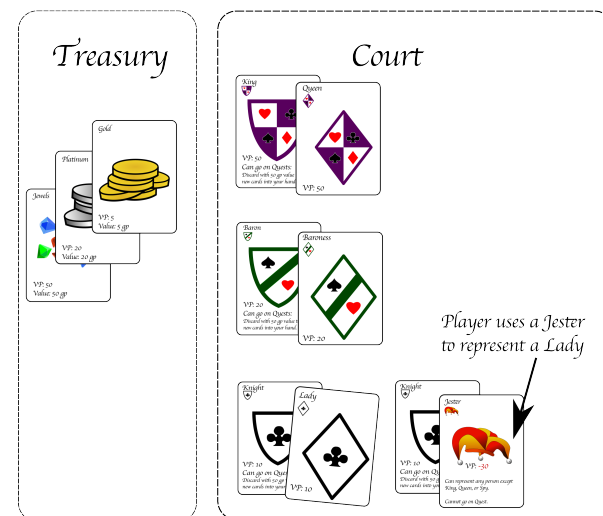
Player Area

Figure 1

Courts

Most of the play revolves around building up a 'Court' or retinue of courtiers for the King and Queen, according to the following restrictions:

1. There is only one court per player.
2. **Cards must be played in pairs**: Knight/Lady, Baron/Baroness, King/Queen.
3. Each court has only one King/Queen pair.
4. No level (King/Baron) of the court can have more pairs added than already exists in the level below. In other words:
   a. Courts must be built from the bottom up, starting with Knights and Ladies, then Barons and Baronesses, with Kings and Queens on the top level.
   b. There must be at least 1 complete Knight/Lady couple before playing a Baron/Baroness couple, and there must be a complete Knight/Lady couple AND a complete Baron/Baroness couple before playing a King/Queen.
   c. Players may not add more couples at the Baronial rank than (complete couples) at the Knight rank, though it is permissible to have the same number.
   d. If there are any 'single' members at a lower rank in the court, they do not count toward the number of complete couples.

Definition of a "Complete" Court

To "complete" a court, there must be at least one complete couple at each rank, (Knight/Baron/King) though there may be many of each at the lower 2 ranks, subject to restriction #4 above.

A court is **_not_** complete if it has any 'single' members in it.

Once a court is complete, the player may build a castle by paying 100 gold piece value to the discard pile. The gold value can come from any combination of the player's hand or the player's treasury. A player can only build one castle.

Money/Treasury

Jewels, platinum and gold cards all represent money in the game. The Treasury is used to store coins and jewels so they don't have to be kept in the player's hand.

Important! When players add coins and jewels to the Treasury, they must keep them stacked in the order they were added. The content of the treasury is public knowledge; thus, treasuries should be stacked so that all can see their contents. See Figure 1 above for example.

When players remove treasure to spend it, they may take it from anywhere in the stack, but they must maintain the order of the rest of the stack.

Once placed in the treasury, treasure can never be returned to the player's hand.

Castles

Once a player has a complete court, they can build a castle. Castles cost 100 treasure value, but are worth only 50 victory points.

Once a player has built a castle, it requires TWO rogues to attack that player's court or treasury. In other words, it would cost 2 rogues to steal one gold or one person from a player with a castle. In effect, the castle "absorbs" one rogue with each attack.

A player with a castle CAN still attack other players with rogues.

The player with a castle is still fully subject to crime waves.

Players can continue to add people to their court after building a castle.

A player with a castle is *eligible* to end the round if they have a complete court and can discard their last card.

Ending the round

The round is ended in one of two ways:

1. When one player, who has a complete court and a castle, discards such that they have no cards in their hand. That discard can come from their hand or treasury. (It could come from their court only if by discarding, they complete the court by eliminating a "single" person.)

2. The round also ends the moment all players own a castle.

It is possible that a castle might be built, but the player cannot discard their last card, so the round might continue for several more turns.

Scoring:

Scoring is done at the end of the round.

When the round ends, all players discard any cards remaining in their hands. They neither count for the player nor against them.

Add the victory point values of all the cards that have been played (those currently on the table), including money card values in the treasury. Single members of the court DO count in the final scoring.

Quests

During the Action phase, a player can send a Knight* from their hand or their court on a quest. They must fund the quest with 50 gold piece value, which is discarded along with the Knight card.

The player then may **take 5 cards from the draw pile –OR– search through the discard pile and take 1 card**. Those cards may be kept in hand or played immediately.

A player can only complete one quest per turn.

(*Barons and Kings are also Knights, and thus, can also be sent on quests.)

Jester

The Jester can be used to represent (in a court) any person-card but a King, Queen or Rogue.

Two Jesters can be used to form both halves of a couple at any rank less than King/Queen.

The jester cannot be sent on a quest.

A player **can** build a castle and go out (end the round) with a Jester in court, but the Jester is worth -30 victory points.

During their action phase, a player can

- Replace the Jester with a real card and then discard the Jester. *A Jester discarded thus does not count as the mandatory discard.* Or--
- The replaced Jester can be shifted to another position in the court, even a member of the opposite sex.

Once played, the Jester may not be returned to the player's hand.

Rogue

The Rogue card can be used against a player's opponent(s) in one of 3 ways.

Thievery: Steal the last placed treasure in their treasury (the card on top of the stack; in Figure 1 above, that would be the gold card). The stolen treasure can be put in your hand or in your treasury.

Kidnapping: Kidnap a person from the lowest rank in their court. The kidnapped person can be put in your hand or in your court. Jesters *can* be kidnapped, if they are representing a person from the lowest rank in the court. *(If the opponent has any cards in the Knight rank, a Rogue cannot kidnap a person in the Baronial rank. However, if the opponent's Knight rank is empty due to previous kidnappings or the use of Knights on quests, then a card in the Baronial rank can be taken.)*

Crime Wave: All players (including the phasing player) must discard cards in their hands down to no more than 5 cards.

It is permissible to use multiple Rogues in one turn. In fact, it is encouraged.

Rogues are lost (discarded) after 1 use.

Optional Rules

Ladies and Household Defense

When a rogue attempts to steal from a treasury, a player can defend against the attack by discarding a lady **from the hand**. The rogue is then also discarded. *This is not effective against kidnapping or Crime Waves.*

Trading

During the action phase, the phasing player may trade cards with opponents. Any trades can be made which are mutually acceptable.

Roll die for number of cards

Roll a 4-sided die to determine how many cards to draw.

If a 1, 2 or 3 is rolled, draw that many cards from the draw pile.

If a 4 is rolled, each player gets 1 card from the draw pile, starting with the phasing player.

Four Player Team Play

Behütunsburg can be played by four people in teams of two, using a single copy of the game.

Partners sit opposite each other at the table, but they share a single court and treasury.

Once a player has created a court, their partner simply plays their cards to that court/treasury.

Restriction on Trading

No trading is allowed between partners, only with opponents.

Multi-Player

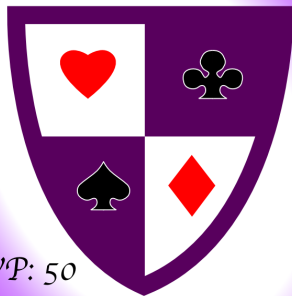With two copies of the game, 3 or 4 players can play independently.
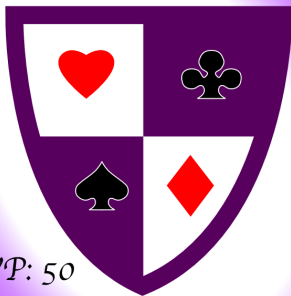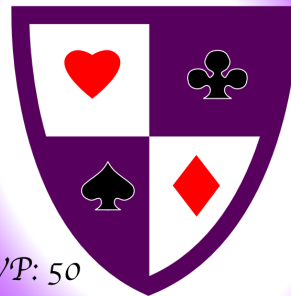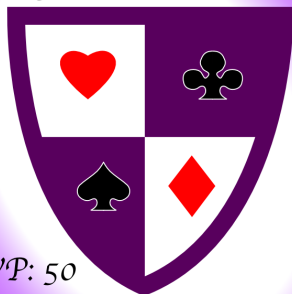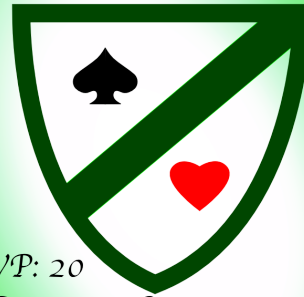
King

VP: 50

Can go on Quests:
Discard with 50 gp value to gain
5 new cards into your hand.

King

VP: 50

Can go on Quests:
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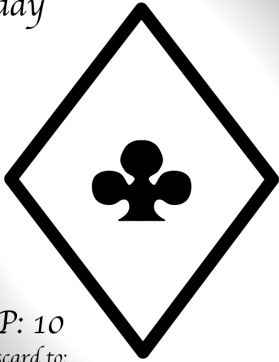5 new cards into your hand.

Queen

VP: 50
Discard to:
Draw 3 cards instead of 2, or
Prevent a Rogue from stealing

Queen

VP: 50
Discard to:
Draw 3 cards instead of 2, or
Prevent a Rogue from stealing
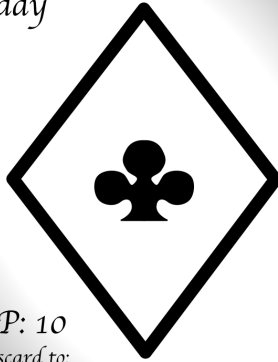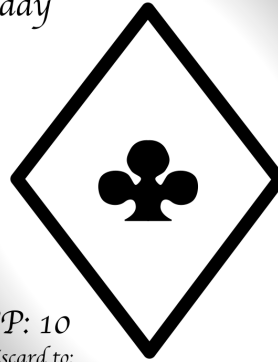
Queen

VP: 50
Discard to:
Draw 3 cards instead of 2, or
Prevent a Rogue from stealing

Queen

VP: 50
Discard to:
Draw 3 cards instead of 2, or
Prevent a Rogue from stealing

Baron

VP: 20

Can go on Quests:
Discard with 50 gp value to gain
5 new cards into your hand.

Baron

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Baron

VP: 20

Can go on Quests:
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5 new cards into your hand.

Baroness

VP: 20

Discard to:
Draw 3 cards instead of 2, or
Prevent a Rogue from stealing

Baroness

VP: 20

Discard to:
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Baroness

VP: 20

Discard to:
Draw 3 cards instead of 2, or
Prevent a Rogue from stealing

Baroness

VP: 20

Discard to:
Draw 3 cards instead of 2, or
Prevent a Rogue from stealing

Lady

VP: 10

Discard to:
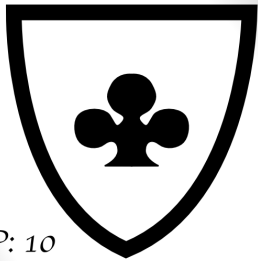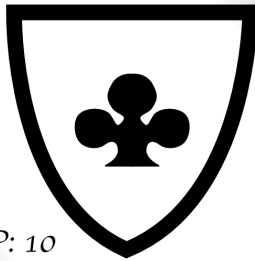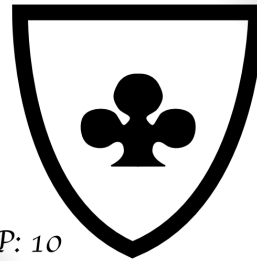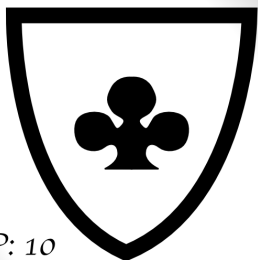Draw 3 cards instead of 2, or
Prevent a Rogue from stealing

Lady

VP: 10

Discard to:
Draw 3 cards instead of 2, or
Prevent a Rogue from stealing

Lady

VP: 10

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Prevent a Rogue from stealing

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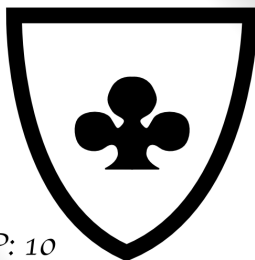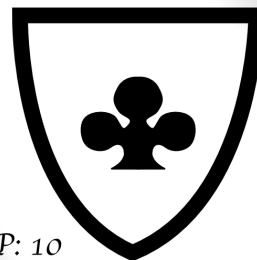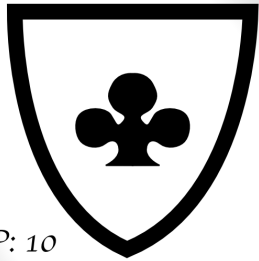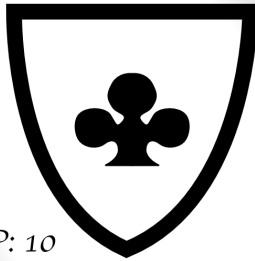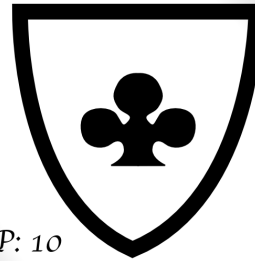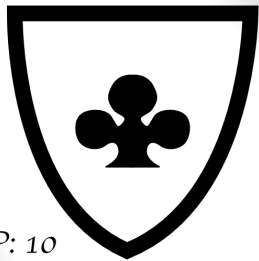Prevent a Rogue from stealing

Knight

VP: 10

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Discard with 50 gp value to gain
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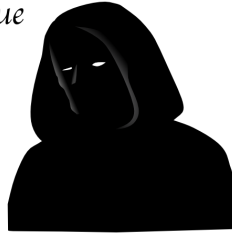
Rogue

VP: None

Can steal top item from opponent's treasury.

Can kidnap 1 person from lowest rank in opponent's court.

Can Cause a Crime Wave: ALL players must discard down to 5 cards in hand.

Rogue

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Can kidnap 1 person from lowest rank in opponent's court.

Can Cause a Crime Wave: ALL players must discard down to 5 cards in hand.
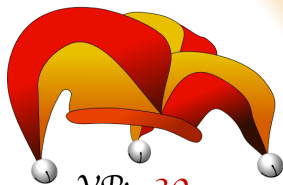
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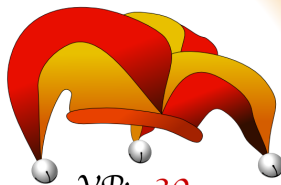## Rogue

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Jester

VP: -30

Can represent any person except
King, Queen, or Rogue.

Cannot go on Quest.

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VP: -30

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5 Gold

VP: 5
Value: 5 gp

5 Gold

VP: 5
Value: 5 gp

(5) Gold

VP: 5
Value: 5 gp
(S)

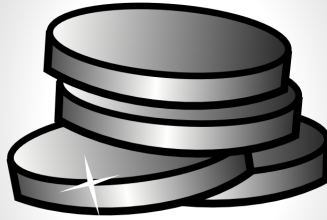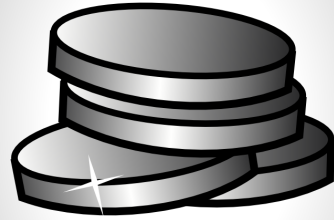(5) Gold

VP: 5
Value: 5 gp
(S)

(5) Gold

VP: 5
Value: 5 gp
(S)

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(S)

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(S)

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VP: 5
Value: 5 gp
(S)

(5) Gold

VP: 5
Value: 5 gp
(S)

5
Gold

VP: 5
Value: 5 gp

5

20
Platinum

VP: 20
Value: 20 gp

20

20
Platinum

VP: 20
Value: 20 gp

20

20
Platinum

VP: 20
Value: 20 gp

20

20
Platinum

VP: 20
Value: 20 gp

20

20
Platinum

VP: 20
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20
Platinum

VP: 20
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20

20
Platinum

VP: 20
Value: 20 gp

20

20
Platinum

VP: 20
Value: 20 gp

20

50
Jewels

VP: 50
Value: 50 gp

OS

50
Jewels

VP: 50
Value: 50 gp

OS

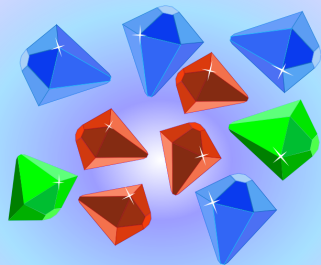**50**
Jewels

VP: 50
Value: 50 gp

OS

50
Jewels

VP: 50
Value: 50 gp

OS

Castle

VP: 50

Cost: 100 gp
Kidnapping and Thievery require
TWO Rogues to steal 1 card from a
player with a castle.

Castle

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Cost: 100 gp
Kidnapping and Thievery require
TWO Rogues to steal 1 card from a
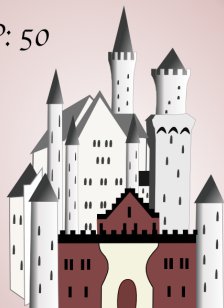player with a castle.

Castle

VP: 50

Cost: 100 gp
Kidnapping and Thievery require
TWO Rogues to steal 1 card from a
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Castle

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Cost: 100 gp
Kidnapping and Thievery require
TWO Rogues to steal 1 card from a
player with a castle.

There are only 2 Castle cards in the deck,
but they have the same graphic on both
sides of the card, to make them easy to
spot in the deck.

The next page contains the card backs,
just in case you want to sleeve with both
sides of the card.. You'll have to print that
page 9 times in order to have enough
backs.