

Don Falkenstein

A Chase and Memory Game for 2 to 6 Castle Owners
for Ages 7+ by Michael Palm and Lukas Zach



Rules

Components

1 Double-Sided Gameboard



Front Side: Ambush at Münzenberg Castle



Back Side: Revenge of the Rockenberg Robber Barons



1 Münzenberg Castle Standee



1 Rockenberg Castle Standee



6 wooden Characters



1 wooden Knight



3 Dice



1 3-D Steps Assembly



1 Knight Tile



18 Landscape Tiles



3 Map Tiles



3 Food Tiles



A dreadful knight is pursuing you. You must remember the best route to safety in order to escape the knight and defend the castle.

To begin, decide which story you'd like to play: Ambush at Münzenberg Castle or Revenge of the Rockenberger Robber Barons. The rules of the game remain the same. However, there is a special rule that makes the game a little more difficult for the Rockenberg story (see p. 7).

Ambush at Münzenberg Castle

Phillipp von Falkenstein is desperate. His entire property and especially his castle at Münzenberg are in danger. A small part of this estate belongs to Ulrich III von Hanau who is envious of Phillip's possessions. Ulrich has decided to use all his power as governor to seize all of Phillip's property, including the castle. That's why Phillip has asked you, his loyal knights and ladies, to secure the roads to the castle. Suddenly you notice an unknown knight armed for battle sneaking up towards the castle. Ulrich is planning an attack! You must return to the castle immediately to warn Phillip von Falkenstein and to protect the castle. You must be careful, as the unknown knight will try everything to cut off your path.

Revenge of the Rockenberger Robber Barons

You have been awarded your own land and you are now entitled to call yourselves the Lords of Bellersheim von Rockenberg. Naturally, you've also built a new castle.

But no sooner have you begun to explore your new lands than you are suddenly attacked by a dreadful robber baron whose ancestors once lived in Rockenberg. He is determined to drive you out of your new home. You must return back to the castle as quickly as you can to defend yourselves against this robber baron who is already in pursuit.



Game Setup

1 Place the gameboard in the middle of the playing area with the side you have chosen faceup (Münzenberg or Rockenberg).

2 Before your first game, put together the pieces for the 3-D Steps assembly along with the selected Castle stand-ee and place it on the castle illustration on the game board.

3 Mix together the 18 landscape tiles and place 1 tile with the meadow side faceup on each round space on the edges of the gameboard.

4 Each player selects 1 Character of their choice and places it on the gold space on the gameboard.



5 Place the Knight on the first space on the gameboard.



2



6



8



1

4

3

6

Place the dice in easy reach near the gameboard.



7 Decide the level of difficulty you want to play and place the appropriate number of Food and Map tiles next to the gameboard. Return the rest of the Food and Map tiles to the box.

Beginners

3 ×  3 × 

Advanced

2 ×  2 × 

Professionals

1 ×  1 × 



8

The last player to visit a castle takes the Knight tile and starts the game.

9

Now, each player, in turn order, secretly looks at 1 Landscape tile. If you are playing a 2 player game, you both secretly look at 2 Landscape tiles. Make careful note of what you see on the Landscape tiles.

If the Landscape tile shows a Knight, reveal it (so that everyone can see it) and move the Knight marker 1 space forward. Then turn the Landscape tiles back facedown.

Example: Setup for a 4-player game of *Revenge of the Rockenberger Robber Barons*.



Goal of the Game

Reach the safety of the castle with your Characters before the Knight catches up with you. You will need to know the landscape around the castle very well to find your way back.

Game Play

Beginning with the player who has the Knight tile, players take turns in clockwise order. On your turn, roll all 3 dice first.



Then evaluate the rolled dice results showing landscape features. These dice indicate which landscape features you should look for. For each die with a landscape feature, you will reveal 1 Landscape tile of your choice. The other players may make suggestions as to which Landscape tiles may have the features you're looking for.



If the Landscape tile you reveal doesn't show a feature you are looking for:

Unfortunately, this wasn't the right tile. You may not reveal any more Landscape tiles this turn.



If the Landscape tile you reveal shows a landscape feature you were looking for:

Well done! Reveal 1 more Landscape tile if you still have an unused die with a landscape feature.



If the Landscape tile you reveal shows a Knight:

You've been discovered! You may not reveal any more Landscape tiles this turn.



Now, you may move your Character forward 1 space towards the castle for each correctly revealed landscape feature.

If a rolled die shows Food:

You don't need to find this Food on the Landscape tiles. Instead, move 1 Character marker of your choice 1 space forward (without giving up a Food tile).



If a rolled die shows a Knight:

At the end of your turn, move the Knight forward 1 space.

At the end of your turn, if you have revealed one of the two Landscape tiles that shows a Knight, move the Knight forward 1 space. Turn all of the faceup Landscape tiles back facedown. Now, give the 3 dice to the player to your left so they can begin their turn.

Food and Map Tiles

You may use the available Food or Map tiles at any time. Players should discuss the best time to use them.



Food: Move 1 Character of your choice 1 space forward. Then put the used Food tile back in the box.



Map: After you roll the dice at the beginning of your turn, you may re-roll all 3 dice. Then put the used Map tile back in the box.

When the Knight moves:

Whenever the player with the Knight tile begins their turn (but not on their first turn), the Knight will advance. Check the space the Knight currently occupies and then move the Knight forward a number of spaces equal to the arrows shown in that space.



In the Vicinity of the Church

This rule only applies if you are playing with the Rockenberger gameboard.

If your Character is on one of the 3 spaces highlighted in brown next to the Church, you must keep silent. You are not allowed to help other players during their turns!



On the Steps

You are very close to the castle! If you occupy a castle step at the beginning of your turn, the others are no longer allowed to help you. You are now on your own. Make your move as usual but without any advice. You may still use Food and Map tiles, and you can continue to help other players (who have not yet reached the steps).

In the Castle

Once you reach the last step, you have made it into the castle and are safe from the Knight. You will skip your turn for the rest of the game. (If you have the Knight tile, you still must advance the Knight as described above.) You can still help the other players as long as their Character has not yet reached the steps to the castle.

End of Game

There are 2 ways the game can end.

- 1 You win as soon as you move the last Character into the castle. No one was caught by the Knight and you successfully defend the castle.
- 2 You immediately lose if the Knight advances to a space occupied by a Character. Try again!

Credits

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