

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.



*The game designers would like to thank
Le BAR, Samouel, Anna, Panpan, Jief, James,
Gaby, Brian, GGV, Ti Coeur, Laurence, Lola, Serge, Claudine,
Amber, Brian, Cécile, Vincent, Louise, Sergueï, Claire and Étienne.*

Game design: Grégory Grard & Mathieu Roussel

Art: Stéphane Escapa / **Layout:** Jérôme Soleil

Translation: Mathieu Rivero

Production management: Donia Faiz

Project management: Sébastien Kihm

All rights reserved © Catch Up Games 2025



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*

