

PROMOS

1 How do I setup the game with promo cards?

Simply remove a random castle card from the deck and add a promo card in its place, before shuffling. You can use one, two, or all three of the promo cards in a game.

2 How do the promo cards work?

They are castle cards. When a promo card is in the display, you can pick it as usual. But unlike other castle cards, once resolved, you can also then pick an additional castle card (if possible).

3 What happens if a dragon is also revealed?

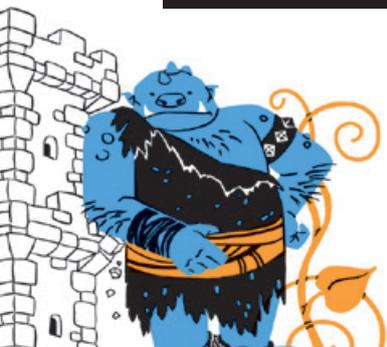
Dragons are resolved before the PICK step. Scary stuff!

4 How much space do the promo features take up on the castle?

Idris the giant takes up 2 vertically adjacent empty rooms, or spaces directly above a beanstalk. Enormous!

Deryn Hud the magic bird takes up 1 empty space directly on top of a banner. What a view!

Blodeuwedd's flowers don't take up any space, but must be added to beanstalks. You can have multiple flowers on a beanstalk. Lovely!



5

What if I don't have the space to add the promo feature?

You simply ignore it. Unlike other features, you don't have to scribble in a section of your family crest.

6

Does the promo card remain in the castle deck, like other castle cards?

Once resolved, set it aside to remind you of the points to award at the end of the round. But don't forget to shuffle it back in for the second round!

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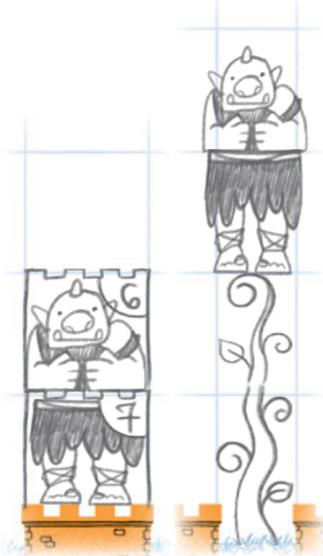
When does a promo card score?

At the same time as the other 3 scoring cards – at the end of the first round, and the second.

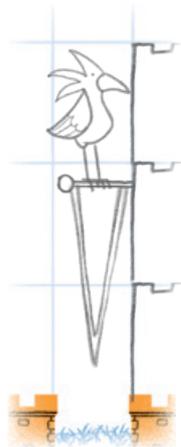
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How do we draw the promo card characters?

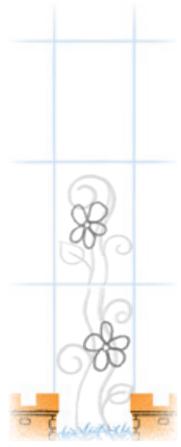
Here're a few examples:



Idris the Giant



Deryn Hud the magic bird



Blodeuwedd of the flowers