The Game

Castles of Caragaba is a tile-based game in which players take turns choosing castle tiles and use those tiles to build their own castle. Scoring is based on each castle's size (number of tiles) and completeness (negative points for unfinished edges). Game difficulty can be varied with the use of Wild tiles, number of available tiles, and advanced rules enabling both family-friendly and competitive game styles. By the end of the game, each player will have built a truly unique castle that is a work of art in itself.

Game Designer: David Wilkinson
Game Art & Graphics: Erin Koehler

Simple Scoring

+1 point per *tile* in castle
-1 point per *tile* in hand
-1 point per exposed castle edge (not sky)
+1 bonus point for a complete castle (no exposed edges)

Game Specs

* 2-4 players
* 30 minutes
* Ages 7+

With over 100 tiles, statistically there will never be two castles alike, ever!

Whimsical fantasy theme includes fairies, gnomes, wizards, dragons, and lots of animals.

Find the little surprises!

ACTUAL SIZE

Large tiles with beautiful and detailed artwork

Player Identity

Each player's "identity" is defined with matching "Gate" and "Banner" tiles at the start of the game.

Banner tile

Gate tile

Banner tile
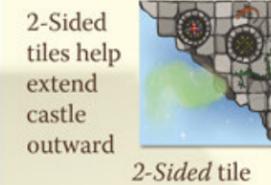
Gate tile

Enchanted Tiles

Enchanted tiles allow transitions between castle types (6 per castle-pair)

Enchanted tiles

Standard Tiles
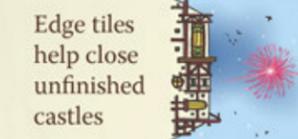
Standard tiles come in all shapes. Examples include

2-Sided tiles help extend castle outward

2-Sided tile

3-Sided tiles can be oriented in any direction

3-Sided tile

Edge tiles help close unfinished castles

Edge tile

The Legend

In a forgotten time, powerful magic brought havoc to a peaceful land . . . The Kingdom of Caragaba was home to people and fairies and magical creatures of all kinds, living in castles and palaces of unimaginable beauty. In a far corner of the kingdom, the great Wizard had lived quietly for nearly a century in a castle with towers reaching far into the sky. But as the Wizard grew old, his home grew old with him, and his once stately structure was slowly crumbling down around him.

Unable to stop the decay, he devised a plan to magically rebuild his castle. Yet in his old age, his powers had become unpredictable, and on one fateful night, he changed Caragaba forever. His magic spell went horribly wrong, and by daybreak all of the castles, including his own, had been torn apart and the pieces twisted together and scattered across the land . . .

The people of Caragaba must now rebuild, gathering walls and towers from the broken and twisted remains of each other's homes to rebuild their own castles and the glory of Caragaba!

Banner Tile

Enchanted Tiles

3-Sided Tile

2-Sided Tile

Gate Tile

Edge Tile

Endless Possibilities

Three example castles using the same 27 tiles

Ex. 1

Ex. 2

Ex. 3

Opportunity for expansions with new castle themes