



*Castles*

# The Rules of the Game

There are two players or teams. At the beginning of each game, each castle is randomly assigned either team A, team B, or neutral. However, you won't be able to tell which until you look inside the top of the castle. Neutral castles contain objects, marked either A or B. The first player or team to return all objects to their castles wins.



# Castles the Boardgame

The boardgame functions slightly differently than the course. The castles in the boardgame move. The underside of each castle marks whether it is red (A), blue (B), or neutral.

The castles are shuffled and placed randomly at the beginning of each game. Each player takes turns viewing only one piece per turn and swapping it with any other piece on the board. The first player to move all of their castles into their territory wins.

The color-coded board shows the areas that belong to team red, team blue, and the neutral area in the middle. On a regular checkerboard, the two rows closest to the player is their territory and the two rows closest to the opposing player is the opponent's territory. The row in the middle is neutral.



# About the Concept Behind Castles

Castles was created out of a desire to find new ways to engage with real estate. As a real estate company, we found that the industry was becoming stale. Castles combines the two main parts of real estate: land and buildings. The castles themselves rise as a testament to human engineering and the history of building structures as we have for thousands of years. At the same time evoking the wonder of a fairy tale.

The course has also been designed with physicality and rigour in mind, with each castle requiring you to scale the steps to reach the summit. When it comes to the boardgame, we stripped away all of the pieces that are problematic today. Keeping the checkerboard and castle that we might recognize from chess, gone are the king, queen, bishop, and pawn, as well as the horse which represents animal labor.

While there remain countries that are monarchies today, we believe the structure of a monarchist government, especially hereditary, is unethical, and we are proud to stand behind a game that moves culture in the right direction. In addition to monarchies, we stand against all forms of classism. We have removed the pawn with its connotations of inferiority. We also believe in avoiding religion which teaches that humans are inherently flawed and need to turn to a “god” to have value and a justified existence. We believe all people have the potential to have value without the need for any god or specific rituals that a religion may prescribe. Although castles have been associated with monarchies, many were built and inhabited by people who weren't royalty, and thus the castle operates as a symbol of success but equality as well.



# More Background

The history of Chess dates back over a thousand years, beginning in India and spreading through Persia to Africa, Europe, and the rest of the world.

The piece that we use in Castles comes from the Rook in Chess. The word Rook comes from the Persian word rukh, which means “chariot”. However, in other languages the piece is known as a Tower, Ship, or Cannon. The appearance of the piece evolved from being a tower on the back of an elephant, to just the tower alone.

The rook is also sometimes informally referred to as a “castle,” but that’s not the accurate definition of a castle in chess. In chess, the term Castle is a move involving both the rook and king. Castling is the only move in chess in which two pieces are moved at once. Castling is now part of the official rules of chess in most areas of the world, but it evolved centuries after the original game.

Our game stands as a continuation. The game of chess evolved throughout the centuries as different cultures evolved the rules as society evolved. Castles is the modern version of that process. A game with new rules shaped by the reality of our world today. A game that will pass a better future on to the next generations, all while remaining fun.





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