

Professor Treasure's Secret Sky Castle

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...AND YOU! THANKS FOR PLAYING!



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OVERVIEW

Assign your treasure hunters to claim keys, artifacts, and chests over the course of three rounds. Each guild is comprised of an identical set of eight role cards, six of which will be used each round. Once both players have placed their roles, tiles are claimed by the roles in ascending numerical order. At the end of the third round, players compare the point values of their artifacts and chests, minus skeleton keys—the player with the most points wins!

COMPONENTS

- 16 Role Cards (8 red / 8 blue)
- 18 Skeleton Key Cards
- 36 Castle Tiles (12 Keys, 12 Artifacts, 12 Chests)
- 2 Reference Cards

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ROLES

Roles represent the treasure hunters on your team. Each role card has a number in the upper left-hand corner that determines when it activates. Each card also states where the role can be legally placed and what it may do when activated. Role abilities are always active.



ARTIFACTS



KEYS



CHESTS

CASTLE TILES

There are three types of castle tiles that are claimed by your role cards:

1. **Artifacts:** Artifacts are free to claim; their value is determined at the end of the game. The first artifact you claim is worth 1 point; each subsequent artifact is worth 1 point more than the previous one. (For example, the second artifact you claim is worth 2 points, the third artifact you claim is worth 3 points, etc.) There is no limit to the number of artifacts you can claim.
2. **Keys:** Keys are free to claim and are used to claim chests. Whenever you use a key, flip the key tile over to show it has been used. At the end of each round, all used keys are flipped back to the front and may be reused on subsequent rounds. **Skeleton Keys** are one-time use keys that incur negative points. You may take any number of skeleton keys during the castle phase in order to satisfy a key cost. The first skeleton key you take is free. The next skeleton key you take is worth -1 point; each subsequent skeleton key is worth -1 point more than the previous one. Note that a skeleton key is not a castle tile.
3. **Chests:** Chests display a number that indicates their point value, as well as the cost in keys required to claim the chest tile. When you claim a chest, you may choose to use any combination of keys and skeleton keys. You may only choose *not* to claim a chest if you do not have enough keys to cover the entire cost.

SETUP

Separate the cards into five piles: **blue role cards**, **red role cards**, **reference cards**, **castle tiles**, and **skeleton keys**.

- Each player takes a colored set of 8 role cards.
- Each player takes a reference card.
- Shuffle the castle tiles. Place 12 castle tiles (face up) to create a 4x3 grid (hereafter referred to as the “castle”). Set aside the remaining castle tiles face down to form a draw pile.
- Set aside all of the skeleton keys (face up) to form a draw pile.

Randomly determine the first player before the first round. This player will be the first player for the first and third (final) round. The other player will be the first player the second round. As the designated first player, you will:

1. Begin the *Roles Phase* by placing a set of roles.
2. Recover your roles—and claim any castle tiles—first during the castle phase in numerical order (see *Castle Phase*).



Components laid out before the game starts.

GAMEPLAY

Gameplay is broken up into two phases: the *Roles Phase* and the *Castle Phase*.

ROLES PHASE

At the start of each roles phase, both players shuffle their eight role cards and randomly discard two of them off to the side (face down); these two roles will not be used this round. (You may look at your own discarded roles.) Separate the remaining six role cards randomly, depending on player order:

- As the first player, make three sets of two role cards each, face down.
 - As the second player, make two sets of three role cards each, face down.
- You may look at your own sets of role cards in order to decide which set to place (*on your respective turn*). (*Beginners tip: You may benefit from randomly choosing a set of roles until you are familiar with them all.*)

Take turns in alternating order, beginning with the first player, placing one set of roles of your choice in and around the castle. **Note:** You cannot place a role on the same tile as another role unless specifically stated on the role card. Roles can only stack inside the castle, on a tile.



The Red player is the first player and has already placed one set of roles. The Blue player looks at their two sets: Set 1 is Captain, Smuggler, and Explorer; Set 2 is Scout, Sentry, and Thief. Blue chooses Set 1; they place the Smuggler on an open castle tile, the Captain outside of the top row, and the Explorer on top of a rival role. Red then places their second set of two roles, followed by Blue placing their last set. Before the Castle Phase begins, Red places their final set of roles.

CASTLE PHASE

Once both players have placed all six of their roles, each role will attempt to claim a castle tile in ascending numerical order. In the case of a tie, the first player activates their role first. The numbers of your discarded roles are skipped. Roles will always claim one tile whenever possible. Place any claimed castle tiles face up in front of you. Any roles that do not claim a castle tile are simply returned to you for use in the next round. The castle phase is over when all roles have been recovered. Any remaining (unclaimed) castle tiles are left in their respective grid positions in the castle.

RED
BLUE



Scout is first in numerical order with a 1. Since Red is the first player, their Scout resolves first. Red chooses not to use their Scout's ability and takes the key under him.

RED
BLUE



Blue's Scout resolves next. Blue chooses to swap positions of the chest underneath with the adjacent artifact and claims the artifact. (Blue's Scout was unable to swap with the adjacent key because of Red's Lookout.)

RED 
 BLUE  



Red's Lookout resolves next on 2. Red announces they are claiming the key the Lookout is on, and Blue, in response, resolves their Thief out of turn and thieves the key, taking it instead of the Red player.

RED  
 BLUE   



Red and Blue both have a Sentry resolving on 3. Red resolves their Sentry first as the first player. Red's Sentry claims a 3 point chest diagonal from their position. The chest requires one key, and Red has one unused key. Red takes the chest and flips their key tile over, using it for this round. Blue's Sentry resolves next and takes the key beneath him.

END OF THE ROUND

At the end of the round, refill the castle back to a 4x3 grid, drawing from the top of the castle tile deck. Keep the tiles from the last round in their same positions. Flip all used keys back to the front; they can be reused in the new round. Remember that the first and second player designation changes at this time. Begin the next round by repeating the Roles Phase, followed by the Castle Phase.

RED      
 3 0 7 1
 BLUE       
 1 2 0 -1 15

At the end of Round 1, Red has 11 points and Blue has 17 points.

RED   
 BLUE       



Red and Blue both have Captains resolving on 4. Red acts first and claims the key in the Captain's row from under Blue's Smuggler. Per her ability, the Smuggler immediately resolves and claims the adjacent artifact. Blue then announces their Captain will claim the 15 point chest in his row. Blue uses the two keys they have and takes two skeleton keys in order to satisfy the cost.

RED   
 BLUE       



Red's Jeweler would normally act on 5, but Blue's Explorer prevents her from resolving until after the Explorer resolves on 7.

END OF THE GAME

At the end of the third round, compare the combined values of your artifacts and chests, minus any points from skeleton keys. The player with the most points wins! In case of a tie, the player with the most keys wins.

IMPORTANT NOTES

- Any castle tile may be claimed, even if the tile has a role or stacked roles on it.
- Any roles delayed in numerical order by the Explorer activate immediately after he resolves.
- If placed under an ally with a higher number, the Sentry delays himself until the ally above resolves. The Sentry then acts immediately after. If the Sentry is placed on top of an ally with a lower number, he will resolve in numerical order, as normal.
- The Thief does not have a number and resolves on your opponent's turn. The Thief does not claim a tile normally. If there is a cost on a tile she *Thieves*, you must still pay the cost.
- The Thief steals from the Smuggler without activating her ability, since the tile is *Thieved*, not *Taken*.

RED     
 BLUE       



On 6, Red chooses to claim the 7 point chest the Smuggler is on; Red uses 1 key and takes 1 skeleton key. (Blue's Smuggler resolved earlier in the round, so play continues.)

RED      
 BLUE       



Red does not have an Explorer, so Blue's Explorer acts next on 7. Since Blue does not have the available keys, they decide to leave the 10 point chest unclaimed. (The Explorer is unable to take the tile he is on.) Red's Jeweler resolves immediately after since her number was delayed and claims the artifact instead of the 10 point chest.

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