



**WORLD SERIES^{OF}
BOARD GAMING**

THE WHITE CASTLE Procedures

Before play begins, all players should confirm that only base game components are included, and that they are complete.

Seating will be assigned randomly, and the player assigned to Seat One will initiate play.

Setup should occur normally, emphasizing any procedures noted below:

Each player should receive a personal domain board, 5 warriors, 5 courtiers, 5 gardeners, 3 resource cubes (one of each color), 1 heron token, 1 influence token, and 1 fan token.

A provided dice cup should be used when rolling dice. Any dice not flat on the table when revealed should be rerolled.

Shuffle and randomly assign 4 tiles to the yard (2 matching the blue orientation and 2 matching the yellow orientation on the board) and return remaining tiles to the box.

The player in Seat Three should turn the die tiles face down and shuffle them thoroughly on the table. The player in Seat Two should select one tile of each of the 3 colors and place them in the castle spaces marked with a diamond symbol. They should then fill in rooms in the castle in numerical order. **Each room must have at least 2 different colors.** When placing numbers 6-10, if all colors in a room would be the same, move the current tile to the next room. Place the well tiles last, with the dice side face down.

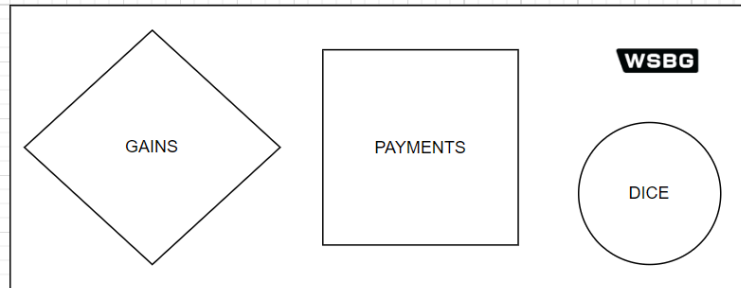
All players have the right to shuffle the garden and castle cards before they are dealt out.

The player in Seat One should create pairs of 1 starting action card and 1 starting resource card **equal to the number of players plus one.**

Once setup is complete, players will draft a pair of starting action/resource cards **IN REVERSE PLAYER ORDER.** After a player's selection is made, their starting resources should be set and confirmed by all other players in the game.

Gameplay will proceed normally and according to the printed rules of the game, but will observe the following additional parameters.

All players should work together to ensure that all plays and placements are legal. Any action taken should be both deliberate and transparent. Players should explain what actions they are taking, and **clearly demonstrate any payments made or resources gained by using a provided transaction board.**



Due to the nature of tournament play, and in an effort to preemptively avoid any potential problems, each player action/placement should be completed as begun.

Example: When a player selects and removes a die from the bridges, they must complete the action with the die of that color and number.

Example: When a die is placed on an action space in the castle or on their domain board, the player must complete that action.

Example: When a warrior, courtier, or gardener is placed, that action must be completed as placed.

If a chosen die action can not be played due to a lack of available coins, the player must make exchanges with Daimyo seals to cover the cost if able. If the required coins can not be created in this manner, then the selected die must be moved to a legal space.

If a player can not complete a selected action due to lack of resources, they must pass on that action.

Between rounds, gardener actions should be performed in the updated play order for the new round.

Players are responsible for maintaining a legal game state and the auditing of other player actions and exchanges. They are also responsible for timely play, which ensures completing the game in the allotted time slot. As soon as any player feels that the game is moving too slowly and might not finish, they should contact a WSBG official, who will resolve any specific time issue.

To minimize wasted time, an active player card will be used to show whose turn it is. This card should be passed to the next player when a player ends their turn. No further actions should be taken by a player after they announce the end of their turn with the passing of this card.

Scoring should be calculated one player at a time, beginning with the player in Seat One. All players should confirm the accuracy of all scoring.

In the case of a tie, the tying player highest in turn order shall advance.

*These procedures are designed to ensure fair play and minimize problems with the game state. They may be amended at any time by a WSBG tournament administrator.