



COLLECTOR'S EDITION
FOR TABLETOPIA

Castles of Mad King Ludwig is a tile laying game in which each player is trying to build an amazing castle, subject to the whims of the Mad King.

Players are contractors, looking for the best deals on rooms while selling their services to other players. As the players add rooms to their castles, they earn Victory Points (VPs).

The player with the most VPs at the end of the game wins!

**If you've played Castles
before and just want
to learn about how to
play with the Towers
expansion, read Setup
and Player Setup, then
skip to the Towers
section on page 13**

Contents



5x Player Swans



Master Builder token



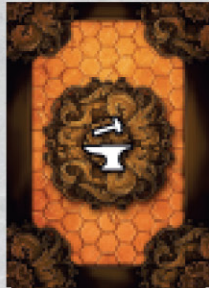
5x Player Foyers



30x 5000 coins



50x 1000 coins



27x Bonus Cards



55x Room Cards



Summer Lake Scoreboard



5x Player Aids



Linderhof Tower



Herrenchiemsee Tower



Bayreuth Tower



Hohenschwangau Tower



Neuschwanstein Tower



Nymphenburg Tower



Winter Garden Tower



Falkenstein Tower



11x Hallways



13x 100 Rooms



13x 150 Rooms



13x 200 Rooms



13x 250 Rooms



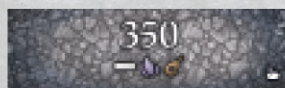
13x 300 Rooms



8x 325 Rooms



7x Stairs



10x 350 Rooms



10x 400 Rooms



10x 450 Rooms



10x 500 Rooms



10x 600 Rooms



24x King's Favors

Setup (Illustration shows 4 player setup)

1

Place the Summer Lake scoreboard on one end of the table. Depending on your table configuration, it might be easier to use the Winter Lake side (not shown).

2a 2b 2c 2d 2e

Place the 5 island trays in their designated insets.

3

Shuffle the Room cards, count out 11 per player, and place them in the Room card island tray. Put unused cards back in the box.

4a 4b 4c

Count out room tiles of each size, and place them face down in their respective spots on Large, 300, and Small room island trays, as shown in the chart at right.

	2	3	4	5
Large rooms & stairs (350 & Larger)	4	5	6	7
325 rooms	5	6	7	8
Small rooms & hallways (300 & Smaller)	5	7	9	11
Moats	6	7	9	10

5a 5b

If playing with the Towers expansion (required for 5 players, optional for all other player counts), place 1 plastic tower in each of the tower display insets.

6

Shuffle the Favors face down, then place them face up on their insets (1 per inset) and face down in the taller Favor tower on the Bonus/Favor Island tray:

2	3	4	5	
Insets (face up)	2	3	4	5
Tower (face down)	15	18	21	24

Place the rest of the Favors back into the box.

7

Shuffle the Bonus cards and place them in the Bonus/Favor Island tray.

8

Take a number of Room cards from the top of the Room card deck:

2	3	4	5
5	6	7	8

9

For each Room card, take the top room tile from the matching stack and place it face up below the scoreboard. The room tiles don't have to be placed directly under the monetary values at this time, as the first Master Builder will be pricing them at the beginning of the first turn.

10

Place the turned over cards face up in the Room card island tray discard pile.

11

Place the coins near the scoreboard where everyone can reach them.



If this is your first game of Castles of Mad King Ludwig, do not play with 5 players. 5 player games should only be played with experienced players.



Player Setup (Illustrations show 4 player setup)



1

Give each player a foyer, a matching swan player token, 3 Bonus cards, and 15000.



2

Choose 1 player to be the Master Builder and give them the Master Builder token.



Starting with the Master Builder, each player places their Player Swan on the scoretrack. The Master Builder places theirs on the 0, the player to their left places theirs on the 1, and so on.

3

4

In player order starting with the Master Builder, each player chooses 2 of their Bonus cards to keep and puts the other 1 on the bottom of the Bonus card deck.



5

The Master Builder then arranges the rooms below the prices at the bottom of the scoreboard based on the number of players as shown to the right. No additional room cards are drawn on the first turn.

15000	10000	8000	6000	4000	2000	1000
Room	Room	Room	Room	Room	Room	Room
Room	Room	Room	Room	Room	Room	Room
Room	Room	Room	Room	Room	Room	Room
Room	Room	Room	Room	Room	Room	Room

- 2** In a 2 player game, the 1000 and 2000 price spaces are not used.
- 3** In a 3 player game, the 1000 space is not used.
- 4** In a 4 player game, all spaces are used.
- 5** In a 5 player game, 2 rooms are placed on the 15000 space.

Each Round



The Master Builder draws Room cards equal to the number of empty spaces (if any) below the scoreboard and places a room tile of the sizes drawn below the scoreboard at whatever prices they choose. They may move all rooms (not just the new ones) to any price, but there may only be 1 room per price. Even if no new rooms were added, the Master Builder may move the rooms to any prices (again 1 room per price) they choose. If no rooms are available of the size indicated on the Room card, the Master Builder draws another Room card to replace it.

Each player, starting from the player to the left of the Master Builder, chooses 1 of the priced rooms or a hallway or stairs and pays the Master Builder (not the money supply) the value on the Scoreboard directly above that room (or 3000 for a hallway or stairs) to buy the room. If a player passes, they receive 5000 and the Master Builder receives nothing. When it comes to the Master Builder's turn, they pay the money supply for the Room tile they choose or pass and receive 5000 from the money supply. Rooms that were not bought from the scoreboard get a 1000 coin from the money supply placed on them (in addition to any money that might already be on them). The total amount of coins on a selected tile is kept by the player selecting the tile and may be used to purchase that tile. Purchased rooms are placed in the buyer's castle and scored immediately. Then the Master Builder token moves 1 player to the left.

Players' money is always public.

Rules for Placing Rooms

Room tiles must:

Connect at least 1 entrance from the new room to an entrance of a room already in your castle. You may align entrances to walls, as long as at least 1 entrance is connected to an entrance in the castle.

Be placed in any 90° orientation (round rooms have entrances along 90° edges).

Be set up so that your castle has at least 1 external entrance (not just an entrance that leads to an enclosed area, known as a courtyard).

Room tiles must not:

Overlap.

Be adjacent to the top (fenced) edge of an Outdoor room. See the **Outdoor Rooms** section on page 13 for more details.

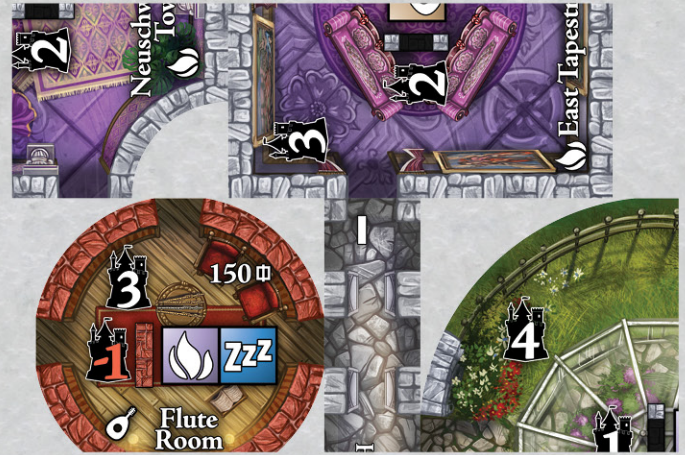
Connect directly between regular rooms and downstairs rooms or downstairs hallway entrances. Stairs must be placed between them in order for them to connect to each other.

Be purchased if they cannot be legally placed.



Round Rooms Touching or Not?

Round rooms have a short section that is flat along the top, bottom, left, and right edges of these tiles. If your rooms aren't precisely lined up, it can appear that some of these rooms are in contact with the edges of other rooms. This zoomed in view shows legally placed rooms, with the top edge of both circle rooms *not* touching the tiles above them. There is a small gap between the flat edge and where the circles start curving. Because of this gap, those empty areas also do not qualify as courtyards for the courtyards Favor, Bonus card, and Royal Decree. In addition, there is no penalty for the Living rooms that are very close to the Flute room but not actually touching.



Icons

In the center of most rooms is a number in a castle shape next to 1 or more icons representing different room types. There also may be a wall between the number and the icon:



Most room types provide VPs if entrances from the newly-added room are connected to entrances of rooms of specific types.



Activity rooms have an adjacency VP penalty if the walls or entrances of rooms of certain types are adjacent to the walls or entrances of Activity rooms. The red brick wall between the number and icons indicates there is a penalty for adjacency. See the **Activity Rooms** section on page 12 for more details.



Downstairs rooms provide VPs based on how many rooms of a specific type you have in your castle. See the **Downstairs Rooms** section on page 11 for more details.

Room Placement Scoring

1. Score the number of VPs in the castle shape in the upper left of the room.
2. Add (or subtract) any VPs based on the icons in the center of the room.
3. Check the rooms that are connected to the room you just placed and add any VPs based on the icons for those rooms, if the new room you placed qualifies.
4. Check for any adjacent Activity rooms to the room you just placed and subtract any VPs based on the icons for those Activity rooms, if the new room you placed qualifies.
5. Check for any Downstairs rooms (and moats) and add VPs for their “each of your” icon condition if it matches the type of room you just placed.
6. If you completed 1 or more rooms, apply the completion reward for those rooms.

Game End



The game is over immediately after the round in which the deck of Room cards has been depleted. If there are more empty spaces than Room cards on the last turn, the Master Builder draws the remaining cards, gets the rooms for those cards, then shuffles *all* the Room cards in that game's deck (including the ones they just drew) and draws as many as needed for any remaining empty spaces, ensuring that the last round will have a full set of rooms.

Game End Scoring

After the last round, players score the following (see the back of your player aid for this list after each game):

Depleted stacks	Each player receives 2 VPs for each room they have from each depleted stack of rooms, including hallways (hallways/downstairs hallways are considered a single stack) and stairs, even if a room from that stack remains below the scoreboard or placed on top of the Room card deck.
King's Favors	VPs for each of the Favor tiles are allocated to the players who qualify.
Bonus cards	Each player, in turn order (from the current holder of the Master Builder clockwise), shows their Bonus cards and receives VPs per each Bonus card criteria.
Tower Favors	Each player with a completed Tower room and Favor scores the Favor based on their position compared to other players. Only the owner of a Tower Favor receives VPs from that Favor.
Money	Each player receives 1 VP for every 10000 they have, rounded down. For example, if a player has 29000, they receive 2 VPs.

The player with the most VPs wins!

In case of a tie (uncommon, but it can happen), the tied player with the largest castle (total square feet, shown in the upper right of each room tile) wins.

If there is still a tie (which is incredibly unlikely at this point) the tied player with the largest castle who has the most money wins.

At this point, if there is still a tie (which, you'd probably agree, would be downright preposterous), the first of the tied players with the largest castle and the most money to grab the Master Builder token wins. Try not to get hurt in the process.

Room Types & Completing a Room



Each room type gives a different reward when it is completed. To complete a room, all of the entrances of that room must connect to entrances in other rooms. If you complete 2 or more rooms in a single turn, you may decide the order in which to take completion rewards. If a room entrance butts up against a wall, that room cannot be completed.



Food Rooms

The King must eat. And eat in luxury, if at all possible.



Completion Reward

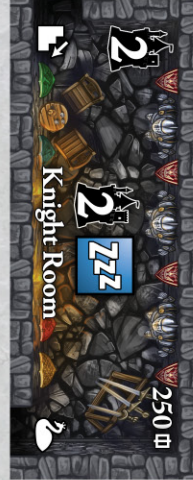
Take another turn immediately (either buy and place another room, hallway, stairs, moat, or take 5000). This extra turn happens before the next player in turn order takes their turn.



Downstairs Rooms

These are rooms which the King never really “invites” guests to view, but sometimes he might take them there anyway. In order to build a Downstairs room, you must first build stairs from any existing entrance that go “down” (indicated by the “darker” steps on one end of the stairs). You may place a Downstairs room or a downstairs hallway directly at the “dark” end of the stairs. All rooms placed next to a Downstairs room or downstairs hallway must also be a Downstairs room or downstairs hallway (or stairs going back up). You may place Downstairs rooms (including downstairs hallways) adjacent to main floor rooms/hallways, but you may not connect any entrances between them.

All Downstairs rooms have an “Each of your” icon in the center of them. When you place that Downstairs room, take the VPs for each of the rooms that are of the type indicated on the tile. For Downstairs room type bonuses, include the Downstairs room you just placed. This icon is active when future rooms of that type are placed as well, and the VPs for new rooms of that type should be scored at that time.



Completion Reward

For every 2 completed Downstairs rooms, the player gets their choice of any of the other 7 rewards. For the Living Room reward (re-score the completed room), the player re-scores the Downstairs room that was completed (if 2 or more Downstairs rooms were completed at once, they choose which of those to take the reward on).



Utility Rooms

His Majesty needs places to tinker, places to clean up, and places to take care of things we’d rather not mention here.



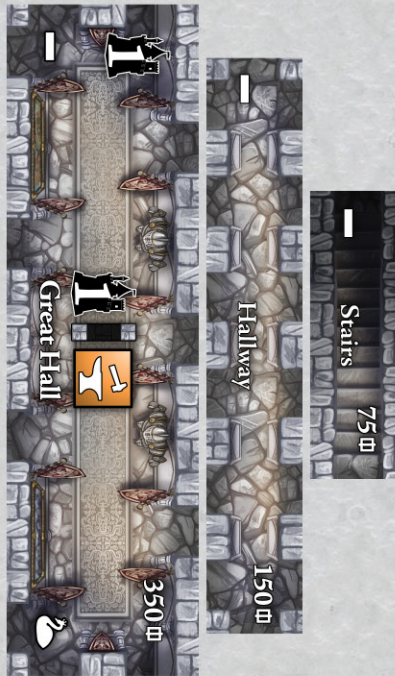
Completion Reward

Take 2 Bonus cards off the top of the deck, keep 1 and place the other face down on the bottom of the deck.

Corridor Rooms

Hallways (both regular and downstairs), stairs, your Foyer (and Barbican), and larger halls connect the King's castle. Halls and hallways have multiple entrances to allow a great deal of flexibility. Stairs provide a way down to the downstairs rooms. When placing stairs, place the lighter end against the entrance of the main floor room. Connect any downstairs room (or a downstairs hallway) to the darker end of the stairs. You may not place 2 stairs so that they connect to each other.

Hallways are double-sided: one side is a regular hallway (for upstairs) and the other is for downstairs hallways. Use the appropriate hallway in all cases. Downstairs and regular hallways may never have their entrances adjacent to each other, and both are Corridors (downstairs hallways are *not* Downstairs rooms).



Completion Reward

You may take either a hallway (regular or downstairs) or stairs and place it immediately, for no cost. This reward may only be taken once per turn. During an extra turn as result of a Food room reward, an additional Corridor completion reward may be taken if another Corridor is completed, even if 1 was taken during the player's original turn.

Living Rooms

Living rooms are where the King can relax and enjoy the simple pleasures of royalty, like opulent wall hangings and gold leaf-embossed furniture.



Completion Reward

Re-score VPs for the room (both the upper left VPs and VPs based on the center icons).

Activity Rooms

The King needs things to do, but the King also loves quiet when he's not in these rooms, so there are always "Adjacency penalties" for placing an Activity room next to certain room types. Adjacency means that a wall/entrance of another room (even Downstairs rooms) is touching *any* part of a wall of an Activity room, not just an entrance. If rooms are touching only at their corners, they are not considered Adjacent.



Completion Reward

Receive 5 VPs instantly.



Outdoor Rooms

The King's castle isn't just defined by the rooms in it, but also the grounds surrounding it. The King loves his views, and so Outdoor rooms may not have any rooms adjacent to the edge which has a wrought iron fence along it. No rooms may ever be placed so they are adjacent to this edge, and these rooms may not be placed if this edge is adjacent to any part of another room. Touching the top corners of the Outdoor room only is allowed.



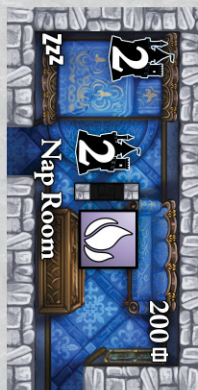
Completion Reward

Take 10000 from the supply.



Sleeping Rooms

Sleeping rooms are perfect for His Majesty to sleep, nap, relax, and dream what he will build next.



Completion Reward

Look through any stack of Room tiles of one size (except stairs or hallways) and place 0, 1, or 2 of those Room tiles face-down on the Room card deck. Shuffle the remaining Room tiles in that stack before returning it face-down to the table. Those selected Room tiles are drawn before Room cards at the beginning of the next round to fill in empty spaces below the Scoreboard, in order, with the last placed Room tile drawn first.

If a Sleeping room reward is claimed on the last round of a game, when there are no more Room cards in the deck, the player claiming the reward places the rooms they choose on top of the Room card discards; those rooms do not extend the game and will not be put into play, however, they may result in depleting a stack of rooms.

The King's Favors



The King's Favors are scored at the end of the game as follows:

1st Place: 8 VPs 2nd Place: 4 VPs 3rd Place: 2 VPs 4th Place: 1 VP

In order to score any VPs for a Favor, you must have at least 1 of the items on the Favor (for square feet and room Favors, you must have at least 1 room of that type). If 1 or more players tie for a place, the tied players get the VPs for that place plus the next one(s) divided by the number of tied players (rounded down).

For example, if both the Yellow and Red players tie for the most of a Favor, they each get 6 VPs (1st place is 8 VPs, 2nd place is 4 VPs, and those added together and divided by 2 equals 6), the Green player has the next highest and receives 2 VPs for 3rd place, and the Blue player doesn't have any of that Favor and receives 0 VPs.

During setup, it isn't necessary to remove Favors that are specific to an expansion if you aren't playing with that expansion. If 1 of those Favors appears on the main board or if a player gets 1 of those Favors, place it face down on the Favor discard stack and take a new Favor to replace it.

After you've played a few games with the King's Favors, you may determine prior to the game to exclude any that you don't wish to play with by removing them prior to the start of the game.

Refer to page 20 for a complete list of all of the King's Favors.

Bonus Cards



Players begin the game with 3 Bonus cards and must choose 2 to keep and 1 to return to the bottom of the stack (in player order, starting with the player to the left of the Master Builder).

Whenever a Utility room is completed, the player who completes it takes 2 Bonus cards, keeps 1 of them and returns the other face down to the bottom of the deck. Each player's cards are scored at the end of the game based on the criteria for the card.

It isn't necessary to remove Bonus cards that are specific to an expansion if you aren't playing with that expansion. If a player gets 1 of those cards, they simply place it on the bottom of the deck and draw a new Bonus card.

After you've played a few games with Bonus cards, you may determine prior to the game to exclude any that you don't wish to play with by removing them prior to the start of the game.

Refer to page 22 for a complete list of all Bonus cards.

Towers

Ludwig's castles are known for their towers that shoot up into the sky, so this expansion contains 8 tower rooms, each of 1 of the 8 different room types in Castles. During setup, shuffle the tower rooms face down and create a stack of 5 for 2 players, 6 for 3 players, 7 for 4 players, and 8 for 5 players.

Include the 5 325 Room cards during setup. When a 325 Room card appears, place the top tower room from the stack face up below the scoreboard as you would with any other room size.

When a tower room is completed, you get the regular room type completion reward associated with that room type, *and* you also get the tower room completion reward: take the top 3 Favors from the unused Favor stack, look through them, and place 1 face down on your tower room, returning the others to the discard pile (the unchosen Favors will not be used in the game).

After the Favor is on the tower room, place the plastic tower on top of it to protect it from your opponents and to show that you've completed a tower room. Each of the plastic towers are modeled after different castles that Ludwig either built or lived in during his life.

Tower Favors are scored at the end of the game; you score the Favor as it compares to all other players, just like you would the regular King's Favors, except that you are the only player to receive VPs.

Solo Game



Set up the game as for 3 players, but do not turn over any Room cards and don't place any Favors. Take 2 Bonus cards, 15000, and a foyer in the color of your choice. Place your player swan on the "0" space.

Each turn, flip over 3 Room cards and place the rooms in order (the cards choose the position, not you) on the 2000, 4000, and 6000 spots. These are your room choices for this turn. At the end of the turn, remove any *un-purchased* room tiles and place them in the box. If you take 5000 on a turn instead of placing a room, or if you build a hallway or stairs on a turn, you still remove the tiles from below the scoreboard.

Play the game as normal, with all money that you pay going to the money supply.

Scores: <60: Court Jester, 61-80: Servant to his Royal Majesty, 81-95: The Duke of Castle Building, 96-110: The Supreme Prince Regent of Palaces, >110: King of Grand Castle Construction.

Playtesters

Lots of people built the castles of their dreams in order to make *Castles of Mad King Ludwig* a reality, and I'm grateful to all of them, especially Nicola Ally, Carol Alspach, Dakota Alspach, Gage Alspach, Toni Alspach, Chris Bender, Isabella Bender, Richard Bethany, Dave Clunie, Tyler Cornell, Audrey Cueto, Eric Dalehite, Charlie Davis, Randy Farmer, Shelley Ganschow, Doug Garrett, Jennifer Geske, Ally Gold, Fil de Guzman, Brett Hardin, Reneé Harris, Lucas Hedgren, Mike Heller, Jeremy Higdon, Shoana Hunt, Braeden Jackson, Mark Jackson, Sergio Jaurez, Alanna Kelsey, Dan King, Chris Landon, Cynthia Landon, Shalise Landon, Larry Levy, Dean Lizardo, Nathan McKeehan, Jim McQuillan, Karen Miller, Michael Morrison, Ryan Moore, Nathan Morse, Jesse Mundis, John Palagyi, Aliza Panitz, Matt Ryan, Steve Samson, Lindsay Schlessner, Greg Schloesser, Barbara Shepard, Sir Shuffles-a-lot, James Nathan Spencer, Jim Stith, Max Stith, Nick Tannin, Monika von Tagen, Craig Vollmar, Sean Walsh, Stephanie Walsh, Candy Weber, Ray Wisneski, Karen Woodmansee, Christopher Yu, Ryan Yu.

About "Mad" King Ludwig

King Ludwig II assumed the throne of Bavaria in 1864, which was subjugated by Prussia just 2 years later. Instead of focusing on matters of state, Ludwig was fascinated with medieval castles and commissioned the building of 3 castles, the most famous being Neuschwanstein, a towering, fancy "fairy tale" castle which was the inspiration for the castles at Disney theme parks, and which also graces the cover of this game.

He spent his entire fortune (more than 30 million marks) on the construction of these castles, and like Ludwig himself, they were both quirky and magnificent. Many of the special rooms that were constructed for his castles are available for building in this game, including the amazing Venus Grotto, an underground cavern filled with water where Ludwig would be able to watch Wagner's operas unfold in an amazing environment. The Tower expansion rooms are all named after castles that Ludwig either built or lived in, and resemble those castles.

Eventually the Bavarian ministers removed Ludwig from power by having him declared insane, and in 1886, just one day after being deposed of the throne, Ludwig's body was found floating in a lake. The cause of his death is still disputed to this day, but the castles he built have been the great legacy of his, with tourists flocking to them each year. If you happen to be in the southern part of Germany, it's well worth your time to visit them.

About the Developer

Dale Yu has been involved with game development since 2001 and has developed many other awesome Bezier Games, Inc. games including *Suburbia*, *Maglev Metro*, *Subdivision*, and *The Palace of Mad King Ludwig*. Previous projects include being part of the development team for *Dominion* as well as refining the solo game for *Agricola*. Dale also was part of the design team for the 2014 Kinderspiel des Jahres finalist, *Flizz&Miez*. Since 2010, Dale has served as the editor-in-chief for OpinionatedGamers.com.

About the Artist

Agnieszka Dabrowiecka (also known as Anez) is a freelance artist who specializes in fantasy and historical themed art. In her free time she's also a 14th and 17th century reenactor and runs a Modern Belly Dance group named *Mantyhora*. These topics and hobbies have great influence in her art style and give her the most satisfaction. Last year she decided to end her graphic designer career and became a full time board game illustrator. She's also responsible for art to the Polish edition of *Castles of Mad King Ludwig* and was extremely happy to have an opportunity to work on illustrations for this project. Instagram [@anezerynlis](https://www.instagram.com/anezerynlis). Artstation www.artstation.com/anez.

About the Designer

Ted Alspach is the designer of many boardgames, including *One Night Ultimate Werewolf*, *Maglev Metro*, *Silver*, *Ultimate Werewolf*, *The Palace of Mad King Ludwig*, *Suburbia*, and the 2019 Spiel des Jahres finalist, *Werewords*.

King's Favors



Room Favors are based on the number of rooms of a specific type you have in your castle.



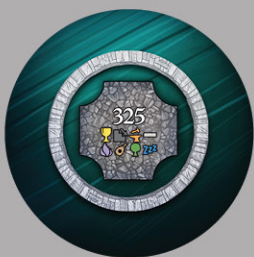
Size Favors are based on the total square feet of all the rooms of a specific type that you have in your castle. Add up the square feet (in the upper right corner) of each room of that room type.



The Small Rooms Favor is based on how many Small Rooms you have in your castle. Small Rooms range from 100 up to 300, not including the Foyer or hallways.



The Large Rooms Favor is based on how many Large Rooms you have in your castle. Large Rooms range from 350 up to 600 size rooms.



The Tower Rooms Favor is based on the number of Tower rooms (complete or incomplete) in your castle.



The External Entrances Favor is based on how many external entrances you have in your castle (not including Corridor rooms). An External Entrance is an entrance that leads to the outside edge of your Castle (and not an entrance that leads to enclosed areas).



The Completed Rooms Favor is based on how many Completed Rooms you have in your castle. A Completed Room is any room where all the entrances are connected to another room. If this Favor appears on any Favor space to the right of the Incomplete Rooms Favor, remove this Favor and draw another one in its place.



The Incomplete Rooms Favor is based on how many Incomplete Rooms you have in your castle. An Incomplete Room is any room where at least 1 of the entrances is not connected to another room. If this Favor appears on any Favor space to the right of the Completed Rooms Favor, remove this Favor and draw another one in its place.



The Square Rooms Favor is based on how many Square Rooms you have in your castle. Square Rooms are the 100 and 400 size rooms.



The Round Rooms Favor is based on how many Circular Rooms you have in your castle. Circular Rooms are the 150 and 500 size rooms.



The Money Favor is based on how much cash you have at the end of the game (including money that you use for getting 1 VP for every 10000).

Bonus Cards



Receive 8 VPs if you have at least 10 of the 11 different sized rooms in your castle. Having more than 1 of each size does not result in additional VPs. When playing without towers, you'll need all 10 room sizes.



Receive 7 VPs if you have all 8 different room types in your castle.



Receive 1 VP for each hallway or downstairs hallway you have in your castle.



Receive 2 VPs for each stairs you have in your castle.



Receive 1 VP for every 2 External Entrances you have in your castle (not including entrances of Corridor rooms). An External Entrance is an entrance that leads to the outside edge of your castle (and not an entrance that leads to enclosed areas).



Receive 1 VP for every 2 Completed Rooms you have in your castle. A Completed Room is any room where all the entrances are connected to another room.



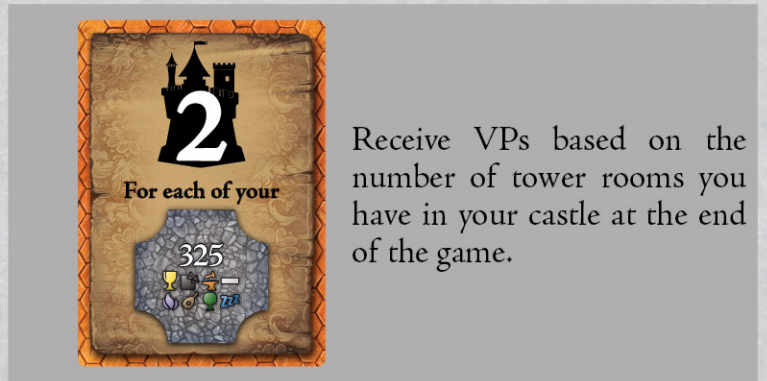
Receive 1 VP for each of your 100/400 (Square) rooms.



Receive 1 VP for each of your 150/500 (Round) rooms.



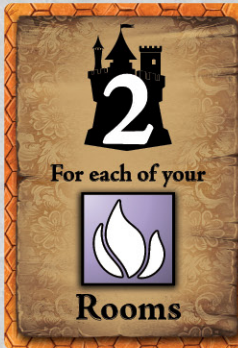
Receive 1 VP for every 5000 you have at the end of the game (this is in addition to the regular 1 VP for each 10000 you have at the end of the game).



Receive VPs based on the number of tower rooms you have in your castle at the end of the game.



Receive VPs based on the number of rooms you have in your castle of the type indicated at the end of the game.





Receive VPs based on the number of rooms you have in your castle that are the size indicated at the end of the game.



CEO: Ted Alspach **COO:** Toni Alspach

App Development: Andre Infante, Keith Kuberek, Jeremiah Maher, and Chris Strater

Licensing Management: Renée Harris

Marketing Management: Ally Gold

Social Media Management: Lindsay Schlessler

Graphic Design: Alanna Kelsey

Customer Support Management: Ryan Moore

Quality Assurance: Nathan McKeehan and Bryon Quick

Trade Show Management: Matt Ryan

Editor: Pepper Hanna

©2021 Bezier Games, Inc. Castles of Mad King Ludwig is a trademark of Bezier Games, Inc.
Bezier Games and its logo are registered trademarks of Bezier Games, Inc.

Warning: This product contains small parts that can be swallowed and may not be suitable for use by children under 36 months.

THIS PRODUCT IS NOT A TOY.

Made in Shenzhen, China.

Bezier Games, Inc., PO Box 730, Louisville, TN 37777. USA. info@beziergames.com