Castling Euphoria™ & Castling Gold Rush (2 games)

12-70+ 2-10 5-15 min

Cards:

Numbered Cards (60)	Color Change Cards (8)	Magic Color Cards (2)	Joker Cards (5)	Castle Cards (3)	Gold Cards (30)	Winner/Loser Cards (2)
						
1-15 each color	*changes color of top card*	*change (top card) to any color*	*pickup cards (2,3,or 5)*	*(pass) your turn to any player*	*To keep score of wins*	

About the Game:

Game is Simple and fast paced because you can drop multiple cards at the same time!

"Castling Euphoria™" is a card game where the objective is to discard all your cards before your opponent. Players' first card being dropped must match the Color or Number of the (top showing card) and then create sequences by going (up or down 1) in numbers, of the same color only, along with matching your numbers and then sequencing (up or down 1) of that color only, to make a bigger sequence!

Special cards like Color Changing Cards, Magic Color Cards, Jokers and Castling cards add exciting elements to the game.

Starting the Game:

1. Deal seven cards to each player. (clockwise)
2. Flip a card from the draw pile. (top showing card)
3. The player dealt first goes first.

* If at any point a player is unable to go on their turn, they must pick up one additional card and try to continue to discard, otherwise, it's the next player's turn.

Creating a Sequence:

- The first card you play: Must Match the Color or the Number of the (top showing card).
- Then make a sequence (up or down 1) (in numerical order only) of that same color, AND also a player can Connect a Matching Number(s) at the (beginning, middle, or end) and sequence that color only, to make bigger sequences!
- For all examples below , **Red 7** is (top showing card) Now you can either Match SAME *COLOR first as (top showing card **Red 7**)→**Red 2, 3, 4,** match same number **4, 5, 6, 6, 5, 4,** .. And so on… or you can Match SAME NUMBER first as (top showing card **Red 7**) **Yellow 7 6, 5** match same number **5, 6, 6, 5, 4, 4, 3, 2,** …etc
- Connecting your sequence with matching numbers allows you to expand your sequence in both directions!

- **Different Color cards in a Sequential order is Not Allowed: i.e. Red 7 is (top showing card) : you cannot drop 8, 9, 10, 11, 12 and so on (Not allowed) X (Sequence must be of the same color).**

Color Changing Cards:

These cards Can be Used Only At The Beginning of your sequence.

CC (Color Change) Card: Change the color of the (**top showing card Red 7**) and start your sequence. **Red 7→ CC blue 2, 3, 4, 4, 4, 5…**

MC (Magic Color) Card: Change the color of (**top showing card Red 7**) to ANY COLOR and start your sequence **Red 7→ MC 10, 11, 11, 10, 9, 9…**

Color changing cards Can be combined with each other (in any order) only at the beginning of your sequence **Red 7→CC, CC, MC, CC 12, 13**

After dropping any color-changing cards + number card, players cannot put another Color Change card on top of the Number Card and change the color again. I.e. (top showing card **Red 7**)→**CC 7, 8, CC 5, CC 2 no X**

Joker Rules:

Joker(s) makes the following player pick up cards listed on the jokers.
J Silver: (pickup 2) J Gold: (pickup 3) J Diamond: (pickup 5) cards

- Also: the player throwing the joker gets to announce a color to be thrown (red, blue, green, or yellow).
- After picking up All the cards, if the player finds a Joker, they can drop it and skip the announced color.
- Any Color changing cards and Castling cards can also change the “announced color.”
- Player must throw the announced color, unless they have a Joker, any color changing cards, or castling (pass your turn) cards.
- Jokers can be stacked by multiple players, and the following player picks up the sum of the Jokers i.e . JD (joker diamond) was thrown: the following player can throw another joker. Or castle (pass) their turn to anyone, or pickup cards listed on the joker(s).

Castling Cards:

You can use this card to pass your turn to anyone you choose and announce a color you want them to throw. If a joker was thrown at you, you can castle (pass your turn) to anyone and then they have to pickup the cards listed on the Joker(s). Castling card is a Singular card and cannot be combined with any other card.

Winning and Losing:

- When a player has ONE CARD REMAINING, they Must say "C."
- If they don't say “C” and get caught by another player (at any moment): They Pickup three cards..
- After discarding their final card(s), the player must say "C YOU LATER!".
- Winner then gets the "W" card to show everyone they are the winner!
- Winner (Also gets dealt first in the following game.)
- Remaining players Continue making their sequence to avoid being the loser and receiving the “L” card.
- The last player holding cards is deemed the loser and receives the "L" card.

Hints and Strategies: There are alot of different ways to make sequences. Each player will have their own style of playing. I.e which combinations to drop first. Or Discard the joker at the beginning or wait until the end, etc. Using some sort of strategy will increase a player's chance of winning. Be creative and make your own strategy!

First Flipped Card Rules: If it is a joker, the player going first can drop another joker, or castle (pass) their turn, or pick up cards listed on the joker and continue…
If the first flipped card is a Magic card or Castle card, you can start with any color sequence..

Golden Cards: Are used to keep track of Player(s) Wins!

Gold Rush:

(MOST POPULAR) The "Gold Rush (Castling)"
variation involves racing to collect Golden Cards to win.

Same rules *Game is Even faster than Normal Castling!

- Deal only 3 cards.
- After Dropping all your cards, say “C you later.”
- Immediately pick up 3 more cards and get a special Golden Card.
- The game continues to the following player.
- As players are completing their sequences (dropping all their cards) , they are immediately picking up three additional cards and receiving a Golden Card.
- The first player to get 3 Golden Cards is the Winner and gets the “W” card to show everyone they are the Winner!
- Remaining players continue making sequence to get Three Golden Cards and avoid being the loser and receiving the “L” card.
- Last player holding cards and not having Three Golden Cards is deemed the loser and receives the “L” card.

*Dealing 3 cards to each player and getting 3 golden cards to win is suggested play. You can also deal 5 cards or 7 cards (your choice) to each player and race to get 5 golden cards or 7 golden cards (your choice) to be the winner!