



# Caylus (2005)

2-5 Players

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Duration: play until Tower built or Bailiff reaches Tower scoring. 60 - 150 minutes.



## Board Setup

- Sort **Wood**, **Stone**, **Prestige** and **Residential** tiles by color, stack and place face-up by board. Randomly place 6 **pink** tiles  face-up on 1<sup>st</sup> 6 spaces of road. Sort **coins** – small worth \$1 [denier] & large worth \$5 [deniers].
- Place **Bailiff**  and **Provost**  on last neutral tile [pink] on the road

## Player Setup

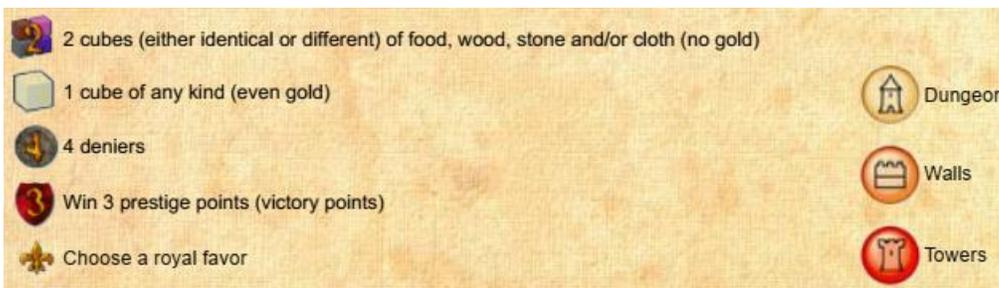
- Each player gets wooden pieces in chosen color. Put 1 marker  each by the turn order scale [right of castle], 1 on bridge, 1 on each fleur-de-lise. Put last marker on 0 space of score track [by castle].
- Mix and randomly place player markers on **turn order** scale. Players 1/2/3/4/5 take \$5/\$6/\$6/\$7/\$7 from supply. Players take **1 wood cube** & **2 food cubes** from supply [\$ and cubes remain visible]

## Count Phase – Scoring Castle Section

- In player order, count # of houses in the section being counted
  - Dungeon:** no house = -2 VP; 2+ houses = 1 royal favor
  - Walls:** no house = -3 VP; 2 houses = 1 royal favor; 3/4 = 2 royal favors; 5+ = 3 royal favors
  - Towers:** no house = -4 VP; 2/3 houses = 1 royal favor; 4/5 = 2 royal favors; 6+ = 3 royal favors
- After count, can only build in next castle section even if empty spaces remain on counted section

## Royal Favors

- Use the King's favor table to mark favors granted. The columns are available after the count of the prior section shown at top [1<sup>st</sup> 2 columns available from start, next section after count of Dungeon].
- When getting favor, choose a line, move right if possible and use effect landed on or any to left.
- If multiple favors earned in same phase, must move different lines [4 max favors].
- Take immediate benefit as shown on favor space:
  - Increase VP shown
  - Gain \$ shown
  - Gain resource cubes shown [column 4 – pay 1 cube for 2 cubes of choice, not gold]
  - Use Building directly, even if not on board. Provides cube discount when building buildings. [column 5 allows immediate building of Prestige building on an owned Residential building]



## End Game & Scoring

- Game ends after the **count** of the **Towers** section [triggered by Baliff or all spaces filled]
- +3 VP per gold cube
- +1 VP per 3 cubes [not gold]
- +1 VP per \$4 [deniers] remaining
- Most VP [Prestige Points] wins. Tie: no tiebreaker

**Game Play – each Turn is divided into 7 phases**

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**Phase 1 – Collect Income:** each player gets \$2, + \$1 per **Residential** building owned, + \$1 if they built the **Library**, + \$2 if they built the **Hotel**

**Phase 2 – Place Workers:** pass **or** place worker  [not on **blue** or **green** buildings]. Must go on empty space [except Stable, Inn & Castle]. To **pass** put marker from bridge on smallest # of **passing scale**. 1<sup>st</sup> player to pass gets \$1.

- *Special/neutral/basic building:* **pay smallest # on passing scale** [starting at \$1]. To put in Stable, put on smallest # available [each player can put 1 there]. To put on Inn, put on circle on the left 1<sup>st</sup> player can take both spots].
- *Another player's building:* **pay smallest # on passing scale**. Owner immediately gets 1 VP.
- *Your own building:* **pay \$1** [no VP given]
- *Castle:* **pay smallest # on passing scale**, place worker on smallest #. Each player can only place 1.

**Phase 3 – Activate Special Buildings:** After all players have passed, **activate in building order:**

- *The Gate:* place worker on any unoccupied space at 0 cost. If not moved, worker returns to player.
- *The Trading Post:* take \$3 and get worker back
- *The Merchant's Guild:* may move Provost 1-3 spaces forward or back [free], then get worker back
- *The Joust Field:* pay \$1 & 1 cloth cube  to gain 1 **royal favor** [1x only]
- *The Stables:* adjust turn order based on spots where workers are placed, get workers back.
- *The Inn:* the worker on the left slides right, worker on the right is returned to player [if present]. If worker was there prior turn and is not returned, can be removed. Having a worker on the right spot allows player to **only pay \$1 to place workers** regardless of # passed.

**Phase 4 – Provost's move:** in order of Phase 2 passing, players can **move Provost** 1-3 spaces forward or back, paying \$1 per space. Cannot go before the bridge [to special buildings] nor beyond last space.

**Phase 5 – Activate Buildings:** activate in order from 1<sup>st</sup> space after bridge to Provost space. Workers on buildings after Provost are returned. Using building effects is optional except for Production Buildings.

- *Production Buildings:* take cubes from stock. If another player activates a stone production building, owner takes choice of 1 cube also . If activated by owner, only get produced cubes.
- *Construction Buildings:* build building of type for worker [carpenter->**brown**, mason->**gray**, architect->**blue**]. Pay cubes shown & place on 1<sup>st</sup> unbuilt space, add house. Score VP on tile. **Prestige buildings** replace **Residential** buildings already owned by player. Gain royal favors granted.
- *The Lawyer:* change **pink** or owned craft building to **green**. Pay 1 cloth & \$1, get +2 VP. Craft buildings go back to stock, neutral [**pink**] buildings are discarded. Lawyer can't be transformed. If a worker is in the building, player pays, but action is delayed until the building has been activated.
- *Marketplace:* sell 1 cube back to supply for market price shown on building
- *Pedlars:* buy 1 or more cubes [not gold] from supply as allowed by building
- *Church:* pay \$2 for 3 VP **or** \$4 for 5 VP. Building Church gives +4 VP & a royal favor.
- *Taylor:* pay 1 cube for 2 VP **or** 3 cubes for 6 VP
- *Bank:* pay \$2 for 1 gold cube **or** \$5 for 2 gold cubes
- *Alchemist:* pay 2 cubes for 1 gold **or** 4 cubes for 2 gold

**Phase 6 – Build the Castle:** players on **Castle** spaces decide in **castle scale order** how many batches to pay [batch=3 cubes, 1 of which is food]. Build dungeon [+5 VP] then walls [+4 VP] then tower [+3 VP] per Bailiff position – if current section full, can start building next. Put a house on the section under construction for each batch paid. If player can't give a batch and there is space to build, -2 VP [except if Tower section full]. Player who paid most batches gets 1 Royal Favor [tie: first arrival]

**Phase 7 – End of Turn:** move **Bailiff** forward [away from castle]. If Provost is farther down road, Bailiff moves 2 spaces, else advances 1 space. Put Provost on space with Bailiff. If Bailiff reaches a count space **or** a castle section was completed, proceed to **count phase**. Then start new turn.