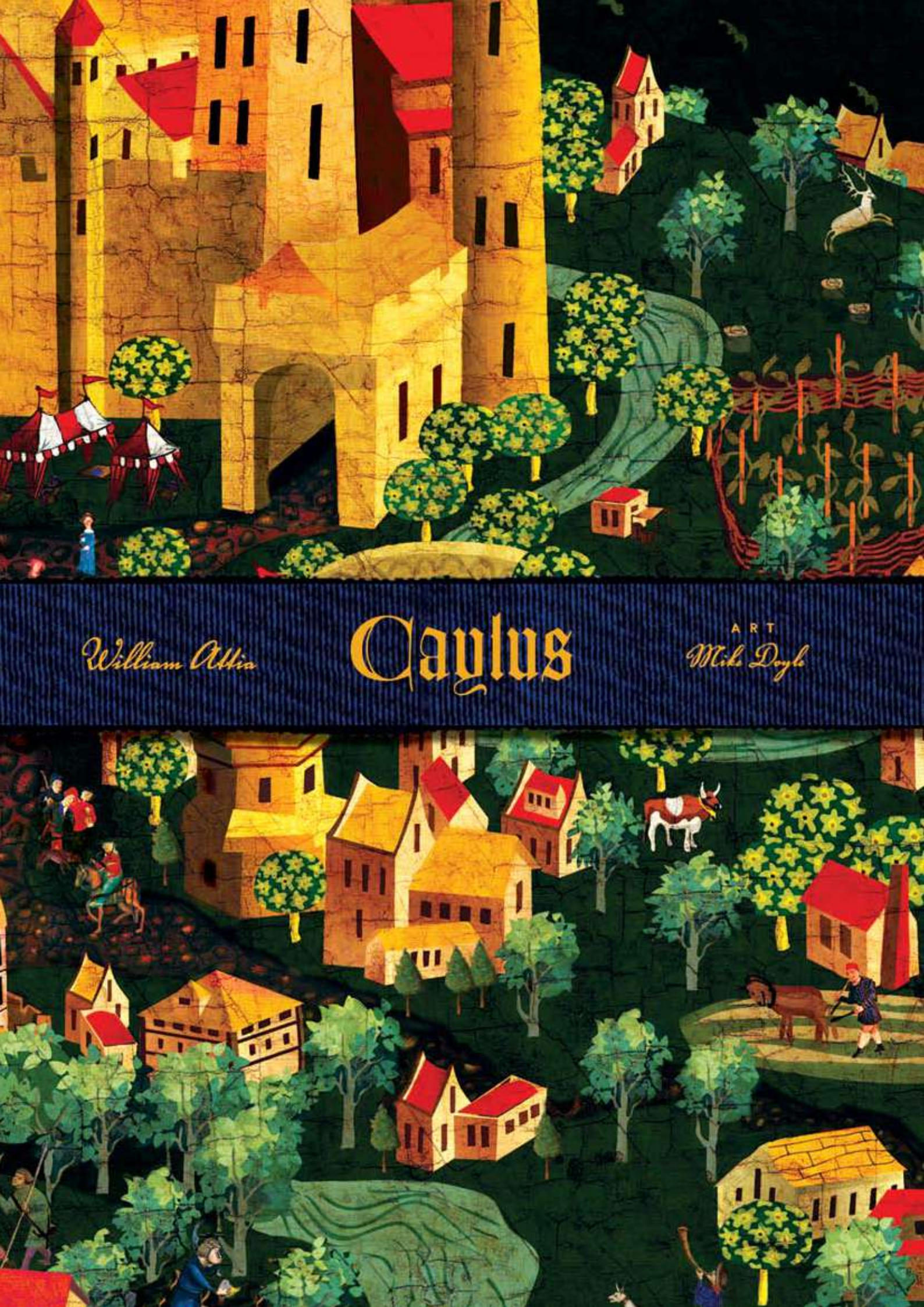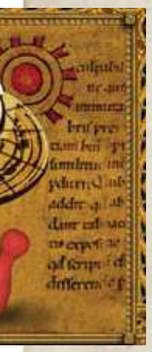

William Attia
Caylus
ART
Mike Doyle



## Contents

- 1 board
- 1 white 'bailiff' cylinder and 1 white 'provost' disc
- 30 one denier coins and 10 five deniers coins
- 30 'worker' cylinders (6 for each color: blue, red, green, orange and black)
- About 100 houses (about 20 for each color: blue, red, green, orange and black)
- 35 marker discs (7 for each color: blue, red, green, orange and black)
- About 140 resource cubes (about 30 pink, purple, Brown and gray cubes; about 20 yellow cubes)
- 40 building tiles (6 neutral tiles, 8 wooden tiles, 9 stone tiles, 8 residential tiles, 9 prestige tiles)
- this booklet

# Caylus

*A game by William Attia*

YSTARI GAMES — PREMIUM LIMITED EDITION

**1289. To strengthen the borders of the Kingdom of France, King Philip the Fair decided to have a new castle built. For the time being, Caylus is but a humble village, but soon, workers and craftsmen will be flocking by the cartload, attracted by the great prospects. Around the building site, a city is slowly rising up…**

## Goal of the Game

The players embody master builders. By building the King's castle and developing the city around it, they earn prestige points and gain the King's favor. When the castle is finished, the player who has earned the most prestige wins the game.



## Buildings

Special/Fixed (on board)



Neutral



Wood



Stone



Residential



Prestige



## Setup

*The same rules apply for 3, 4 or 5 player games. Adjustments for the 2 player game are explained at the end of this booklet.*

The board is placed at the center of the table.
The brown, gray and blue building tiles are sorted out by color, and placed face up on the side of the board.
The green tiles are piled up close by.
A player mixes the six pink tiles and puts them randomly on the first six spaces of the road (11).

Coins and resource cubes are sorted out and placed next to the board (this is going to be the stock).

Each player chooses a color and takes all the corresponding wooden pieces.
Each player puts one marker next to the turn order scale (2), another one on the bridge, close to the passing spaces (10), and places a marker on each of the four fleur-de-lises symbolizing the King's favor (3).
The last marker is placed on space 0 of the scoring track (1).

One of the players takes all the markers which have been placed next to the turn order scale (2) and puts them randomly on the numbered spaces to determine the order of play for the first turn.
The player whose marker is on space 1 takes 5 deniers from the stock.
The players whose markers are on spaces 2 and 3 both take 6 deniers.
The players whose markers are on spaces 4 and 5 both take 7 deniers.
Each player also takes 1 wood cube and 2 food cubes from the stock.
The players' deniers and cubes remain visible throughout the game.

The bailiff and provost pawns are placed on the last neutral tile of the road (see the diagram opposite).

## Examples



Randomly place Neutral (pink) buildings over spaces with placement icons on them



1 denier



5 deniers



Randomly place player markers on turn order scale



Place player markers next to coins (order does not matter)



Place player markers on the flour fleur-de-lises

## Resources






## Board Sections

1. Scoring Track
2. Turn Order
3. Favor Table
4. Castle Spaces
5. Scoring Details
6. Dungeon
7. Walls
8. Towers
9. Special Buildings
10. Passing Spaces
11. Neutral Buildings
12. Fixed Buildings
13. Scoring Triggers
14. End Bonuses

## Symbol Meanings

- 2 cubes (either identical or different) of food, wood, stone and/or cloth (no gold)
- 1 cube of any kind (even gold)
- 3 or 3 deniers
- Earn 1 prestige point (PP) – victory point
- Choose a royal favor

## Progress of the game

The game is divided into turns.
Each turn is divided into 7 phases.

**Phase 1** - Collecting Income
**Phase 2** - Placing Workers
**Phase 3** - Activating Special Buildings
**Phase 4** - Moving the Provost
**Phase 5** - Activation of the Buildings
**Phase 6** - Building of the Castle
**Phase 7** - End of the Turn

## Pawns



Provost Baliff Worker Marker

## Game Principles

Each player plays the part of a master builder and has a team of 6 workers, some resources and a little money (deniers).
The workers can be placed either in the city or in the castle:



## The City

At the beginning of the game, the city is nothing but a small village.
Apart from special buildings (an inn, a joust field, a stable, ...), there are only a few resource buildings (a farm, a sawmill, a quarry, …), a small marketplace and carpenters who can build wooden buildings.
However, players have to develop the economic activity along the road, because huge resources are needed to build the castle.
They must therefore install better production sources, and maybe find a mason who will help them build stone buildings, or even reach that remote gold mine…

But those things are very expensive, and the master builders will have to watch their purse carefully!
Indeed, every time a worker goes to work, his master must pay him.
Moreover, if his master sends him to work in another master's building, the latter will gain prestige.
To win the game, you must take advantage of the other players' resources without uselessly giving them an advantage.

Slowly but surely, the village is developing into a town.
Old production buildings are becoming obsolete, unless the lawyer transforms them into residential buildings, whose rent brings you additional income.
If an architect enters your service, you may embellish the city with some prestige buildings (a statue, or even a cathedral).
But of course, master builders do not lay down the law in town; they must abide by the orders of two royal agents: the bailiff and his assistant, the provost.

The provost is a powerful and zealous officer. According to his position along the road, he decides which buildings may be activated and, consequently, which workers will be able to work during this turn.
Fortunately, the provost is corruptible.
For a few deniers, it is easy to help him reach a specific building, or even have him go backward along the road to prevent another master's workers from working.

As for the bailiff, he's only interested in the castle building's progress.
He always moves forward along the road, forcing the masters to build faster…

## The Castle

The castle is composed of 3 sections: a dungeon, walls, and towers.
The bailiff's movement along the road determines the advance of work in the castle, and the shift from one section to the other.
By advancing quickly (and well!) in the building of the castle, the masters accumulate prestige.
If you are shrewd, you will also be able to gain the King's favor!

At the end of the game, each player adds up the prestige points they have earned since the beginning.
The master who has the largest number of points wins.
His future at the King's service will be glorious!



# PROGRESS OF THE GAME

1 *Collecting Income*

2 *Placing Workers*

3 *Activating Special Buildings*

4 *Moving the Provost*

5 *Activation of the Buildings*

6 *Building the Castle*

7 *End of Turn*

# Phase 1

## Collecting Income

Each player gets 2 deniers from the stock.
Furthermore, each player also gets:

- 1 denier per residential building (green background) they own,
- 1 denier if they have built the Library,
- 2 deniers if they have built the Hotel.

The income a player may get is not limited.

# Phase 2

## Placing Workers

Following the turn order, the players carry out an action. They may choose to:

A Pass,
B Put a worker on a special, neutral, or fixed building,
C Put a worker on one of another player's buildings,
D Put a worker on one of their own buildings,
E Put a worker in the castle.

Phase 2 lasts until all the players have passed.
Putting a worker on a prestige building (blue), on a residential building (green) or on an unbuilt space is forbidden.
Placing a worker on a space where there already is another worker is also forbidden, except in three cases (stables, inn, castle – see below).

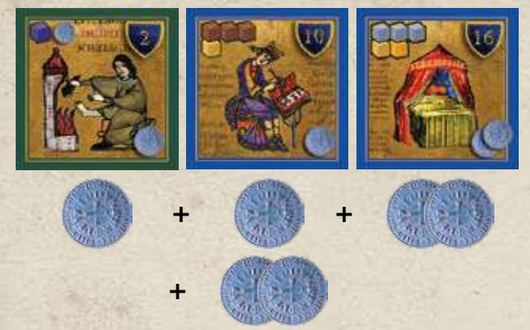
Passing is free, but placing a worker costs some deniers.

### 2A Passing

If a player wants to pass or must pass because of a lack of workers or money, they put their color marker (located on the bridge) on the first available space (that is, on the smallest unoccupied number) of the passing scale.
The first player who passes gets 1 denier from the stock immediately.

Once a player has passed, they cannot place any more workers this turn.

## Examples



A player has a Residence, a Library and a Hotel at the start of the turn. During the income phase (Phase 1), he will receive 4 deniers for his buildings plus 2 deniers for a total of 6.



Green decides to pass first and moves her marker to the first position on the bridge. For being the first to pass, she will get 1 denier. Now no more green workers may be placed this turn.



Example (continued) : Green and blue have both passed. If red wishes to place on a special, neutral or fixed building, he must now pay 3 deniers. (Exception: see Inn building function)

### 2B Placing of a worker on a special, neutral or fixed building

The player gives the stock a sum of money that is equal to the smallest unoccupied number on the passing scale (between 1 and 5 deniers according to the number of players who have already passed).
Then, the player places one of their workers on the space of a special, neutral or fixed building of their choice.

If the worker is placed in the stables, the player puts him on the smallest number available.
Up to 3 workers can be placed in the stables, but a given player can place only one.

If the worker is placed in the inn, the player puts him on the circle on the left.
As a consequence, this worker will possibly spend some time with another worker placed on the other circle on the right (one player may have two of their workers in the inn simultaneously).

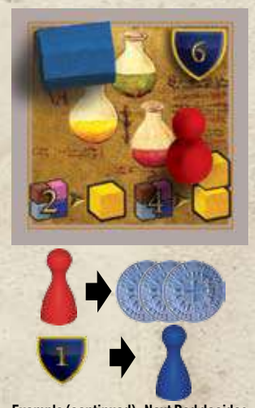
### 2C Placing a worker on one of another player's buildings

The player who places the worker gives the stock a sum of money that is equal to the smallest unoccupied number on the passing scale (between 1 and 5 deniers according to the number of players who have already passed).

Then, the player places one of their workers on the opponent's building of their choice.
The owner of the building immediately earns 1PP.

### 2D Placing a worker on one of your own buildings

The player pays 1 denier to the stock.
Then, the player places his worker.
Placing a worker in one of your own buildings does not yield a PP.



Example (continued) : Next Red decides to put a worker on the jeweler which is owned by Blue. Red must pay 3 denier since Blue and Green have passed. Additionally, Blue receives 1 PP.



Example (continued) : Next Red decides to put a worker on his farm, which costs him only one denier.

### 2E Placing a worker in the castle

The player gives the stock an amount of money that is equal to the smallest unoccupied number on the passing scale (between 1 and 5 deniers according to the number of players who have already passed).
Then, the player places the worker on the castle space with the smallest number available.

The castle may contain several workers, but each player can only place one.

# Phase 3

## Activating Special Buildings




Special buildings are activated in order.

### 3A The Gate



If a worker has been placed on this space, his master may place it on any unoccupied space at no cost.
Thus, the worker can be placed in another unoccupied special building, in the castle, the inn or in the stable (if the player does not already have a worker there) or in any other building.

If the player chooses to put his worker on another player's building, the latter immediately earns 1 PP.
If the player does not want to move his worker (or cannot do it), they just get their pawn back.

### 3B The Trading Post



The player takes 3 deniers from the stock and gets the worker back.

### 3C The Merchants' Guild



The player may choose to move the provost 1 to 3 spaces backward or forward along the road.
The player then gets the worker back.

### 3D The Joust Field

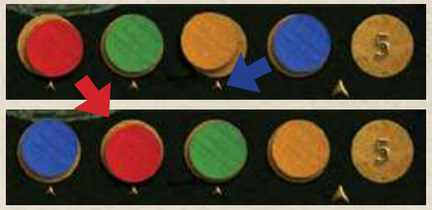


The player may choose to give the stock 1 denier and 1 cloth cube in order to get a royal favor (see below).
The player then gets the worker back.
You cannot pay 1 denier and 1 cloth several times to gain a favor more than once a turn.

### 3E The Stables



The turn order changes: if a player places a worker on circle 1, they become player number 1; the second circle grants you rank 2; the third circle grants rank 3.
The other players' positions are changed accordingly on the turn order scale.
Then, the players get their workers back from the stable.



Example (continued): During this turn, Blue has placed a worker on 1 in the stable. Red has placed one on number 2. The turn order, which was Red / Green / Orange / Blue, changes. Blue now comes first, and Red comes second. Green now slips to the third position, and Orange comes last. This will be the new turn order from now on.

### 3F The Inn

If a player has placed a worker during this turn, the worker is now moved to the circle on the right (the worker will remain there for the next turn).
The worker who previously occupied this circle is driven out and goes back to his master.

If a player put a worker on the inn in a previous turn and if the worker has not been driven out (that is, if nobody has played in the inn during this turn), they can either get the pawn back or leave it where it is for the next turn.
If the pawn is not removed, its owner will still be able to use the power granted by the inn in the next turn.

The player who occupies the circle on the right always pays 1 denier to place their workers, no matter how many players have passed (the player's opponents still gain 1 PP every time the former uses their buildings).



Example: During this turn, Red was on the right circle of the inn. It only costs him 1 denier to place a worker. During the worker placing phase, Blue placed a worker on the left circle. When the inn is activated, Red is driven out, and Blue takes his place. He will stay there until he is driven out or he chooses to take it back in a subsequent turn. Until then, he only pays 1 denier per worker he places.

# Phase 4

## The Provost's Move

### 4A The Gate

If a worker has been placed on this space, his master may place it on any unoccupied space at no cost.

Following the passing order of phase 2 (that is, the first player who passed speaks first), the players now have the opportunity to move the provost.
The provost's final position will determine which buildings will be activated.

Each player can move the provost 1 to 3 spaces forward or backward by paying 1 denier per space.
It is also possible to pass.

The provost cannot bemoved back to the bridge or the special buildings before the bridge, nor go beyond the last space of the road.
The provost can move to empty spaces.
The provost's move may raise discussions among the players, but agreeing to exchange something is forbidden.
Furthermore, a player does not have to keep their word when their time to move the provost has come.

When each player has spoken or passed once, move on to phase 5.



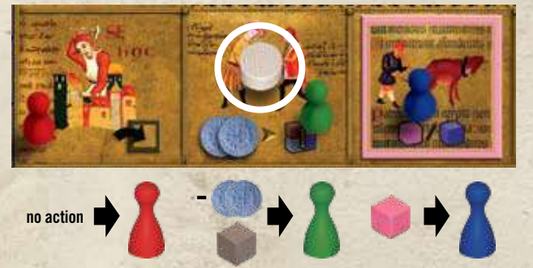

Example: During the turn, Blue passed first, followed by Orange, Red and Green. Following this passing order, the players now have the opportunity to move the provost. Blue passes. Orange wants to move the provost 2 spaces backward, and thus gives the stock 2 deniers. Red and Green's pawns cannot be activated anymore. Red pays 2 deniers to have the provost move 2 spaces forward, but Green decides to pay 1 to have the provost move back 1 space. Green's building will be activated, but not Red's. As a result, the provost has ended one space behind his starting position in this turn.

# Phase 5

## Activation of the Buildings

Buildings are activated in order (following the road) from the first space after the bridge up to and including the space the provost is now occupying.
The buildings beyond the provost's current location will not be used.
The players who have workers on these unused buildings get them back without a compensation (the PPs granted by these workers are not canceled).

A player doesn't have to apply the effect of a building, unless it is a production building.
Once a building has been activated, the player gets their worker back, and the next building is activated.




Example (continued): During phase 5, the blue player may get either a pink or purple cube. Here he choses a pink one. Then green will buy a gray cube for 2 denier. Red may not use his worker as his worker is past the final position of the provost.

### 5A. Production Buildings

These buildings allow the player who activates them to take cubes from the stock.
The cubes are placed before the player.

Furthermore, if a stone production building (gray background) is activated by anyone but its owner, the owner takes one resource cube (chosen among the resources produced by the building) from the stock.
If the building is activated by its owner, the owner takes the normal income granted by the building, but no additional cube.



Wood farm: produces 2 food cubes OR 1 cloth cube.



Stone farm: produces 2 food cubes AND 1 cloth cube. If it is activated by anyone but its owner, the owner takes either 1 food cube OR 1 cloth cube from the stock.

## 5B. Construction Buildings

These allow you to build new buildings on the board:



The carpenter allows players to build wood craft buildings only (tiles with a brown background).

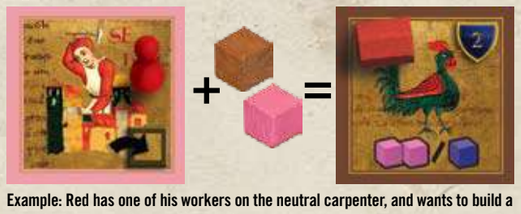


The mason allows players to build stone craft buildings only (tiles with a gray background).



The architect allows players to build prestige buildings only (tiles with a blue background).

It is only possible to build a building if it is still available in the stock.
To build a craft building, the player has to pay its price in cubes (the price is given in the top left-hand corner of the tile) with their own stock.
Then, the new building is placed on the first free (unbuilt) space on the road, and the owner puts one of his houses on the top left corner of the tile.
The player immediately scores the number of PPs for the construction of this building (the number of PPs is shown in the top right corner of the tile).



Example: Red has one of his workers on the neutral carpenter, and wants to build a wood farm. He pays 1 food cube and 1 wood cube – taken from his own reserve – to the stock, and places the farm on the first space available on the board. He puts a small house on the farm to show it is his property and immediately gains 2 PPs (as shown in the top right-hand corner of the tile).

Prestige buildings follow the same rules, but they can only be built on the sites of the residential buildings owned by a given player (see the lawyer below).
In such a case, the green building is discarded and replaced with the chosen prestige building.
The construction of some prestige buildings give some advantages to their owner:

- The statue, the theater, the university: the builder immediately gains 1 royal favor.
- The monument: the player who builds the monument immediately gains 2 royal favors (see below).

## 5C. The Lawyer



The lawyer allows the player to transform a neutral building (with a pink background) or one of their own craft buildings into a residential building (with a green background).

To transform a building, the player must give the stock 1 cloth cube and 1 denier.
Then, the player replaces the chosen building with a residential building and immediately gains 2 PP.
The player must put one of his houses on the tile of the residential building.

From now on, during phase 1, this building will yield 1 denier of additional income for its owner.
If the residential building is changed into a prestige building at some point, this additional income is lost.

Whenever a player's building is transformed, it goes back into the stock and can consequently be rebuilt.
Neutral buildings are permanently discarded.
The number of residential buildings available is theoretically limitless.
If you run short of them, you can put your houses on empty spaces instead.

The lawyer cannot transform a prestige building, a fixed building or a residential building.
Furthermore, the lawyer can never be transformed.
If there is a worker in the building the player wants to transform, the player pays immediately, but the lawyer's action will be delayed until the building has been activated.



Example: Green has placed one of his workers on the architect (since this building belongs to Blue, the latter gained 1 PP thanks to Green's worker), and wants to build the Statue. Green pays 1 gold cube and 2 stone cubes – taken from his own reserve – to the stock. He discards one of his residential buildings and replaces it with the Statue. He immediately gains 7 PPs and 1 royal favor.



Example: Blue has placed one of his workers on the lawyer (which building belongs to him; consequently Blue does not gain any PPs), and wants to build a residential building. He pays 1 cloth cube and 1 denier – taken from his own reserve – to the stock. He removes the neutral carpenter (he could also have chosen one of his own buildings) and transforms it into a residential building. He put a house on the tile and immediately gains 2 PPs. At each subsequent turn, he will earn an additional income of 1 denier.

## 5D. The Marketplaces



Marketplaces allow you to sell 1 cube to the stock and get deniers in return (the price depends on the market).
It is not possible to sell several cubes at once.

## 5E. The Peddlers



For a few deniers, peddlers allow you to buy 1 or several cubes from the stock.
They do not allow you to buy gold.

At the fixed peddler's shop, you cannot buy more than 1 cube.
The non-fixed peddler (the wood building) allows you to buy 1 or 2 cubes of your choice.

## 5F. The Church



The church allows you to exchange deniers for prestige points.
The player can either pay 2 deniers and get 3 points, or pay 4 deniers and get 5 points.

The player who builds this building gains 3 prestige points and a royal favor (see below) when he places it on the board.

## 5G. The Tailor



The tailor allows you to exchange cloth cubes for prestige points.
The player may either choose to pay 2 cubes and get 4 points, or to pay 3 cubes and get 6 points.

## 5H. The Bank



The bank allows you to exchange deniers for gold cubes.
The player can either pay 2 deniers and get 1 gold cube, or pay 5 deniers to get 2 gold cubes.

## 5I. The Alchemist



The alchemist allows you to exchange cubes for gold.
A player can either pay 2 cubes (cubes of any good may be used) and get 1 gold cube, or pay 4 cubes (cubes of any good may be used) and get 2 gold cubes.

# Phase 6

## Building of the Castle

This phase only concerns those players who have placed a worker in the castle.

The castle is divided into three sections:

- The Dungeon (composed of 6 parts) is built before the first scoring
- The Walls (composed of 10 parts) are built before the second scoring
- The Towers (composed of 14 parts) are built before the third and last scoring

The players must build the castle according to their order on the castle scale (beginning with space 1).
The player decides during their turn how many batches they will give the stock.
A batch must be composed of three different cubes, one of which must be a food cube.



The Dungeon The Walls The Towers

Each batch given by the player allows him to put a house in the section of the castle which is currently under construction (as we will see below, it is the bailiff's progress on the board which determines which section is under construction).
If there is no more room in this section, the player may start building the next section (nevertheless, if the players are building the Towers – which are the last section – it is possible that some of them will not be able to give batches).

Finally, the construction of a new section may begin before the previous one is finished (there are still free spaces left).
In this case, the spaces will remain unoccupied until the end of the game.

If a player has placed a worker in the castle but will not or cannot give a batch (for instance, if they do not have enough different cubes), they lose 2 PPs (it is not possible to go below 0 point, though).
This penalty does not apply if, during the building of the Towers, a player cannot give a batch because there is no room left (if the player owns at least a batch, they keep the cubes and their prestige is not affected).

The players gain prestige points whenever they help build the castle:

- For each batch they provide to build the Dungeon, the player gains 5 prestige points,
- For each batch they provide to build the Walls, the player gains 4 prestige points,
- For each batch they provide to build the Towers, the player gains 3 prestige points.

Finally, you determine which player has provided the most batches during this turn (in other words, which player has placed the most houses).
This player immediately gains 1 royal favor (see below).
If several players are tied, the one among them who arrived first in the castle gains the favor.

The players now get their workers back from the castle.



Example: During this turn, Red and Green have both placed one worker in the castle (where the Dungeon is being built). Red, whose pawn is on space 1, starts the construction. He gives the stock a batch (food+stone+wood) and puts one of his houses on one of the free spaces in the Dungeon. He gains 5 prestige points. Now, it is Green's turn to offer batches.



Example (continued): Green proposes 2 batches. He places 2 houses in the castle, but since there is only 1 space left in the Dungeon, Green puts one house in the Dungeon section, and one house in the Walls section. He gains 9 prestige points (5 points for the house in the Dungeon, and 4 points for the house in the Walls section).
For this turn, Green has built the most houses in the castle. He thus gains a royal favor. Had Green only spent one batch, he would have gained 5 prestige points, and Red – who was the first player to place a worker in the castle this turn – would have gained the royal favor.

# Phase 7

## End of the turn

The bailiff moves along the road.
He always moves forward (consequently, he moves away from the castle).
He may move onto empty spaces.
His movement is determined by the provost's current position:

- If the provost is located after the bailiff along the road (that is, farther away from the castle), the bailiff moves 2 spaces forward.
- If the provost is located before the bailiff along the road (that is, closer to the castle) or on the same space, the bailiff only advances by 1 space.



Example (left): The provost is a few spaces behind the bailiff on the road. The latter moves 1 space forward. Then the provost is placed on the bailiff's new space. The space which triggers the Dungeon scoring has not been reached yet, so the players will only proceed to score the Dungeon if its construction is finished (as in the previous example).

Example (right): The provost is one space farther than the bailiff on the road. The bailiff moves 2 spaces forward. Then the provost is placed on the same space. The space which triggers the Dungeon scoring has been reached. The players proceed to score the Dungeon (unless the scoring was made in a previous turn because the Dungeon was already full, in which case the players can move on to the next turn).

Once the bailiff has moved, place the provost on the space the bailiff has just reached.
Then, check if a scoring is necessary: if the bailiff, during his move, reached or went past a scoring space, or if a section of the castle has been completed during this turn, proceed to scoring (in any case, there will only be one scoring per section).

Then, a new turn begins.

## Scoring

According to the section (the Dungeon, the Walls or the Towers) you are scoring, each player, following the turn order, counts the number of castle parts they have built (that is, the number of houses they have placed in the given section) and refers to the corresponding score table.
If you are scoring a section while houses have already been placed in the next section because of the lack of room, the latter houses are not taken into account.

### Dungeon

No house ▶ -2 PP
2 houses or more ▶ 1 royal favor

### Walls

No house ▶ -3 PP
2 houses ▶ 1 royal favor
3 or 4 houses ▶ 2 royal favors
5 houses or more ▶ 3 royal favors

### Towers

No house ▶ -4 PP
2 or 3 houses ▶ 1 royal favors
4 or 5 houses ▶ 2 royal favors
6 houses or more ▶ 3 royal favors



Example: The Dungeon section must be scored. The turn order is Red, Blue, Orange, and finally Green. Each player refers to the Dungeon scoring table. Red put houses on 2 spaces and gains 1 favor. Blue built 3 parts and gains 1 favor too. Orange has not built anything yet, so they lose 2 PPs (You cannot have less than 0 PP). Finally, Green put 1 house in the Dungeon and gains nothing (the green house in the Walls section is not counted yet).

When the scoring is over, wherever the bailiff may be on the road, the player must now concentrate on the next section of the castle, even if there are some empty spaces left in the section that has just been scored.
If the section of the Towers has just been scored, the game is over (see below).




Table of Royal Favors

## Royal Favors

There are several ways to gain favors:

- By using the joust field,
- By building specific buildings (the Church, the Statue, …)
- By being the best builder in the castle sections,
- During the scoring of the Dungeon, the Walls or the Towers

The King's favor is represented with a four-lined table.
The lines are:

A Increase in prestige points,
B Gain in deniers,
C Gain in resource cubes,
D Exclusive use of some buildings.

Each line is divided into 5 columns with an increasing power (from the left to the right).
For each line, the first two columns are available from the start of the game.

Columns 3 and 4 are available after the scoring of the Dungeon section (even if players have already started building in the next section).
Column 5 is available after the scoring of the Walls section (even if players have already started building the next section).
Several players may be on the same space at the same time.

Whenever a player earns a favor, they must choose a line at once, and, if it is possible, advance their marker to the right.
Then, the player can use one of the effects provided on the chosen line, between level 1 and the level currently indicated by the marker.

The player can advance the marker to level 2 of a given line, and choose to use the effects of level 1.
It is not possible to advance your marker on a given line and use the effect of another line.
Once level 5 has been reached, the marker cannot go any further, but the player can still choose the line and take advantage of the effect of their choice.

If a player gains several favors during the same phase (for instance, during a scoring or when the monument is built), the favors must be used on different lines.
So, it is impossible to gain more than 4 favors in a phase.

### A Increase in prestige points

The player gains between 1 and 5 PPs,depending on the column the marker is in (it is useless to activate a lower column).



Example: Orange has just gained a favor during the Dungeon scoring. He chooses the first line (prestige points), on which he already advanced in a previous phase. However, since the Dungeon is being scored, Orange can't advance his marker. He leaves it on its space and gains 2 prestige points.

### B Gain in deniers

The player gains between 3 and 7 deniers, depending on the column the marker is in (it is useless to activate a lower column).

- Column 3 (mason): the player can build a stone building by paying 1 stone cube less.
- Column 4 (lawyer): the player can transform one of their buildings or a neutral building into a residential building by paying 1 denier less.
- Column 5 (architect): the player can build a prestige building on one of his residential buildings (normal cost).

### C Gain in resource cubes

- Column 1: the player gains 1 food cube
- Column 2: the player gains 1 wood cube or 1 stone cube
- Column 3: the player gains 1 cloth cube
- Column 4: the player exchanges 1 of his cubes for 2 cubes of their choice (no gold)
- Column 5: the player gains 1 gold cube

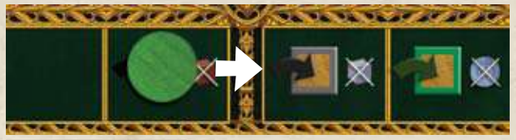


Example: The players are building the Towers. All the columns of the favor table are now available. Blue has just gained a favor by building the church. He chooses the third line (resource cubes). He moves from the second to the third space and chooses to take a food cube from the stock (his marker is on space 3, so he can choose between spaces 1, 2 and 3).

### D The exclusive use of some buildings

This line allows you to use the effect of some buildings directly.
To use the effect of a given building, it does not have to be on the board (for instance, you can use column 3 even if there is no mason on the board).
Buildings are constructed according to the rules of phase 5.

- Column 1: no effect.
- Column 2 (carpenter): the player can build a wood building by paying 1 wood cube less.
- Column 3 (mason): the player can build a stone building by paying 1 stone cube less.
- Column 4 (lawyer): the player can transform one of their buildings or a neutral building into a residential building by paying 1 denier less.
- Column 5 (architect): the player can build a prestige building on one of his residential buildings (normal cost).





Example: The players are building the Walls. Columns 3 and 4 are now available in the favor table. Green has just gained a favor thanks to the joust field. He chooses the fourth line. He moves from space 2 to space 3 and chooses to build a park. He pays 1 food cube (since he has a 1 stone cube discount), and places the park tile on thte first space available on the road. He puts a house on the tile and immediately gains 3 PPs.

## End of the Game

The game ends right after the scoring of the Towers section (that is, after the bailiff has reached the Towers scoring space or when the 14 parts of the Towers have been built).

The players add the following points to the points they have already gained during the game:

- 3 PPs per gold cube they have left,
- 1 PP per 3 cubes they have left (except gold),
- 1 PP per 4 deniers they have left.

The player with the most PPs wins the game.
In case of a tie for first place, all players who are tied win.

## Caylus for 2 Players

The rules are similar except that:

- Both players start the game with 5 deniers.
- The turn order changes at the beginning of each turn.
  A player plays first on one turn, and second on the next, and so on.
  Consequently, the stables are not used.
- When a player passes, the other must pay 3 deniers (instead of 2 in the normal rules) to play in a building they do not own.
  Playing in your own buildings still costs 1 denier.
  The inn keeps its power (the player whose pawn is placed on the right space pays 1 denier in every case).

## Simplified Favor

This is a version for beginners.
Royal favors are simplified, at the expense of some tactical richness!

Do not use the favor table.
When a player gains a favor (thanks to the joust field, by building the church, by making the best offer in the castle, during the castle sections scoring or by building prestige buildings), they score 3 prestige points.
Then you gain several favors at the same time, each favor is worth 3 points.

## Hints

Each game of Caylus can evolve very differently.
Depending on the players' choices (Which buildings should they build first? Will there be a lawyer? When will the mason arrive on the board?), the game will develop in different ways.
Some games will see huge resources, others will not.
Some games will see the construction of prestige buildings, others will not.
However, the players will have to take advantage of the tough situations they will face.
Here is some advice to help them make the most of their first games.

Resolution order: Beginners may inadvertently be unable to activate a building.
For instance, it takes a cloth cube and a denier to activate the joust field.
The denier may come from the trading post, since it comes before the joust field on the road.
However, the cloth cube must be in the player's reserve at the beginning of the turn.
Indeed, there is no cloth production before the joust field.
If a player has placed a worker on a farm or at a peddler's, hoping to use the cloth cube to activate the joust field, their plan will not succeed, since the cube will come too late!

Passing order: The later you pass, the more you will influence the provost's move (if you have deniers, of course).
The provost is extremely important to determine which workers will be activated and how fast the scorings will come.
A player who passes early and whose workers are too far on the road will probably be the victim of his opponents, who will not hesitate to club together to make the provost go backward!
On the other hand, a player who passes late can spend the deniers needed to activate all of his workers.

Placing workers in an opponent's building: It is often a clever move to place one's pawns in the others' buildings, even if they gain a PP.
Indeed, using their buildings may yield much more.

Special buildings: It is necessary to use special buildings cleverly if you want to win the game.
The gate allows you to temporize, and pass later to hide your intentions.
The trading post provides money at the best moment (that is, right before the provost moves).
The guild is the most economical way to move the provost.
The joust field allows you to take advantage of the King's favor without having to build the castle.
The first place in the stables allows you to ensure an important action for the next turn. The inn, especially in games with numerous players, allows you to save money or place more workers.

Royal favors: Royal favors are a good way to refine your strategy.
The four lines of the table are useful.
The usefulness of the prestige line is quite obvious, especially if the player concentrates on it.
The deniers line allows the player to easily make up their losses.
It also helps you get powerful effects if some buildings (the bank, the church) are built.
The resource line allows you to find the cube that will help you get the upper hand.
It also grants you access to gold cubes.
Finally, the building line allows a player whose strategy is based on the building of the castle to have an impact on the city at a lower cost.

The lawyer: You must choose carefully which building will be transformed by the lawyer.
A player can remove a neutral building which challenges one of their own buildings, or even remove the marketplace to deprive all the players of a source of income.

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