Caylus - Short rules

Setup

- Each player takes two food cubes and one wood cube from the stock.
- The order of play for the first turn is determined randomly. The first player takes 5 deniers from the stock. The second and third players both take 6 deniers. The fourth and fifth players both take 7 deniers.

Phase 1 - Collecting income



Each player gets 2 deniers from the stock

+ 1 denier for each residential building they own

+ 1 denier if they own the library

+ 2 deniers if they own the hotel

Phase 2 - Placing workers

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

- Place a worker on a free building (no Residence, no prestige building) or at the Castle by paying the cost :

  Cost: smallest number appearing on the passing scale (Bridge).
  Exception: 1 denier for placing a worker on one of your own buildings or if you occupy the Inn.
  Placing a worker on another's player building : this player earns 1 prestige point.

- Pass by placing their marker on the lowest available space of the Bridge.

  The first player who passes gets 1 denier from the stock immediately.



Phase 3 - Activating special buildings

Special buildings are activated in order, following the road from the Castle down to the Bridge:

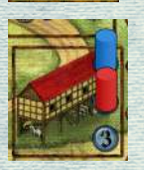
- Players get their workers back, and apply the effect of the special building.



Gate: the worker may now be placed on any unoccupied space of the board at no cost.



Merchants' guild: the player may choose to move the provost 1 to 3 spaces along the road.



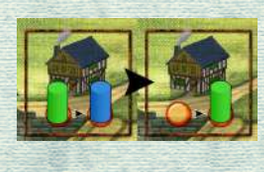
Stables: the turn order changes according to the stables scale.



Trading post: the player takes 3 deniers from the stock.



Joust field: the player may choose to give the stock 1 denier and 1 cloth cube in order to get a royal favor.



Inn: the worker is moved from the left space to the right space. As long as he stays there, its owner only pays 1 denier to place workers.

Phase 4 - The Provost's move

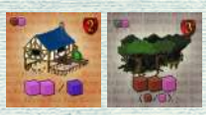
Following the passing order (from the right to the left of the Bridge):

- Each player can move the provost 1 to 3 spaces forward or backward by paying 1 denier per space. The provost cannot go backward onto the Bridge, but can move forward on the empty spaces of the road.

Phase 5 - Activation of the buildings

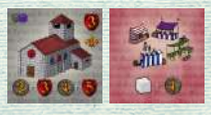
Following the road, from the bridge down to and including the space the provost is now occupying:

- Buildings with a worker on them are activated. The players take their workers back.
- Workers placed beyond the Provost's current location are useless. The players take their workers back.



Production buildings: the player takes the corresponding resource cubes from the stock

Stone buildings: one cube for the owner

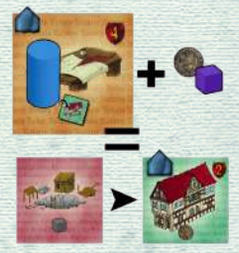


Trade buildings: the player gives one item to the stock to receive another item.

Carpenter: allows the player to pay for a wooden building (brown background), place it on the next empty space along the road and score prestige points accordingly.



Lawyer: allows the player to pay for a residential building (green background), which replaces a neutral building (pink background) or one of their buildings (except the lawyer); prestige points are scored accordingly.





Mason: allows the player to pay for a stone building (grey background), place it on the next empty space along the road and score prestige points accordingly.



Architect: allows the player to pay for a prestige building (blue background), place it on one of their residences, and score prestige points accordingly.

Phase 6 - Building of the castle



Following the order of the workers in the Castle:



- Players may spend batches in order to build the Castle.

  Batch: 3 different cubes, including one food.

- If a player has placed a worker in the castle but does not give a batch they lose 2 points.
- The player who has provided the most batches for this turn gains a royal favor (if several players are tied, the one among them who arrived first in the castle gains the favor).

Phase 7 - End of the turn



The bailiff moves along the road (away from the Castle):

- one space if the Provost is placed before him (or on the same space) on the road
- two spaces if the Provost is placed after him on the road

The Provost is placed on the space the Bailiff just reached.

Scoring a section of the castle is necessary:

- if this section was finished in phase 6 OR
- if the Bailiff reached or went past a scoring space

Scoring:

Each player, following the turn order, counts the number of houses they have placed in the given section of the Castle and obtains royal favors or penalties.



End of the Game

The game ends right after the scoring of the Towers section (third section of the Castle). In addition to the points scored during the game, players earn:



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

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