

# Caylus 1303

A game for 2-5 players by William Attia. Condensed rules by Eric Postpischil, <https://edp.org>.

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## Introduction

Gain prestige for building the city and the castle.

A banner at the top left of each building tile indicates its type:

- Yellow or green: Starting building (yellow) on one side or residence (green) on the other.
- Brown: Wood building.
- Grey: Stone building.
- Blue: Monument.

On the wood and stone buildings, the banner on the unbuilt side shows the resources needed to build the building. When built, it is flipped over, showing an empty banner.

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## Setup

Put the board, the resources (food, wood, stone, fabric, and gold), and the prestige points on the table.

Shuffle the 9 starting buildings (yellow banner). Then:

- Put 1 building starting side up on the first (leftmost) building space of the castle construction site.
- Put 8 buildings starting side up on the first 8 empty road spaces (farthest from the castle, with yellow banners).

Shuffle the 9 wood buildings (brown banner). Then:

- Put 1 building built side (nothing inside banner) up on the second building space of the castle construction site.
- Put 1 building built side up on the wood building space on the road (left of short bridge, with brown banner).
  - If the Stonemason (shows hammer and grey banner) is drawn, draw a different building to put on this space.
- Put the remaining 7 buildings unbuilt side (resources inside banner) up by the board.
  - These may be stacked or laid out, as space permits. Players may examine them.

Shuffle the 9 stone buildings (grey banner). Then:

- Put 1 building built side (nothing inside banner) up on the third building space of the castle construction site.
- Put 1 building built side up on the stone building space on the road (center of board, with grey banner).
- Put the remaining 7 buildings unbuilt side (resources inside banner) up by the board.

Put the 7 monuments (blue banner) face up by the board.

Put the provost (figure on horse) just before the wood building space (on the short bridge).

Put the round marker over the 1 on the round track (above castle construction site).

Give each player the 10 houses and 15 workers of one color. Each player:

- Puts 1 house under the guilds bridge (bottom of board).
- For a 2/3/4/5 player game, keeps 10/6/6/10 workers and puts 5/9/9/5 in the camp (tents by top left of board).

Give each player 2 wood, 1 food, and 1 stone.

Randomly give the first player tile to a player. (Play order is clockwise from the first player.)

Set up the characters:

- For character details, see rules pages 8-9.
  - For a first game: For 2 players, use Architect, Foreman, Bailiff, Day Laborer, and Chamberlain. For 3 or more, add Deliveryman. For 4 or more, add Journeyman. For 5, add Early Riser.
  - With experienced players, randomly draw 3 more than the number of players.
  - Return unused characters to the box.
  - In reverse player order, each player takes 1 character tile and puts it face-up in front of them.
  - Put the unchosen 3 characters face-up in the spaces at the top-right of the board.
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## General Rules

Houses and workers are limited in quantity, and you may not perform an action requiring a token you do not have.

### **Gaining a Favor**

When you gain a favor (denoted by a fleur-de-lis), either:

- take a character from another player or
- activate a building on the castle construction site, then, if a character remains on the board, take 1.
  - In rounds 1-3, you may only activate the first building. In 4-6, either of the first two. In 7-9, any building.

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## Play

Play 9 rounds, each with the phases below.

### Plan Workers

Clockwise from the first player, each player who has not yet passed does one of:

- Put 1 worker on a building on the road.
  - If 1 or more players has passed, you must also put 1 worker in the camp.
  - Workers may not be placed on a building with a prior worker or on a residence or monument.
  - All other buildings on the road are available, including the 4 printed on the board.
  - **If you put a worker on a building another player built (not yourself), that player gains 1 prestige point.**
- Put 1 worker on the next available worker space (1-5) at the castle construction site.
  - If 1 or more players has passed, you must also put 1 worker in the camp.
  - Each player may have only 1 worker at the castle construction site.
- Pass and move their house by the guilds bridge to the first (leftmost) open space on the bridge.
  - The first player to pass puts the first player tile in front of them.

Continue planning workers until all players have passed.

### Activate Workers

Activate each building and the guilds bridge, starting from the city gate (lower left) up to the provost (not beyond).

- After activating each building, move the worker on it to the camp.
- Buildings printed on the board are described below, in order. For starting, wood, and stone building information, see rules pages 6, 10, and 11, respectively.

Move all workers on buildings to the camp. (Buildings after the provost were not activated and may have workers.)

### Delivery to the Castle

Players deliver to the castle in left-to-right order of the workers at the castle.

Each player with a worker at the construction site may deliver as many bundles of 3 resources as they wish.

- Each bundle must contain 3 different resources, 1 of which must be food.
- Gain 5 prestige for each bundle.

The player who delivered the most bundles (and at least 1), with ties favoring earlier delivery, gains 1 favor.

Move all workers at the construction site to the camp.

### Stewardship

Flip each pending residence (yellow-banner starting building with a house on it) to become a residence (green).

In order from the guilds bridge toward the castle, each residence may be replaced with a monument.

- Pay the resources needed to build the monument (shown in its banner).
- Put the monument on top of the residence. (It is no longer a residence.)
- Gain the prestige shown on the monument. For the Theater, which shows a fleur-de-lis, also gain 1 favor.

With 2/3/4/5 players, each player takes 3/3/3/2 workers from the camp plus 1 worker for each residence they own.

Each player takes rewards shown on their monuments. (Garden: 2 workers. Granary: 1 food. Factory: 1 fabric.)

Put the provost just before the last constructed building.

- Exclude the setup stone building if construction has not yet reached it (there is an empty space before it).

Move the round marker 1 space.

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## Buildings Printed On the Board and the Guilds Bridge

Fairground: Spend 1 wood to gain 1 favor.

Lawyer: Spend 1 fabric to put 1 of your houses an empty house space above a starting building (yellow banner).

- (This building will become a residence during Stewardship.)

Carpenter: Build any wood building beside the board.

- Pay the resources needed to build the building (shown in its banner).
- Put the building on the next empty building space on the road, built side (empty banner) up.
  - You cannot build if there is no empty space.
- Put 1 of your houses in the house space above the building space. (This shows who built the building.)
- Gain the prestige points shown on the building.

Toll: Move the provost 0, 1, or 2 steps forward or backward.

Guilds bridge: Each player, in order of their houses on the bridge, may move the provost at a cost.

- Move the provost 0-3 steps forward or backward at a cost of sending 1 worker to the camp per step.
- Players are allowed and advised to discuss and negotiate, although no agreements are binding.
- Move each house out of its bridge space as each player takes their turn on the bridge.

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## End

Each player reveals their prestige points and gains 2 points per gold they have. Most prestige wins. Share ties.