

CAYLUS 1303

ONCE UPON A TIME...

1303. The war against England is over but Guyenne remains theirs. The castle of Caylus, located close to the border, must, therefore, be reinforced and modernized.
As a master builder, you will supply the construction site with materials, food, and the workforce. Construct buildings, recruit powerful characters, and manage as best as you can your workers to become the most prestigious builder of Caylus.



OBJECT OF THE GAME

Over a series of 9 rounds, players will gain Prestige Points by developing the city and assisting in the construction of the Castle of Caylus. The player with the most Prestige Points at the end of the game is declared the winner.

CONTENTS

- **1 Game board**

- **90 Resources**

20 (Food), 20 (Wood), 20 (Stone), 15 (Fabric), 15 (Gold)

- **34 Building tiles:**

9 double-sided starting Buildings:



Setup side *(yellow flag)*



Residence side *(green flag)*

18 double-sided Buildings:
(9 Wood Buildings, brown flag, and 9 Stone Buildings, gray flag)

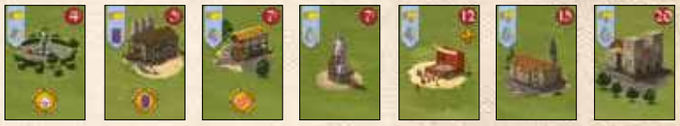


Setup side *(with no construction cost)*



Construction side *(with construction cost)*

7 Monuments
(blue flag)



- **12 Character tiles**



- **75 Workers** *(15 in each color: blue, red, green, yellow, black)*
- **50 Houses** *(10 in each color: blue, red, green, yellow, black)*
- **1 Provost**
- **1 Round Marker token**
- **1 First Player tile**
- **120 Prestige Point tokens** (PP)



- **1 Rulebook**

LIMITED QUANTITIES

Players' Houses and Workers are limited in quantity, i.e.:
- When a player no longer has Houses in their color, they cannot construct anymore;
- Any taken Worker beyond the 15th is lost.

Resources and Prestige Points are unlimited.

SETUP

Place the game board in the center of the table.

Shuffle the 9 starting Buildings, then randomly place:
- 1 Building, Setup side faceup, on the first space of the Construction Site (1);
- The remaining 8 Buildings, Setup side faceup, on the spaces on the Road (2).

Shuffle the 9 Wood Buildings, then randomly place:
- 1 Building, Setup side faceup, on the second space of the Construction Site (3);
- 1 Building, Setup side faceup, on the space on the Road (4);
- The remaining 7 Buildings, Construction side faceup, next to the board.

IMPORTANT: The Stonemason Building can never be placed on the Road at the beginning of the game (should this happen, draw another Building tile).

Shuffle the 9 Stone Buildings, then randomly place:
- 1 Building, Setup side faceup, on the third space of the Construction Site (5);
- 1 Building, Setup side faceup, on the space on the Road (6);
- The remaining 7 Buildings, Construction side faceup, next to the board.

Place the 7 Monuments next to the board.

Place the Provost just before the space on the Road (7).

Place the Round Marker token on space 1 (8).

Place the Resources and the Prestige Points (faceup) close to the board to form the supply (9).

Each player chooses a color. They take the corresponding Houses and place 1 of them under the Guilds Bridge (10). They also take Workers in their color. The number of Workers is based on the number of players:

- 10 Workers when 2 or 5 players
- 6 Workers when 3 or 4 players

The remaining Workers are placed on the Camp (11).

Choose a first player at random and give them the First Player tile. Shuffle the Character tiles and draw as many as there are players + 3 (return the remaining Characters to the game box as they will not be used again). Starting with the last player and continuing counterclockwise, each player chooses 1 Character tile that they place faceup in front of them. The remaining 3 Characters are placed on the board (12).

And last, each player takes 2 , 1 , and 1 .

Note: During the game, the players' Workers and Resources must be visible to all players. However, keep the Prestige Points you gain facedown.

RECOMMENDED SETUP (FOR A FIRST GAME)



Recommended Characters (for a first game)

2 Players:

THE ARCHITECT



THE FOREMAN



3 Players - Same as 2 players +:

THE DELIVERYMAN



4 Players - Same as 3 players +:

THE JOURNEYMAN



5 Players - Same as 4 players +:

THE EARLY RISER



THE BAILIFF



THE DAY LABORER



THE CHAMBERLAIN



For your first game of Caylus, we advise not playing with 5 players as the game is longer and less forgiving for new players.

PLAYING THE GAME

The game is played in 9 rounds. Each round is divided into four Phases:

1 - **Planning:** Players place their Workers.
2 - **Activation:** The placed Workers are activated.
3 - **Delivery:** Players contribute to the construction of the Castle.
4 - **Stewardship:** Players construct Monuments and gain new Workers.

PHASE 1 - PLANNING

Starting with the first player and going clockwise, each player, on their turn, performs one of the following three actions:

a) Place 1 Worker on a Building:
The player places 1 of their Workers on one of the Buildings on the Road (i.e.; the Buildings before the Guilds Bridge, those placed during the setup, and those that are constructed during the game).

⊘ It is prohibited to place a Worker:
- On a Building that is already occupied by another Worker;
- On a Monument;
- On a Residence;
- On the 3 Buildings placed on the Construction Site during the setup;
- On a space on the Road where no Building has yet been constructed.

When a Worker is placed on a Building constructed by another player, the latter immediately gains 1 Prestige Point. A player does not gain Prestige Points when they place a Worker on one of their own Buildings.

b) Placing 1 Worker on the Construction Site:
The player places 1 of their Workers on the first available space of the Construction Site, from left to right. The Construction Site can take several Workers, **but only 1 per player**.



c) Passing:
If a player wants to pass (or if they must pass because they have no more Workers to place), they place the House of their color on the first available space of the Guilds Bridge, from left to right. When a player passes their turn, the Phase is over for them and they can no longer place Workers.



The first player to pass their turn takes the First Player tile and places it in front of them (they will be the First Player in the next round). For the rest of the round, whenever another player places another Worker, they must return 1 additional Worker to the Camp.

This Phase ends when all the players have passed their turn.





Example: On their turn, Blue chooses to pass their turn. Therefore, they place their House on the first available space of the Guilds Bridge. As they are the first player to pass, they take the First Player tile. From now on, Black, Green, and Red will have to spend 1 additional Worker for each Worker they place. Black chooses to pass as well, Green places 1 Worker (then pays the additional cost by returning 1 Worker to the Camp), and Red also passes. Green is now the only one to play: they place 1 last Worker (and return 1 Worker to the Camp), then choose to pass. The order on the Guilds Bridge is: Blue, Black, Red, and Green.

PHASE 2 - ACTIVATION

Buildings are activated one after the other, going from the City Gate (on the lower left side corner) and following the Road **up to the Provost**. A player who has 1 Worker on an activated Building can apply its effect **once**. Then, they return that Worker to the Camp.
IMPORTANT: NEVER return a Worker that was placed on the board in front of you.

EFFECTS OF THE BUILDINGS

a) Fairground



The player spends 1 to immediately gain 1 Favor (see p. 6).

b) Lawyer



The player spends 1 and places 1 of their Houses above any Building on the Road provided that it has a yellow flag. That Building will be transformed into a Residence during the Stewardship Phase (Phase 4 of the game round).



c) Carpenter



The player chooses 1 Wood Building from the supply, spends the Resources depicted on the upper left side, then places this Building (Construction side faceup) on the first empty space on the Road. Then, they place 1 of their Houses above that Building to mark ownership and immediately gain the Prestige Points depicted on the upper right side of the tile. Note: It is not allowed to perform this action if there is no available space on the Road.



: When this symbol is depicted in the construction cost, the player can either spend 1 , 1 , 1 , or 1 .





Example: Red has 1 Worker on the Carpenter and wants to construct a Quarry. They spend 1 and 1 and place the tile on the first empty space on the Road. Then, they place 1 House above it to show the Quarry is theirs and immediately gain 2 Prestige Points.

MOVING THE PROVOST - d) and e)

The Provost moves along the Road, between Buildings and empty spaces. Each move is 1 step. The Provost is always placed on the Road, never on an empty space or a Building. The Provost cannot move backward beyond the Guilds Bridge.

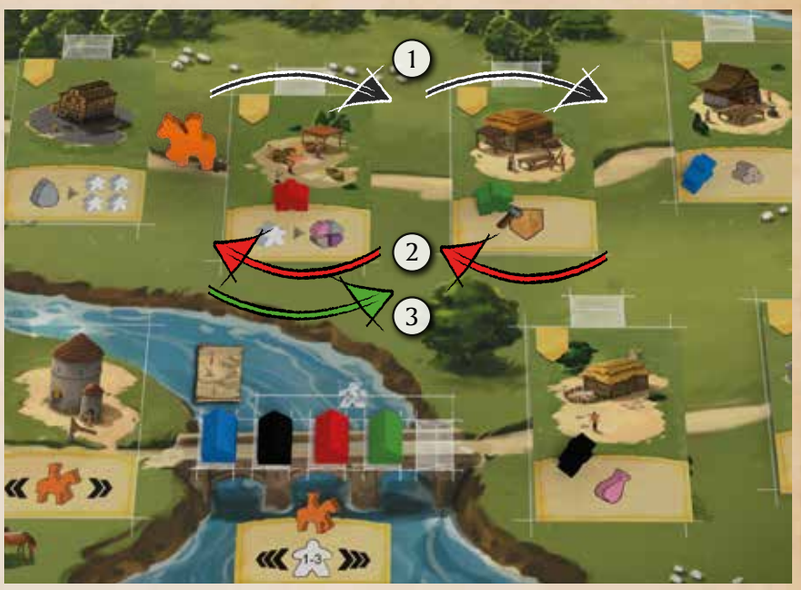
If he reaches the end of the Road, he can be moved to the spaces bearing this symbol:

d) Toll

The player moves the Provost by 0, 1, or 2 steps either forward or backward.

e) The Guilds Bridge

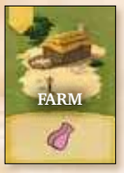
During the activation of the Guilds Bridge, players can move the Provost, each on their turn in the order depicted by the Houses on the Guilds Bridge. Each player **can** move the Provost from 1 to 3 steps, forward or backward, returning 1 Worker to the Camp per step. It is allowed, even advised, to discuss and negotiate. As nothing can be swapped, players may proceed as they wish regardless of their discussions or negotiations. However, the decision order remains that of the Houses on the Guilds Bridge.



Example: In this round, Blue was the first to pass their turn, followed by Black, Red, and Green. Each player, in that order, now has the opportunity to move the Provost. Blue chooses to spend nothing, Black chooses to return 2 Workers to the Camp to move the Provost 2 steps backward (1). This means that the Red and Green Workers will no longer be activated. Thus, Red returns 2 Workers to the Camp to move the Provost 2 steps forward (2). And last, Green returns 1 Worker to the Camp to move the Provost 1 step backward (3). Their Worker will be activated but not that of the Red.



f) Starting Buildings



Take 1 .



Take 1 .



Take 1 .



See **c)**.



Return 1 Worker to the Camp (in addition to the one on the Market) to take 1 Resource of your choice among , , , or .



Spend 1 Resource of your choice among , , , or to take 3 Workers from the Camp.



Spend 1 to take 4 Workers from the Camp.

g) Wood and Stone Buildings

The effects of these Buildings are explained pages 10 and 11.

h) Buildings placed after the Provost

These Buildings are not activated: Workers that are placed there are returned to the Camp.



Example: Red takes 1 , Yellow takes 2 . The red and green Workers placed after the Provost cannot activate their Buildings and are returned to the Camp.

PHASE 3 - DELIVERY AT THE CONSTRUCTION SITE



This Phase is only relevant to the players who have placed a Worker on the Construction Site. These players deliver at the Construction Site in the order of placement (from left to right). On their turn, the player decides of the number of bundles they will deliver. A bundle must be made of 3 different Resources, one of which must be . The player gains 5 Prestige Points per bundle delivered at the Construction Site.



Once all players have delivered their bundles, the player who delivered the most bundles during this round immediately gains 1 Favor (see below). In case of a tie, the tied player who first placed their Worker gains the Favor.



Example: Red and Green have each placed 1 Worker on the Construction Site. Red, placed on space 1, delivers a bundle (and gains 5 Prestige Points) while Green delivers 2 bundles (and gains 10 Prestige Points). In that round, Green is the player to have delivered the most bundles at the Construction Site and gains 1 Favor. Had Green chosen to deliver 1 bundle (and not 2), it is Red - who first placed themself at the Construction Site - that would have won the Favor.

FAVOR

When a player gains a Favor, they immediately must:

- Take a Character from another player;

OR

- Benefit from the effect of one the 3 Buildings placed on the Construction Site during the setup. Then, if there is at least 1 Character left on the board, they can take one and place it faceup in front of them.

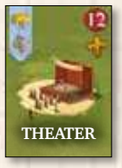
Important:
Rounds 1 through 3: a player can only activate the effect of the first Building. **Rounds 4 through 6**: a player chooses the effect of the first or second Building. **Rounds 7 through 9**: a player can make a choice between the 3 Buildings.

PHASE 4 - STEWARDSHIP

Players perform the following in the indicated order:

1) **Residences**: All the starting Buildings (yellow flag) above which there is a House are flipped to their Residence side (green flag).

2) **Monuments:** Starting from the Guilds Bridge and proceeding along the Road, each Residence (green flag) may be replaced by a Monument (blue flag). The owner of the Residence makes this choice, and if they choose to do so, they must pay the cost of the chosen Monument (depicted on the upper left side of the tile), and then place the tile on top of the Residence. They then gain the Prestige Points depicted on the tile. It is possible for a single player to replace more than one of their Residences with a Monument during the same round.



Note: The player who constructs the Theater immediately gains 1 Favor in addition to the 12 Prestige Points.

3) **Recruitment:** Each player takes 3 Workers from the Camp (2 Workers in a 5-player game) +:

- 1 Worker for each Residence they own;
- 2 Workers if they constructed the Garden, 1 if they constructed the Granary, 1 if they constructed the Factory.









4-player game example: Green takes 3 Workers, Black takes 5 Workers (2 Residences), Red takes 5 Workers (Garden), and Blue takes 3 Workers and 1 (Factory).

4) The Provost is then placed **just before** the last constructed Building (disregard the Stone Building placed on the Road at the very beginning of the game as long there are empty spaces left in front of it).

Examples:



1) At the end of the round, the Provost is placed between the Quarry and the Stonemason.



2) At the end of the round, the Provost is placed between the Sawmill and the Gold Mine.



3) At the end of the round, the Provost is placed between the Gold Mine and the Alchemist.

5) Move the Round Marker token 1 space forward and start a new round.

END OF GAME

The game ends at the end of the ninth round. Players reveal their Prestige Points. They add 2 Prestige Points per they still have. The player who has the most Prestige Points wins the game. Tied players share the victory.

CHARACTERS





At the beginning of the Planning Phase, before the First Player takes their turn, you may place 1 Worker. If you do, you must return 1 Worker to the Camp. After this placement, play the Planning Phase as detailed on page 4, starting with the First Player.

Note: If the First Player has the Early Riser, they can play twice in a row at the beginning of the Planning Phase (if they return 1 Worker to the Camp).

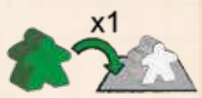




When at least one other player has passed their turn, you can keep placing Workers at no additional cost.

Note: The Night Worker does not cancel the additional cost of the Early Riser.





Once per round, you can place a Worker on a Building occupied by **another** player's Worker. The effect of your Worker is activated **after** that of the Worker already in place.





When you place a Worker on another player's Building, the latter does not gain any PP (even if they have the Steward).





Gain 2 PP when another player places a Worker on one of your Buildings.





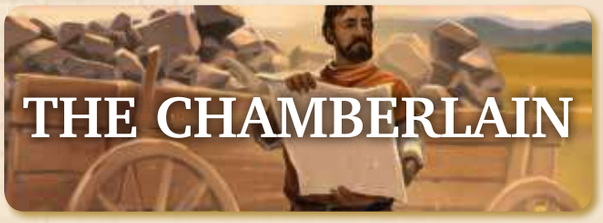
After all players have played stage **e)** of the Activation Phase (Guilds Bridge), you may move the Provost 1 step forward or backward at no cost.



Gain 1 additional PP when you construct a Wood Building, a Stone Building, or a Monument.



You can deliver bundles at the Construction Site without placing a Worker there, but you deliver last. If you already have 1 Worker at the Construction Site, you can provide a certain number of bundles, then add more with the Deliveryman (once the other players have made their decisions). The total number of bundles and the position of your Worker are taken into account for determining who gets the Favor.



You can deliver bundles at the Construction Site without any Resource constraint (for example: 3 , 2 and 1 , 2 and 1 , etc.).



Gain 1 additional PP per bundle that you deliver at the Construction Site.
Note: The Foreman's and the Goldsmith's bonuses are cumulative.



Once per round, if you deliver a bundle containing at least 1 at the Construction Site, you gain an additional 5 PP for that bundle.
Note: The Goldsmith's and the Foreman's bonuses are cumulative.



Take 1 additional Worker in Phase 4 (Recruitment).

WOOD BUILDINGS

(constructed by the Carpenter)



Construction side:
Take 3 Workers.



Setup side:
Take 2 Workers and gain 1 PP.



Take 1 Resource of your choice among: , , , or .

Identical Setup side



Construction side:
Immediately gain 1 Favor (see p. 6).



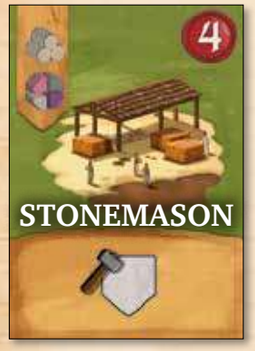
Setup side:
Gain 2 PP.





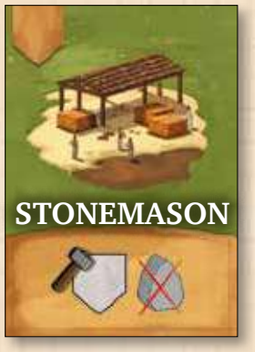
Spend 1 to gain 4 PP
OR
2 to gain 6 PP.

Identical Setup side

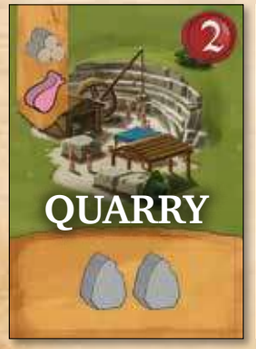


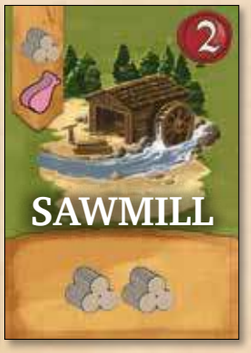
Construction side: Choose a **Stone** Building in the supply and spend the Resources depicted on the upper left side of the tile. Then, place that Building (Construction side faceup) on the first empty space on the Road. Place 1 of your Houses above that Building to mark ownership and gain the PP depicted on the upper right side of the tile.

Note: It is not allowed to perform this action if there is no available space on the Road.



Setup side:
Same effect as the one of the Construction side, but you do not pay the to construct (pay the other depicted Resource).









Construction side:
Take the depicted 2 Resources.



Setup side:
Take the depicted Resource and gain 1 PP.

STONE BUILDINGS

(constructed by the Stonemason)



Construction side: Take the depicted 3 Resources. Also, if this Building is activated by a player **other than** its owner, the latter takes the bonus depicted on the side.

Note: The PP gained during the placement of a Worker by another player is kept, whether the Building is activated or not. However, the bonus Resource is only available if the Building is activated, whether the player who placed the Worker took their resources or not.

Example: Red placed 1 Worker on the Farm. The owner (Blue) gained 1 PP. If the Building is activated, Red takes 2 and 1 , and Blue takes 1 . Had Blue come on and activated their own Farm, they would have only taken 2 and 1 .





Setup side:
Take the depicted 2 Resources.



Power of the Journeyman:
The owner of the production Buildings (i.e.; Quarry, Sawmill, Farm) only takes 1 bonus Resource even if 2 other players are on their Building. The owner does not take any bonus Resource if they are among the 2 players on their Building.



Take 1 .



Return 1 Worker to the Camp to take 1 ,
OR
3 Workers to take 2 .



Spend 1 , 1 , 1 , or 1 to take 1 ,
OR
2 Resources to take 2 .



Spend 1 , 1 , 1 , or 1 to take 5 Workers from the Camp.



Return 2 Workers to the Camp to gain 4 PP,
OR
4 Workers to gain 6 PP.



Spend 1 to gain 5 PP,
OR
2 to gain 9 PP.

PLAYERS' AID

SETUP

Each player starts with 2 , 1 , and 1 .

ADJUSTMENTS

Number of Players	2	3	4	5
Characters in play	5	6	7	8
Starting Workers	10	6	6	10
Recruitment (unmodified)	3	3	3	2

PLANNING

· Place 1 Worker on an unoccupied Building *(its owner gains 1 PP if it is not their Building)*.
· Place 1 Worker on the Construction Site
· Pass your turn. The first player to pass takes the First Player tile. Placing a Worker now costs 1 additional Worker.



The **Early Riser** returns 1 Worker to the Camp to place a Worker first.



The **Night Worker** pays no additional cost.



The **Journeyman** places a Worker on a Building occupied by another player.



If the **Thief** places a Worker on another player's Building, that player gains no PP.



The **Steward** gains 2 PP when a player places a Worker on one of their Buildings.

ACTIVATION

Activate Buildings up to the Provost.
Guilds Bridge: In the order they passed their turn, the players return Workers to the Camp to move the Provost.



The **Bailiff** moves the Provost (at the end of stage **e)** - Guilds Bridge).



The **Architect** gains +1 PP when constructing a Wood Building or a Stone Building.

DELIVERY AT THE CONSTRUCTION SITE

3 **different** Resources, one of which must be :





The **Deliveryman** delivers bundles at the Castle without placing any Worker.



The **Chamberlain** delivers bundles by spending any 3 Resources. (and does not have to include).



The **Foreman** gains +1 PP for each delivered bundle.



The **Goldsmith** gains +5 PP for delivering a bundle containing at least 1 (once per round).

STEWARDSHIP



Flip to the Residence side



Construct Monuments



Recruit





The **Day Laborer** recruits 1 extra Worker.



The **Architect** gains +1 PP for constructing a Monument.

FAVOR



- Either take a Character from another player;

OR

- Gain the effect of a Building on the Construction Site *(depending on the game round)*, and take 1 Character from the board *(if any)*.

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CUSTOMER SERVICE

This product has been manufactured with all possible care. However, if you encounter a difficulty with your game, please contact our Customer Service at https://fr.asmodee.com/fr/support and a solution will be provided in a timely manner.

Additional English editing: Paul Grogan - Gaming Rules!

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