

The Castles of Burgundy

SETUP

- Place 5 face-down Goods onto each lettered space in the top-left of the Game Board.
- Place the 12 Bonus Tiles on the right-hand side of the Game Board.
- Determine the Start player and give them the White Die and 1 Worker Tile.
- Each other player receives a number of Worker Tiles equal to their turn order.
- Each player chooses a colour and takes:

1 random Player Board

1 Start Castle - place on a Dark Green Castle space of your choice.

2 Dice

1 Silverling

1 Victory Point Tile

1 VP Disc - placed on the 0 of the VP track

1 Turn Order Disc - place in turn order (1st player on top) on the start of the Turn Order Track.

3 random Goods Tiles - placed in your Goods Storage Area.

Stack same type Goods Tiles on top of each other.

GAME PLAY

The game is played over 5 Phases (A through E), each consisting of 5 Rounds.

PHASE SETUP

- Remove all remaining 6-sided Tiles from the Game Board.
- Add new face-up 6-sided Tiles depending on the number of Players.
- Place 1 face-up Goods Tile on each of the 5 Round spaces.
- Place 1 Cloister (or a face-down Black 6 Sided Tile as a 'Cloister' substitute) next to the Game Board's centre.

ROUND GAME PLAY

- The Start player rolls the White Die and places the Goods Tiles for the current Round on the resulting numbered Depot.
- All Players roll their 2 Dice simultaneously.
- In turn order according to the Turn Track, each player takes 2 Actions; 1 per Die. They may also purchase 1 Black Tile from the Game Board's centre.

ACTIONS



Take 1 6-Sided Tile from a Depot according to the Die result, and place it in an empty Storage space on your Player Board.



Take 1 6-Sided Tile from your Storage Area and add it to your Estate. It must be placed on a matching coloured space corresponding to the Die result and adjacent to previously placed Tiles.

- If you complete a coloured Region, score :



1) VP depending on its size



2) VP depending on the Game Phase (A to E)

- The 1st player to cover all spaces of 1 colour in their Estate gains the corresponding Large Bonus Tile and scores VP according to the number of players.
- The 2nd player gains the corresponding Small Bonus Tile and scores VP according to the number of players.



Sell all Goods of 1 type matching the Die result and gain 1 Silverling. Gain a number of VP equal to the number of players for each Tile sold.



Discard any Die to gain 2 Worker Tiles. Each Worker Tile can be used to adjust a Die result by +1 or -1 (a 1 can become a 6 and vice versa).



Once per turn each player may pay 2 Silverlings to gain 1 Black tile of their choice from the centre of the Game Board.

PHASE END

At the end of 5 Rounds the Phase ends.

Each player gains 1 Silverling per Mine they have in their Estate.



GAME END

Final scoring takes place:

- 1 VP for each remaining Goods Tile you own.
- 1 VP per remaining Silverling.
- 1 VP per every 2 remaining Worker Tiles.
- Score any relevant Yellow Tiles.

The player with the most VP wins. Ties are broken by least empty Estate spaces.

CASTLES



Immediately perform any additional Action as if you had a Die on a side of your choice.

ANIMALS



After placing an Animal Tile, score VP equal to how many Animals of that type are in the Pasture (a green Animal Region).



Goats count as any Animal in a Pasture. They count as an additional Animal Type for Knowledge Tile scoring.

SHIPS



Collect all Goods from any 1 Depot on the Game Board and place them in your Goods Storage Area. You may only take Goods that you have space to store. Stack same Goods Tiles on top of each other.

Move 1 space to the right on the Turn Order Track. The player on top of a stack is further ahead.

BUILDINGS

You can't build more than 1 Building of each type in each Region in your Estate.



Sell any 1 Good type.



Take any 1 Building Tile from the Game Board (not from the centre).



Take any 1 Mine, Knowledge, or Castle Tile from the Game Board (not from the centre).



Take any 1 Ship or Animal Tile from the Game Board (not from the centre).



Gain 4 Worker Tiles.



Gain 2 Silverlings.



Add any Tile from your Storage Area to your Estate. It must be placed adjacent to another Tile.



Gain 4 VP.



Carry out an Action with the value of the White Die.



Functions as a Building of your choice when placed. And again for final scoring.



or

Can be placed into any Region to help complete it. Increase the size of the Region when scoring by 1 per Cloister. Can have multiple Cloisters per Region.

KNOWLEDGE



Additionally receive 1 Worker Tile per Mine at Phase End.



Receive 2 Silverlings instead of 1 when selling Goods.



Additionally receive 1 Worker Tile when selling Goods.



May take Goods from 2 neighbouring Depots with a Ship Action.



May buy Tiles from anywhere on the Game Board instead of just the centre.



Receive 1 VP more for each Animal Tile that scores when placing an Animal Tile.



May adjust a Die result by up to +/- 2 per Worker Tile.



May adjust all Die results used to place Buildings by +/- 1.



May adjust all Die results used to place Ships or Animals by +/- 1.



May adjust all Die results used to place Castle, Knowledge, or Mine Tiles by +/- 1.



May purchase 2 Worker Tiles for 1 Silverling at any time.



Receive 4 Worker Tiles instead of 2 when discarding a Die.



Additionally receive 1 Silverling when discarding a Die to receive 2 Worker Tiles.



May adjust any Die result used to take 6-sided Tiles from the Game Board by +/- 1.



May place any number of Buildings of the same type in a Region.



You always move to the top of a stack on the Turn Order Track.



Gain 3 VP at the end of the game for each type of Good you've Sold.



Gain 4 VP at the end of the game for each type of Animal in your Estate.



Gain 1 VP at the end of the game for each Good Tile you've sold.



Gain 2 VP at the end of the game for each Bonus Tile you've claimed (big or small).



Gain 4 VP at the end of the game for each corresponding Building Tile in your Estate.



Gain 4 VP at the end of the game for each Pleasure Garden in your Estate.