

Castles of Burgundy Special Edition Rules Summary (v4)

Setup (2-4 players):

- Place game board on table with appropriate side up
- Place coins and worker tokens next to the game board
- Place **Castles (burgundy)**, **Ships (blue)**, Mines (gray) tiles near game board
- Place remaining tiles in bags matching their back color
- Set shuffled stacks of 5 square goods tiles face down on the game board spots A, B, C, D, E. Set aside remaining tiles.
- Place rectangle bonus tiles on their game board spots with the larger on top of the smaller numbers of the same color
- Players choose a color and takes:
 - Dice of their color
 - Their victory marker placed at 0 on the game board track
 - Place turn order markers **randomly** on turn order track (top will be the first player, turn order going down)
 - A random duchy placed on their player board with overlay (players may use the same or different boards)
 - 3 random goods square tiles. Place them face up on their player board (bottom left). Stack like colors.
 - 1 reference help card
 - 1 **silver coin** (to top left of player board)
 - The 1st player gets 1 worker token. The 2nd player gets two worker tokens, The 3rd gets 3. The 4th gets 4.
 - 1 **castle hex tile**. Place on a **castle spot** on their player board

Game Play:

A game consists of 5 phases (A-E) with 5 rounds per phase.

At the beginning of each phase do these things:

1. [skip this for phase A] Remove all hex tiles from the game board into the box [don't remove square goods tiles]
2. Place a matching color hex tile face up on each hex space on the game board (skip those marked "4" in a 3 player game).
 - Note: on the 3-4 player side of the game board there is a red hex in the 6 depot labeled "**3BD**". A **castle tile** goes there each phase in a 4 player game. In a 3 player game a **castle tile** is placed except in phase B and D when you place a gray **MINE** tile there instead.
3. Replenish the space in the central black depot with random **black** backed hex tiles face up.
4. Take the 5 square goods tiles from the current phase. Place them on the 5 round tracking spaces on the game board.

Play each of the 5 rounds in a phase:

For each round turn order is based on turn order track (highest if a tie). All players roll their dice. First player also rolls the white die. Place the next available goods tile into the depot matching the white die. In turn order each player takes 1 action for each die. May use 1 or more workers to modify a die result +1 or -1 (may change a 6 to 1 on a die or vice versa). Place used die on player board. Do **1** of these 4 actions:

0. **Note:** Once per turn you may pay 2 coins to buy one tile from the black depot in the center of the game board. Place that hex tile on an empty **key space** on your player board.

1. **Take 2 Worker tokens:** choose one of the two dice and place it in the used die area, then take 2 worker tokens.
2. **Sell Goods:** sell all goods of the same number as the die used. Each goods sold gives victory points equal to the number of players (2, 3, or 4) PLUS gain 1 **silver coin** (only 1).
3. **Take a Hex Tile from the Game Board:** Take a hex tile from the depot matching the die number. Place it into an empty **key space** at the bottom right of your player board - NOT onto your duchy board. [may discard 1 if needed]
4. **Place a Hex Tile into your Duchy:** Place a hex tile from your **key spaces** into your duchy. It must match the tile type and be adjacent to at least one other hex tile. Also, two of the same **building** type may not be in the same **beige tile** area. If it completes the area for that color, gain victory points (indicated by the lowest number from empty round tracking squares) PLUS victory points based on the size of the filled area (1-8 hex tiles) indicated to the right of the round tracking squares. If every hex of that color is now filled, take the top bonus tile for that color (if available) and **immediately** gain victory points shown on the tile (points are shown in order for a 2, 3 or 4 player game).

Hex tile type summary:

- **Yellow (monastery):** The tile effect takes effect
- **Blue (ship):** Advance your turn marker by one space (if already occupied by another, place yours on top). Take all the goods from ANY depot. Place them into your goods storage (bottom left of player board). Stack tiles of similar color. Only 3 colors permitted (due to only 3 storage spots).
- **Burgundy (castle):** Immediately take 1 more action
- **Gray (mine):** At the end of each phase, gain 1 silver coin.
- **Green (livestock):** Immediately score 1 victory point for each livestock on the tile PLUS if there are green tiles in the same area (all adjacent green tiles) with the SAME type of livestock, gain 1 victory point for each of those livestock. *
- **Beige (building):** You may gain an immediate effect. **

At the end of each round (all players had their turn):

- Determine player order based on position on turn track

At the end of each phase (all 5 rounds completed):

- Players collect 1 **silver coin** per mine in their duchy.
 - With **yellow tile #2** in duchy gain 1 worker per mine.

End Game Scoring (after all 5 phases):

- 1 victory point for each unsold goods and each **silver coin**
- 1 victory point for every 2 worker tokens
- Some **yellow** tiles give end game victory points

Notes:

- ***Geese** can be counted as any livestock type when placed. Later, they will match any livestock placed in their area. Finally they count as a different livestock type for yellow tiles #7 and #24.
- **The **Crane** building tile can be used as any building type when placed, any building type at game's end (need not be the same) and a Crane building type during game play (won't duplicate another building). Can be 3 types.