The Castles of Burgundy

Special Edition



Rulebook

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Components

For the base game:

164 hex tiles:

1. 7x 8 buildings (40 beige, 16 black)
2. 7x 4 livestock (20 green, 8 black)
3. 12 mines (10 gray, 2 black)
4. 26 ships (20 blue, 6 black)
5. 26 monasteries (20 yellow, 6 black)
6. 16 castles (14 burgundy, 2 black)



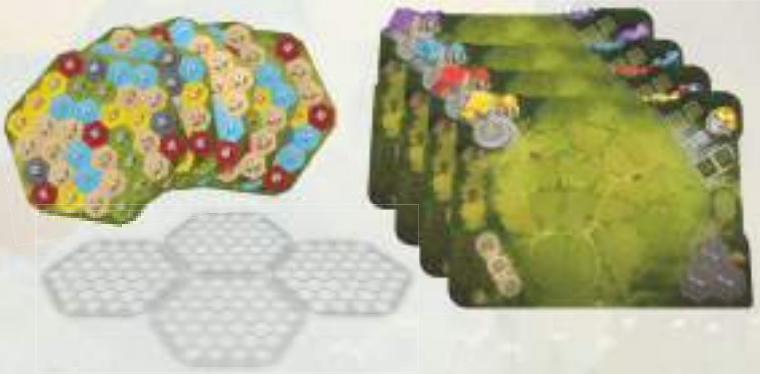


1 rulebook

4 help sheets



1 game board (double-sided)



- 20 double-sided duchy boards (5 boards in 4 copies, #1-10)
- 4 player boards
- 4 player board overlays



26 worker tokens



42 trade goods tiles (square, 7 per color)



12 bonus tiles (2 in 6 colors)



24 silver coins



4 cloth bags



4 turn order markers (1 in each of the 4 players colors)



9 dice (2 each in the 4 player colors, plus 1 white)



4 victory point tiles (100/200 points in each of the 4 player colors)



4 victory point markers (1 in each of the 4 player colors)



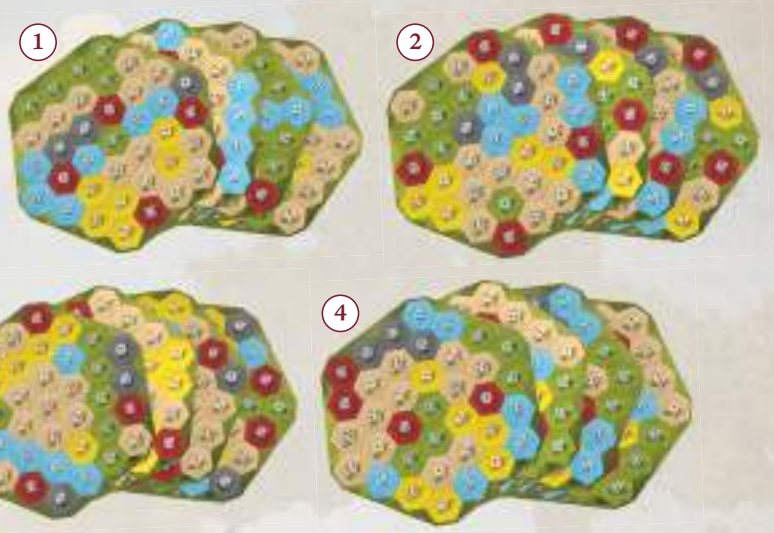
4 plastic bases for victory point markers

Worker tokens and silver coins are not intentionally limited. If you run out of these, feel free to use substitutes.

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For the expansions:

1. 16 double-sided duchy boards
   (4 boards in 4 copies, #11-18) (1st Expansion)
2. 4 double-sided duchy boards
   (1 board in 4 copies, #19-20):
   "Championship German Board (2013)",
   "Championship German Board (2016)"
   (3rd and 7th Expansion)
3. 16 double-sided duchy boards
   (4 boards in 4 copies, #23-30):
   "The Border Posts" (4th Expansion)
4. 4 double-sided duchy boards
   (1 board in 4 copies, #21-22)
   (Special Edition)





1 double-sided duchy board :
"The Solo Game" (#33-34)
(10th Expansion)



4 double-sided boards:
"The Team Game" (#31a, 31b, 32a, 32b)
(9th Expansion)



12 additional tiles:
"The Trade Routes"
(8th Expansion)



4 additional hex tiles
(2nd Expansion)



9 additional hex tiles:
"The White Castles"
(5th Expansion)



5 additional hex tiles:
"The Inns"
(6th Expansion)



18 shield tiles
("Shield Expansion")



2 border post
bonus tiles

"Châteauma" components are listed on page 22 of this rulebook.

For the "Vineyards Expansion":



1 vineyard store



51 double hex tiles



4 vineyard boards



1 vineyard depot



24 vine bonus tiles
(6 types)



1 cloth bag

For the Special Edition
(not included in the Classic pledge):



16 castle miniatures



4 victory point miniatures

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Introduction

It is the 15th Century in Burgundy, Central France. As an influential duke, it is your goal to lead your estates to prosperity through strategic expansion and trade.

Roll your dice to reveal your options and find a strategy that will lead you to victory. Whether trading or farming, building or research, many different paths lead to prosperity and prestige.

There are many ways to gain victory points in this building game. Choose your strategy wisely! Thanks to the variety of duchies, "The Castles of Burgundy" offers endless variation and remains challenging even for experienced players.

The winner is the player with the most victory points at the end of the game.

INTRODUCTION

Players take on the role of 15th century dukes of Burgundy.

Over the course of 5 phases, players score victory points through trading, farming, building, or scientific research.

The player with the most victory points at the end of the game is the winner.

Game Setup

(Before playing for the first time, carefully remove all tiles from the punchboards.)

Lay the game board in the middle of the play area. The 3 and 4-player side shows:

A. Central black depot
B. Turn order track
C. Victory point track (0-100)
D. 5 round spaces
E. 5 phase spaces
F. Victory point table
G. 6 bonus tile spaces
H. 6 numbered depots (1-6), each with four colored hex tile spaces and 1 large space for goods tiles
I. Inn space (used in "The Inns" expansion)
J. Border post bonus tile slot (used in "The Border Posts" expansion)

The back side shows the game board for the 2-player game (marked with 2).
The only difference is the number of hex tiles per depot, including the black depot.

See page 10 for more details.



If you are reading this manual for the first time, we recommend ignoring the text in the margin of each page. That text serves as a quick rules reference after taking a longer break from the game.

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Place the 24 silver coins, 26 worker tokens, the white die, and 164 hex tiles face-down next to the game board.

Place 5 stacks of 5 goods tiles face-down on spaces A-E.

Place 2 stacks of 6 bonus tiles onto the corresponding spaces on the game board.

Each player receives:

- 1 player board
- 1 duchy board
- 1 starting castle
- 3 random goods tiles
- 1 help sheet
- 2 dice of their chosen color
- 1 victory point marker
- 1 turn order marker
- 1 victory point tile
- 1 silver coin

Determine the starting player and distribute 1 to 4 workers in clockwise order.

Place the turn order markers on the turn order track.

The starting player receives the white die.

1. Place the game board on the appropriate side. The side for 2 players is marked with 2.
2. Place the 24 silver coins and 26 worker tokens as well as the white die next to the game board.
3. Divide the 164 hex tiles by the color of their back. Then place the livestock (green), buildings (beige), monasteries (yellow), and black depot (black) hex tiles into their corresponding cloth bags.
4. Place the castles (burgundy), ships (blue), and mine (gray) hex tiles in face-up piles next to the game board.

Note: All the divided hex tiles create a supply.

5. Shuffle the 42 trade goods tiles (square tiles) face down. Then divide 25 of them into 5 face-down stacks of 5 tiles. Place one stack on each of the 5 phase spaces lettered A through E on the game board. Set aside the remaining 17 tiles in a face-down pile.
6. Place the 12 bonus tiles on their corresponding spaces on the game board. On each space, stack 2 tiles of the matching color with the "5/6/7" tile on the top.
7. Each player chooses a color and takes:
   - The player board, dice, turn order marker, and victory point marker in the chosen color.
   - One random duchy board. Choose its side and place it on your player board. Then cover it with a player board overlay.



Note: If you are playing for the first time, we recommend taking the duchy board numbered 1 or 2 (with each player taking the same number).

   - 3 random goods tiles from the 17 remaining goods tiles; place them face-up on the goods storage spaces in the bottom left of your player board. Stack any goods tiles with the same number on top of each other. Put any remaining goods tiles back into the box as they won't be needed for this game.
   - 1 help sheet; place it next to your player board. The help sheet explains the actions you may take during your turn and the benefits of placing specific tiles.
   - 1 silver coin; place it on the appropriate space in the top left of your player board.
8. Each player places their victory point marker at the start of the victory point track (on the space between 1 and 100).
9. Each player rolls a die to determine the starting player (highest result wins). That player receives 1 worker and places it on the appropriate space on the left side of their player board. The next player in clockwise order receives 2 workers, the third player gets 3, and the fourth player gets 4. The starting player now places their turn order marker on the first space of the turn order track in the bottom right of the game board. The other players stack their markers underneath in turn order (the last player is on the bottom).

Note: The turn order may change during the game when a player builds a ship tile. Turns may not always go in clockwise order.

10. Take 1 castle (burgundy hex tile) and place it face-up on the chosen burgundy space on your duchy board (all players do this simultanously). If you're playing for the first time and chose the duchy number 1 or 2, we recommend placing the castle on the hex space numbered 1 in the top left of your duchy.
11. Give the white die to the starting player.

Playing the Game

GAME PHASES

The game consists of 5 phases, lettered A to E, starting with phase A. Each phase consists of 5 rounds.

At the beginning of each phase, do the following:

1. Remove all hex tiles that are still on the game board and put them back into the game box (skip this step at the beginning of phase A).

   ***Important**: Don't remove any goods from the depots!*

2. One by one, replenish the hex spaces of the six numbered depots from the supply with random hex tiles of the corresponding color. Turn them face up.

   Note: Some spaces on the board for 3-4 players are marked "4". Only replenish these spaces if you are playing with 4 players. There is also one special place marked "3BD". This space is replenished normally in 4-player games (with a castle tile), but in 3-player games, during phases B and D, place a mine tile there instead of a castle.

3. Replenish spaces of the central black depot using random hex tiles with black backs. Turn them face up.
4. Take the stack of 5 goods from the current phase space and place them face-up on the 5 round spaces.

PLAYING THE GAME
At the beginning of each phase:

- Remove all hex tiles from the game board.
- Replenish hex tiles using tiles from the supply.
- Replenish goods on the 5 round spaces.

THE FIVE GAME ROUNDS

After setting up the new phase, you play 5 rounds. Each round plays the same:

First, all players roll their two dice. The starting player (the one that is furthest in front on the turn order track - or on the top if tied) also rolls the white die. Each player places their dice on the dice spaces of their player board. All dice must be visible for all players.

Note: Rolling dice simultaneously allows other players to plan while waiting for their turn.

The starting player begins the round. First, they take the first (starting from the bottom) face-up goods tile from the round spaces and place it on the depot that matches the result of the white die. The white die's job is done for this round. The starting player may not use it for a game action during their turn (and its result cannot be changed by using a worker).

Then, the starting player plays their turn. After the starting player's turn, the player next in turn order, according to the turn order track, takes their turn (this will be the player closer to the tower at the end of the track - top to bottom if there is a tie).

When all players have finished their turns, the next round begins, and so on.

Since you start each phase with 5 goods tiles on the turn spaces and each round, one of them is placed on a depot, you can always see what round you are in and how many are left during the current phase (and game).

GAME ROUND
All players roll simultaneously.

The starting player places the goods tile indicated by the white die.



A PLAYER'S TURN

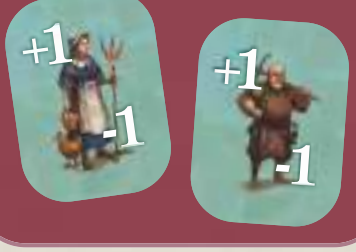
During each of their turns, a player can take two game actions, one for each die. Used dice are placed on the used dice spots on their player board.

Worker tokens can be used at any time to change the result of your die. To use a worker, return it to the supply next to the game board. Each worker you use increases or decreases the result by 1. You may use a worker to change the result from 1 to 6 or vice versa. You may use multiple workers to change a result. Using workers is not an action.

Example: By using 2 workers, Anna changes a 2 into a 6 and then takes a hex tile from the 6 depot.

PLAYER'S TURN
Each player in turn order takes two actions with their dice.

Use workers to increase or decrease a die's result by 1 for each worker *(may change a 1 to 6 or vice versa)*.



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ACTIONS

You have one action per die. Each of your 2 die actions per turn may be taken in any combination and order (you may also take the same action twice).

There are 4 types of actions you can take with your die:

- Take a hex tile from the game board.
- Place a hex tile in your duchy.
- Sell goods (see page 10).
- Take 2 workers (see page 10).

ACTION "TAKE A HEX TILE FROM THE GAME BOARD"

Choose a hex tile from the numbered depot matching your die result. The chosen hex tile is placed on an empty storage space ("key spaces") in the bottom right of your player board (they never go directly in your duchy).

Note: If you don't have an empty space, you must first create space by discarding a hex tile from your board (put it back into the game box).

Hint: This is usually a bad idea and should be avoided.

ACTION "PLACE A HEX TILE IN YOUR DUCHY"

Choose one of your hex tiles in your player board storage (bottom right) and place it on an empty hex space in your duchy that matches the die result and the tile color. You must place the tile on a space directly adjacent to at least one previously placed tile. The hex tile's color must always match the color of the hex space.

Note: The very first time you take this action, you must place the tile on one of the spaces next to your starting castle.

Depending on the hex tile you placed, one of the following will happen immediately:

Monastery (yellow)

The game features 26 different monastery tiles. Many of them have continuous effects that change the rules of the game after placing them in a duchy. Others have no effect until final scoring. Their advantages are explained in detail on pages 11 and 12.

Ship (blue)

Whenever you place a ship in your duchy, two things happen immediately:

1. Choose any depot on the game board and take all the goods tiles from that depot, then place those tiles on your goods storage spaces in the bottom left of your player board.

   Important: *You may choose any depot! You don't have to choose the one that matches the result of the die you used to place the ship.*

   Players may store up to three different types (colors) of goods on their player board. Tiles of the same color are placed in stacks. Tiles of different colors must be placed on different storage spaces. If, due to this restriction, a player is unable to place a goods tile on one of their storage spaces, that tile remains in the depot.

   Example: Carla placed a ship. She now takes goods tiles from the depot: the turquoise one (stacking it on top of her other turquoise goods tile) as well as one more (either the pink or the brown one), which she places on her only empty storage space.

2. Then, advance your marker on the turn order track by one space. If that space is already occupied, place your marker on top of the others. If you are now the starting player, take the white die.

Castle (burgundy)

Whenever you place a castle tile in your duchy, you immediately take an additional action, just as if you had another die with your choice of result.

For example, you could immediately place another hex tile in your duchy, or take 2 worker tokens, etc.

TAKE A HEX TILE FROM THE GAME BOARD

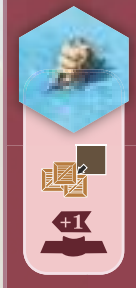
The die result indicates which depot to take from. Place the tile on an empty key space in the bottom right of your player board.

PLACE A HEX TILE IN YOUR DUCHY

The die result indicates which unused hex space to fill. Place a hex tile on a matching color adjacent to a previously placed tile.



Monastery (yellow): See pages 11 and 12.



Ships (blue):
1. Take **all** goods tiles from a depot **of your choice** and place them in your goods storage.
2. Advance your marker on the turn order track by one space.





Castles (burgundy): Take an immediate additional action as if you have a die with your choice of result.

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Mine (gray)
Mines are tiles with no immediate effect when they are placed. At the end of each phase you gain one silver coin from the supply for each mine in your duchy.

Livestock (green)
Whenever you place a livestock tile in your duchy, you immediately score victory points. Each tile shows 2-4 livestock, which is the amount of victory points you score.

Additionally, if you already have at least one other tile with the same livestock in the same pasture (a contiguous area of green hex spaces), you also score victory points for those other tiles (see example below).

Note: Your previously placed livestock tiles are not required to be adjacent to the newly placed tile - they must only be on the same pasture. You do not score additional victory points for livestock on different pastures.

Example: Ben places the 4 cow tile at the top of his pasture in which he already has a 3 cow and a 3 sheep. He scores 7 victory points for the 4 cow and the 3 cow already in that pasture. Later in the game, if he places another 4 cow tile on the same pasture he would score 11 victory points (4+4+3). If he places a 2 sheep tile on the pasture, he would score 5 victory points (2 for the sheep tile he places and 3 for the sheep tile already on the pasture).



Buildings (beige)
Whenever you place a building in your duchy, you may immediately - and only once - use that building's effect (as indicated by the symbols on the overview board).

***Important:** Each of the eight building types may be built only once per town (a contiguous area of beige spaces). Depending on the duchy, there might be 2-6 towns of various sizes (1-8 spaces).*

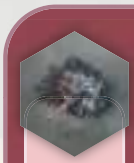
Note: If you look closely you can see representations of the tile's abilities. For example, the church shows the colors of the mine, monastery, and castle tiles; the bank features two towers with silver roofs; and the castle shows a die.

The buildings:

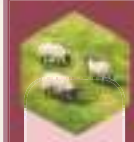
Market
When you place a market in your duchy, you may immediately take a ship (blue) or livestock (green) tile from any of the six depots (except the central black depot) and place it on an empty key space in the bottom right of your player board.

Carpenter's Workshop
When you place a carpenter's workshop in your duchy, you may immediately take a beige building tile from any of the six depots on the game board (except the central black depot) and place it on an empty key space in the bottom right of your player board.

Church
When you place a church in your duchy, you may immediately take a mine (gray), monastery (yellow), or castle (burgundy) tile from any of the six depots on the game board (except the central black depot) and place it on an empty key space in the bottom right of your player board.



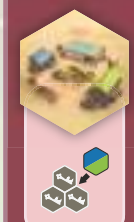
Mine (gray):
Gain 1 silver coin per mine at the end of each phase.



Livestock (green):
Score victory points according to the number of livestock on the tile.

When expanding a herd: add victory points for previously placed livestocks of the same type in the same pasture.

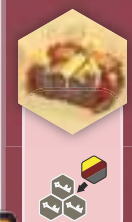
You may never have more than one building of each type per town!



Market
Take a livestock or a ship tile from the game board.



Carpenter's Workshop
Take a building of your choice from the game board.



Church
Take a mine, monastery or castle tile from the game board.

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Warehouse
When you place a warehouse in your duchy, you may immediately (without having to use a die) choose a type of goods tile you own and sell that stack, just as if you had taken the "Sell goods" action (see page 10).

Boarding house
When you place a boarding house in your duchy, immediately gain 4 worker tokens from the supply.

Bank
When you place a bank in your duchy, immediately gain 2 silver coins from the supply.

Town hall
When you place a town hall in your duchy, you may immediately choose a second hex tile from your storage and place it in your duchy. Placing the tile triggers its effect, as usual.

Watchtower
When you place a watchtower in your duchy, you immediately score 4 victory points.

The following applies to every building you place:

- A building's additional benefit is triggered by placing it. You don't need an additional die result or action!
- If you are unable to use a building's effect immediately (for example, when you place a market but there are no green or blue tiles in any of the six depots), you may still place that building, without resolving its ability.

Additional rules for taking and placing hex tiles:

- Whenever you take a hex tile from the game board, you must always place it on one of your key spaces in the bottom right of your player board. This also applies if you use your second action to place that tile in your duchy.
- Any tiles that have been placed in a duchy are permanent. They may not be moved, removed, or replaced.

Hex tile scoring:

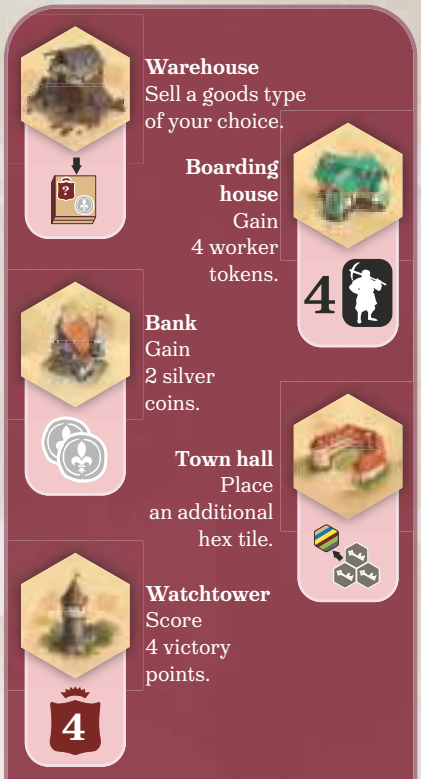
- As soon as a colored area - regardless of its size - is completely covered with hex tiles, the area is considered complete and you score victory points in two different ways:
  - Depending on its size (1 to 8 spaces), the completed area gains 1-36 victory points, and you immediately advance that many spaces on the victory point track.
  - Additionally, a completed area gains between 10 and 2 additional victory points, depending on the current phase: the empty phase space in the top left of the game board indicating the current phase shows how many additional victory points each completed area (regardless of size) scores from 10 in phase A to 2 in phase E.

Note: Starting castles do not score, even if they were placed on the 1 space area.

Bonus tiles: The first player who manages to completely cover all spaces of one color in their duchy (for example, by placing their third mine or sixth monastery) gets to take and immediately score the corresponding bonus tile from the game board (5 victory points in a 2-player game, 6 in a 3-player game, or 7 in a 4-player game).

The second player who completes that same color in their duchy receives the small bonus tile and scores between 2 and 4 victory points.

Note: Once a player passes the "100" space on the victory point track, they place their victory point token with 100 side face-up on that space. If a player reaches a score of 200, they flip their token.



Additional effects of buildings don't need a die.

Never place hex tiles from the game board directly in your duchy.

Tiles that have been placed in a duchy cannot be removed.

Hex tile scoring:
1. Depending on its size (1-8 spaces): 1-36 victory points

2. Depending on current phase (A-E): 10-2 victory points



The first player to cover every space of a particular color in their duchy gets the first bonus tile and scores +5/6/7 VP.

The player who covers all the spaces of a color in their duchy second gets the second bonus tile and scores +2/3/4 VP.



Action "Sell Goods"

Another possible use for your die is to sell a stack of the same type of goods from your goods storage. The die result indicates which type (color) may be sold. To sell goods, place all the goods tiles of a chosen color face down below your player board. You gain:

- Exactly 1 silver coin from the supply, regardless of how many tiles you sold.
- 2/3/4 victory points for each sold goods tile (depending on the number of players (2/3/4)).

Note: When taking the "Sell Goods" action, you must always sell the entire stack of goods tiles of the type that you chose to sell.

Action "Take 2 worker tokens"

You may choose to use any die result to gain two workers from the supply.

The central "black depot"

During your turn, in addition to your two die actions, you may buy one tile of your choice from the black depot in the center of the game board. This can be done at any time during your turn (i.e. before, during, between, or after the two die actions).

To buy a hex tile, pay 2 silver coins and move that tile from the black depot to an empty key space on the bottom right of your player board.

END OF A PHASE

Each phase ends after five rounds. Players now gain 1 silver coin for every mine they currently have in their duchy. There may also be yellow monastery tile effects that resolve at the end of a phase. Then the next phase begins (see page 6).

End of the Game

The game ends when the fifth phase (phase E) has been completed. Final scoring commences and each player receives a number of additional victory points for their leftover game components:

- Each unsold goods tile: 1 victory point
- For each silver coin: 1 victory point
- For every two worker tokens: 1 victory point
- For each placed yellow monastery tile that score victory points (see pages 11 and 12)

***Important:** Only check the hex tiles placed in your duchy - hex tiles in your storage do not count.*

The player who scored the most victory points is the winner. If there is a tie, the player among the tied ones with the fewest unused hex spaces in their duchy wins the game. If there is still a tie, the tied player who is farthest behind on the turn order track is the winner.

For the 2 - and 3-player games

In a 3-player game, don't use the spaces marked "4". The burgundy space of the #6 depot is special: in phases A, C, and E, this space is replenished by a castle tile (burgundy). In phases B and D, however, it is replenished by a mine tile (gray).

For a 2-player game just flip the game board.

SELL GOODS
Die result determines goods type: all goods of this type must be sold (turned face-down):

- + 1 silver coin (in total)
- + 2/3/4 VP per tile (2/3/4 players)

TAKE 2 WORKER TOKENS
Regardless of die result, gain 2 worker tokens from the supply.

Once per turn, a player may spend 2 silver coins to buy one hex tile of their choice from the central black depot.

Each phase ends after 5 rounds: all players with mines receive silver coins.

END OF THE GAME
The game ends after phase E (25 rounds / 50 dice actions).

Final scoring:

- unsold goods: 1 VP each
- each silver coin: 1 VP
- every 2 worker tokens: 1 VP
- yellow tiles: see pages 11 and 12

The player with the most victory points wins!



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Monastery (yellow)

The game features 26 different yellow tiles. Many of them have continuous effects that change the rules of the game after placing them in a duchy. Others have no effect until final scoring.

1. You are no longer limited to one building (beige) tile per type in each of your towns. In other words, you may build more than one building of the same type within a single town.
2. For each mine you have placed, you gain a worker in addition to the silver coin at the end of each phase.
3. You gain 2 silver coins instead of 1 whenever you sell goods (either when taking the die action or when placing a warehouse).
4. Whenever you sell a type of goods (either when taking the die action or when placing a warehouse), you gain a worker in addition to the silver coin you normally receive.
5. Whenever you place a ship tile, in addition to taking all goods tiles from a depot of your choice, you may also take all goods tiles from an adjacent depot.
6. Once per turn, you may spend 2 worker tokens to immediately take a building (beige) tile from any of the six depots on the game board (except the central black depot) and place it on an empty key space in the bottom right of your player board.
7. Whenever you place a livestock tile, in addition to the usual bonus for existing livestock of the same type in the same pasture, you also score 1 victory point for each livestock tile that scores at that time.

Example: Ben places a 3 sheep tile on the pasture that already contains a 4 sheep tile: He gains (3+1) + (4+1) = 9 victory points. If he places a 2 pig tile, he gets 3 victory points.

8. Whenever you use a worker to change the result of a die, you may add or subtract 2 instead of 1.

Example: To change a 3 to a 6, Carla only needs to use 2 workers instead of 3.

9. Whenever you want to place a building (beige) tile in your duchy, you may change the die result by 1 (just as if you were using a worker).
10. Whenever you want to place a ship or a livestock tile (blue and green tiles) in your duchy, you may change the die result by 1 (just as if you were using a worker).
11. Whenever you want to place a castle, mine, or monastery tile (burgundy, gray, and yellow tiles) in your duchy, you may change the die result by 1 (just as if you were using a worker).
12. Whenever you want to take a hex tile from the game board, you may change the die result by 1 (just as if you were using a worker).
13. Whenever you use the "Take 2 worker tokens" action, you gain 1 silver coin in addition to the 2 worker tokens from the supply.

Note: This and the next tile have no effect when placing a Boarding house.

14. Whenever you use the "Take 2 worker tokens" action, you gain 4 worker tokens instead of the usual 2.



15. At the end of the game, you score 2 victory points for each different type of goods tile in your sold goods pile.
Unsold goods are ignored.

Note: You may look at your sold goods pile at any time during the game.

Example: Dario has sold the following goods tiles: 4x red, 3x purple, 3x pink and 1x orange. He scores 4 types x 2 = 8 victory points.

16-23 + 29. At the end of the game, you score 4 victory points for each building of the indicated type that you placed in your duchy.

Example: Ben has placed the yellow #17 (watchtower) and #22 (bank) tiles in his duchy, and also 2 watchtowers and 4 banks: Ben scores (2x4) + (4x4) = 24 victory points.

24. At the end of the game, you score 4 victory points for each different livestock type that you placed in your duchy.

Example: Anna has placed 3 sheep, 1 cow, and 1 pig tile in her duchy. At the end of the game she scores 3 types x 4 = 12 victory points.

25. At the end of the game, you score 1 victory point for each goods tile you sold. Unsold goods are ignored.

Example: If Dario had placed this tile as well, he would score 11 additional victory points (see example for tile 15).

26. At the end of the game, you score 3 victory points for each bonus tile (large and small) you own.



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Expansions

4 duchy boards (11-18) (1st Expansion)

If you want to play with this expansion each player receives one random duchy board with number 11-18.

Optional rules: In the original game, you must place all tiles in the duchy next to at least one previously placed tile. Now, not only do you have to place them as just described, but in addition, if you place a new hex tile, it must lie either directly next to a castle - or be connected by tiles of the same color with a castle (a different color in between is not allowed).

This rule does not apply to new castles - they may be added as before.

At any time, for the cost of both die actions and 5 victory points, a player may retrieve a previously set-aside (that was unclaimed/purchased from the board in the previous turns) castle tile (burgundy or black-backed) and place it in their storage.

Note: These optional rules do not work with duchy boards other than 11-18.



4 additional hex tiles (2nd Expansion)

These are shuffled into the supply with the matching hex tiles (black and yellow).

27. Turn order track (monastery/yellow)
If your turn order marker is in a stack with other markers, it is always placed on top. This applies both actively and passively
(i.e. whenever another marker is moved onto the same space, yours is placed on top).

28. Workers (monastery/yellow)
If this tile is in your duchy, you can buy workers from the supply at any time.
2 workers cost 1 silver coin.



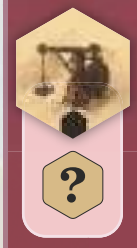


Crane (building/black)
When you place a crane in your duchy, you may immediately trigger the effect of any building (beige) tile you want, even if that building is not in your duchy.

For example, you could sell goods (warehouse), or gain 2 silver coins (bank), or take a castle tile from the game board (church), etc.

Additionally, during final scoring at the end of the game, the crane counts as a building of your choice for the corresponding monastery tiles (16-23 + 29).

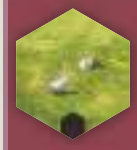
This may be a different building from the one you triggered when placing the crane.



Crane
Trigger the effect of any building.

Geese (livestock/black)
When you place the two geese in your duchy, you score 2 victory points as normal, plus victory points for one other type of livestock that is in the same pasture. Later, whenever you place another livestock tile in the same pasture, you score 2 victory points for the geese tile. In addition, geese count as additional type of livestock for monastery tiles #7 and #24.

Example: Carla places the geese tile on a pasture that already has a 2 and a 3 cow tile. Carla scores 2+2+3 = 7 victory points. During a later turn, she places a 4 pig tile in the same pasture and scores 4+2 = 6 victory points.



Geese
Treat geese as any type of livestock.

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Border post duchy boards (23-30) (4th Expansion)

To play with this expansion, place the border post bonus tile on the corresponding space on the board. Then each player receives one random duchy board numbered 23-30. These duchies offer the following special features:

When a player manages to connect two border posts in their duchy with hex tiles, they score victory points according to the current phase (i.e. 10, 8, 6, 4, or 2).

The first and second players to connect all three border posts get to take and immediately score the corresponding border post bonus tile from the game board (the first player scores 5/6/7 victory points in a 2/3/4-player game, the second player scores 2/3/4 victory points).

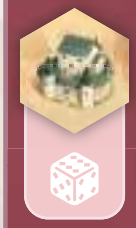
Note: Since border posts are on the player board and not on the duchy you may also use all other duchies to play with this expansion.



The White Castles (5th Expansion)

At the beginning of the game, all these tiles are mixed into their respective supplies (buildings, monasteries, or black depot).

When you place a white castle in your duchy, immediately take an action using the current result of the white die. You are allowed to use workers to change the rolled number (don't change the actual white die result).



White Castle
Take an action using the white die result.

The Inns (6th Expansion)

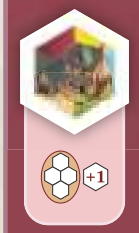
At the beginning of each phase, place one inn on the indicated space next to the central black depot. Unlike other hex tiles, inns are not removed from the board at the end of each phase. If there is already an inn next to the central black depot, stack the new one on top.

Like every other hex tile from the black depot, inns may be bought by paying 2 silver coins, and placed on a key space on the player's board.

An inn may be placed on any empty hex space on your duchy (according to the regular rules). However, you may only place up to one inn per color area!

The inn itself has no effect, its only function is to complete an area.

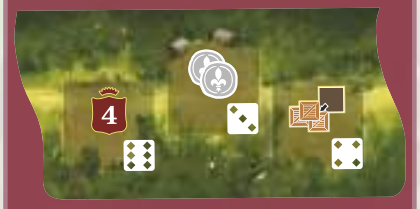
***Important:** By placing an inn, you increase the size of that area by 1. A 9-space area scores 45 victory points.*



Inn
Place on any area. Increase the size of this area by 1.

Example: When you place an inn in a size 4 area, it is increased to a size 5 area and will score 15 instead of 10 victory points when completed.







The Trade Routes (8th Expansion)

Each player receives a number of randomly selected trade route tiles (**4 players:** 3 trade route tiles each; **3 players:** 4 tiles each; **2 players:** 5 tiles each). Each trade route tile has 3 spaces. Place your tiles in a random order below your player board to form a trade route.

Optional rules: If you want more diverse gameplay, you may place your trade route tiles in a chosen order.

Whenever you sell a stack of goods, instead of placing them in your stack of sold goods, place them one by one from left to right on the spaces of your trade route. If the number of a tile matches the number of the trade route space, you immediately gain the indicated bonus.

(Once your trade route is full, place any sold tiles in your stack of sold goods.)

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The Team Game (9th Expansion)

Form teams of 2 players (Team A & Team B) - seated next to each other (if possible). All rules of the base game apply, except for the following changes:



GAME SETUP

The section that starts with "each player receives" in the base game rules is changed to "each team receives":

- A team board consists of 2 board halves (31a & 32a). After you've gained more experience, feel free to try the advanced team board on the other side (31b & 32b).
- Castles are placed on the central burgundy hex space. When using the advanced side, each team chooses either the 1 or the 6 burgundy hex space.
- Three random goods tiles are placed on the corresponding team good tiles storage spaces. As usual, stack the tiles of the same color together.
- 3 worker tokens (for the first team), 5 worker tokens (for the second team), and 2 silver coins per team are placed next to the team board, visible to all players. Additionally, make sure each player receives 2 dice, a turn order marker, victory point marker, and victory point tile in their color. These are used as usual by the individual players. For round 1, place the turn order markers according to the following turn order: A1, B1, A2, B2. All subsequent rounds are played according to the order of the turn order track.

PLAYING THE GAME

Use the base game rules, except that each team has 2 shared hex tile storage spaces (down the center of the team board), and each player has 2 private hex tile storage spaces.

All resources, other than private hex tiles are shared (workers, silver coins, goods, shared hex tiles, etc.) and may be used by either team member.

You cannot use your team member's dice or private hex tiles. Hex tiles may not be moved from one storage to another.

Note: Other than private storage spaces, team members may interact with either half of the team board, not just theirs.

Because it is possible for an individual player to place more than 6 ships, if your turn order marker is already on the final space of the turn order track and you place a ship, move your marker to the top of the stack if it isn't already.

FINAL SCORING

Add up the victory points of both team members. The team with more victory points wins the game. If there is a tie, the team with more empty spaces in their duchy wins the game.

(Special thanks to Matthias Nagy of "Frosted Games" for the design and development of this idea.)

The Solo Game (10th Expansion)



GAME SETUP

You start the game with 1 silver coin, 2 workers, and 3 random goods tiles (place them next to your player board).

Take a castle tile and place it on any burgundy castle space in your duchy (side 33 is for beginning players, side 34 is for advanced players). There is no restriction for the number of different types (colors) of goods that you may collect in the solo game.

In addition to the dice and playing pieces of your color, you get the white die. Place your victory point marker on the start space of the victory point track and your turn order marker as the "target victory point marker" on space 50 of the victory point track. For the remaining setup, follow the instructions for a 2-player game, being sure to use the side of the board with the .

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PLAYING THE GAME

You play 25 rounds. At the beginning of each round, roll all 3 dice.

First, take the topmost goods tile and place it on the depot indicated by the white die.

Then remove a hex tile from that depot from the game, starting from top to bottom. If a depot is empty, remove a hex tile from the next depot in clockwise order, etc. Next, perform your 2 die actions as usual. Scoring works as it does in the base game, except for the following restrictions and changes:

- You may only expand to other regions via the rivers.
- Whenever you place a ship, take all the goods from a depot of your choice, then immediately remove all other goods from all other depots from the game. Additionally, you now (and only now) have the option to exchange any 5 of your goods tiles for a single hex tile from the central black depot (the 5 goods tiles are removed from the game). Place that hex tile face down (black side up) on one of your three key spaces. A black hex tile may be placed on any color space in your duchy, as long as you follow the base game placement rules. Placing a black hex tile helps you to complete a region (to gain victory points, a color bonus, and eventually for winning the game) but has no other effect (ignore the text on the hex tile).

Example: A black mine won't generate silver at the end of a phase. Placing a black ship doesn't gain you goods tiles or allow you to pay 5 goods to take a black hex tile.

- Victory points from a monastery tile are scored immediately after placing it (instead of at the end of the game).

Example: When you place monastery tile #26, immediately advance your victory point counter by 3 points for each color you have completed so far.

- You won't gain a victory point bonus when you complete a color. Instead, choose a hex tile from the black depot and place it directly in your duchy, following the base game placement rules, and apply its effects. If placing that hex tile completes another color, you may take an additional hex tile from the black depot (if available) and place it in your duchy, etc.
- Whenever you score victory points, advance your victory point marker that many spaces (just like in the base game). Whenever you do, you may buy additional victory points. Each victory point costs 1 silver coin. When you reach the target victory point marker, place your victory point marker back on the start space (any remaining victory points are lost), then decrease the target marker 5 spaces (e.g. from 50 to 45, next time to 40, etc. to a minimum of 5 victory points). Immediately after resetting the victory point marker, you may carry out a die action of your choice (just as if you had added a castle to your duchy). If the target marker is already on the 5 victory point space, do not move it (you still get a die action of your choice).

Note: You choose the order in which you take any (partial) game actions.

END OF THE GAME

You win the game if you manage to fill all 37 hex spaces of your duchy within 25 rounds.

If you find it too difficult to win, start the game with the target victory point marker at less than 50 (the lower the number the easier it will be). If the game is too easy, do the opposite and raise the target victory point marker (the higher the number the more difficult). You still reduce the number of victory points by 5 whenever you reset the target victory point marker.



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The Shields

All rules of the base game apply, except for the following exceptions and additions:

GAME SETUP

Shuffle the 18 shields face down. Randomly place them on the goods spaces of the six depots on the game board based on the number of players (below). Once placed, turn them face up.

2 players:
1 shield per depot

3 players:
1 shield each in depots 1, 3, and 5;

2 shields each in depots 2, 4, and 6

4 players:
2 shields per depot

Any remaining shields are not needed. Put them back into the game box.
This also means that any shields collected from a depot won't be replaced!

PLAYING THE GAME

Whenever you roll doubles, instead of taking your 2 game actions, you may take a shield from the depot with the rolled number. The shield must be placed on one of the castle tiles in your duchy. Either place it on a tile that doesn't have a shield yet, or replace an existing shield (the old one is removed completely from the game). From this moment on, the shield is active for you (see below).

Note: As usual, you may use workers to change the result of your dice to create a double. For example, you can pay 2 workers to change a 3 into a 5 to get two 5s.

***Important:** At the end of each phase, before receiving silver from your mines, you must pay tribute for your shields! Each shield costs 1 silver coin. If you cannot or don't want to pay, you must remove that many shields from the game.*



List of shield abilities:

1. As long as this shield is in your duchy, all pasture spaces count as connected as if there was just one pasture in your duchy. Accordingly, livestock will score more victory points. End of game: +12 victory points.
2. As long as this shield is in your duchy, whenever another player gains workers, you also gain a worker from the supply. End of game: +12 victory points.
3. As long as this shield is in your duchy, you may pay tribute for your shields with workers instead of silver at the end of each phase. Any combination of silver and workers is allowed. End of game: +12 victory points.
4. As long as this shield is in your duchy, you have an unlimited number of key spaces in your duchy (instead of just three).
   End of game: +12 victory points.
5. As long as this shield is in your duchy, whenever you place a ship, you may choose a type of goods. Take all additional goods tiles of that type from all six depots. End of game: +12 victory points.
6. After taking this shield, at any point in the game, choose one player. Any monastery tiles in that player's duchy count as if they were in your own (with the exception of monastery tile #27). When that player places a new monastery tile, you also gain those benefits. If you have this shield at the end of the game, you also score victory points for any monastery scoring tiles that the player has (but of course for your according buildings). End of game: +12 victory points.
7. As long as this shield is in your duchy, your new bonus tiles score double.
   End of game: +8 victory points.
8. As long as this shield is in your duchy, double the amount of silver coins you gain for your mines. End of game: +8 victory points.
9. As long as this shield is in your duchy, you gain 1 silver for each goods tile you sell (instead of only 1 silver coin for each type of goods tile).
   End of game: +8 victory points.
10. If this shield is in your duchy during final scoring, your victory point monastery tiles score double. End of game: +8 victory points.
11. As long as this shield is in your duchy, whenever you place a castle, you have the option of taking a shield as your additional action.
    End of game: +8 victory points.
12. As long as this shield is in your duchy, double the amount of victory points you gain for each goods tile you sell. End of game: +8 victory points.
13. If this shield is in your duchy during final scoring, double the amount of victory points you gain for each shield in your duchy (including this one).
    End of game: +4 victory points.
14. As long as this shield is in your duchy, at the end of each phase, after all players have finished their two die actions, take a hex tile from any of the six depots (if there are any left). Place it directly in your duchy and apply its effect(s).
    End of game: +4 victory points.
15. As long as this shield is in your duchy, at the end of each phase, after all players have finished their two die actions, take a hex tile from the black depot (if there are any left). Place it directly in your duchy and apply its effect(s). End of game: +4 victory points.
16. As long as this shield is in your duchy, on your turn, you may change the result of one of your dice to any number (and use it accordingly).
    End of game: +4 victory points.
17. As long as this shield is in your duchy, whenever you complete an area, you score according to the next larger area (for example, a size 3 area (6 victory points) scores as a size 4 area (10 victory points)).
    End of game: +4 victory points. *Note: a size 9 area scores 15 victory points.*
18. As long as this shield is in your duchy, you are allowed to place hex tiles on any space in your duchy, not only adjacent to a previously placed tile.
    End of game: +4 victory points.



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VINEYARDS

The Vineyard expansion introduces a new type of tile called double hex tiles. Each double hex tile shows 2 vines and takes up 2 storage spaces. Connecting vines of the same type is crucial for scoring a lot of points at the end of the game. The bigger the vine area of one type, the more victory points you gain. Placing double hex tiles on vineyard boards will also allow players to perform various bonus actions.

GAME SETUP

Apply the setup rules from the base game and then:

- Create a vine bonus tile pool by placing all vine bonus tiles close to the main board. Take one set of 6 different vine bonus tiles from the vine bonus tile pool and give each player one vine bonus tile at random. Remaining vine bonus tiles go back to the vine bonus tile pool.
- Give each player a vineyard board. They place it next to their player board.
- Place the vineyard depot (plastic holder) next to the main board.
- Place the vineyard store (cardboard tile) beneath the vineyard depot. If you are playing with 2 or 3 players, flip it to the side marked with 2 3,
- Place all double hex tiles inside the cloth bag and place it near the vineyard depot.

Note: If you want to limit randomness in 2- or 3-player games apply the rules below:

In the 3-player game, remove 1 chosen color of grapes from the game - each double hex tile containing at least one grape (16 double hexes) and each vine bonus tile in that color. Place the removed components back into the game box. If you are instructed to do something with all double hex tiles/vine bonus tiles, skip the ones you have removed.

In the 2-player game, remove 2 chosen colors of grapes from the game as described above (29 double hex tiles).

VINEYARD SETUP

Each player receives:

- 1 random vine bonus tile (from a set of 6)
- 1 vineyard board

Place the vineyard store and depot near the game board.

Fill the bag with double hex tiles.

Before each phase:

- remove all double hex tiles from the vineyard depot and vineyard store.
- replenish the store and depot from the supply.

PLAYING THE GAME

In addition to the basic game rules, before each phase:

- Remove any double hex tiles that are still on the vineyard depot and vineyard store back into the game box (skip this step at the beginning of the game).
- One by one, replenish all the spaces on the vineyard store and vineyard depot from the cloth bag with random double hex tiles. In a 4-player game, place 6 double hex tiles on the vineyard depot and 3 tiles on the store. In a 2 - or 3-player game, place 3 double hex tiles on the vineyard depot and 1 or 3 tiles on the store depending on the player count.

Important: *Spaces marked with "3" are only replenished if you are playing with 3 players.*



THE GAME ACTIONS

The Vineyards expansion introduces 2 new actions. Players can use them additionally or instead of the basic ones.

Action "Taking a double hex tile"

The result of your die indicates which double hex tile you may take. During your turn, you may spend a die to take a double hex tile with a matching number from the vineyard depot and place it in your storage (a double hex tile occupies 2 key spaces). If you don't have enough empty key spaces, you must first create space by discarding hex tile(s) / double hex tile from your board and placing it back in the box. In a 2- or 3-player game, double hex tiles on the vineyard depot have 2 die results beneath them. This means that you may spend any one of them to take a double hex tile.

Action "Place a double hex tile in your vineyard"

Take a double hex tile from your player board storage and place it on an empty double hex space on your vineyard board (never in your duchy!) that matches the die result. You may rotate the double hex tile in any way before placing it.

Your first double hex tile must be placed at the bottom layer of the vineyard board (on the spaces numbered 1 or 4). The next double hex tiles must always be placed in a space directly adjacent to any previously placed double hex tile (connected to at least one side). Once placed, double hex tiles may not be rotated or moved.

After you place a double hex tile in your vineyard you may resolve **both** bonus actions covered by that tile in **any order**. Most of the bonus actions were already introduced by the buildings and castle hex tiles from the base game rules and their effects are resolved the same way.

However, there are 2 new bonus actions:

This bonus action allows a player to take one hex tile from the central black depot (or vineyard store) and place it on an empty key space on their player board. This action doesn't count as buying tiles from the central black depot (the player may still spend 2 silver coins to buy a tile from the central black depot).

This bonus action allows a player to take one double hex tile from the vineyard depot (not the vineyard store) and place it on empty key spaces on their player board.

After you place a double hex tile in your vineyard and resolve both actions, check if you've covered all double hex spaces in the same layer. If you did, take one vine bonus tile of your choice from the pool. These allow you to score victory points at the end of the game for the corresponding type of vine.

Vineyard store:

When you pay 2 silver coins to buy one hex tile from the central black depot you may instead take one double hex tile from the vineyard store (you may still only buy once per turn and only one tile). All effects applying to the central black depot also apply to the vineyard store.

THE GAME ACTIONS

- take a double hex tile from the vineyard depot.
- place a double hex tile from your storage onto your vineyard board.

After placing a double hex tile resolve both of the covered bonus actions in any order.



Example of placing a double hex tile in a vineyard:

Ben spends a die with a 4 result to place his double hex tile in the vineyard on the bottom space (red frame). He receives 4 workers and takes a livestock or ship tile from the game board.

Once per turn, a player may spend 2 silver coins to buy one double hex tile of their choice from the vineyard store.

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Victory points for connected vines													
Size of the vine area	1	2	3	4	5	6	7	8	9	10	11	12	13
Victory points	1	3	6	10	15	21	28	36	45	55	66	78	91

VINEYARDS SCORING
Gain VP for each vine bonus tile matching your connected vines. Each vine bonus tile and connected vines score only once.

Vineyards scoring:
Vineyards score at the end of the game. Each player scores victory points for each of their vine bonus tiles depending on the amount of connected vines of the same type. Each vine bonus tile scores only once. This also applies to each vine area, meaning that they score only once - even if a player has more vine bonus tiles of that type.

Vineyard scoring example: Olivia scores 6 victory points with her first green vine bonus tile for 3 connected green vines. She cannot score the same area more than once, so with the second green vine bonus tile she must score a different green vine area. In this case, this would be an area with size 1, gaining her 1 victory point. Then Olivia scores 3 victory points for the blue vine bonus tile since she has a vine area with a size 2 of that type. Olivia scores 10 victory points for the vineyard expansion in total.



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The Castles of Burgundy: Châteauma

by John Albertson, Nick Shaw, and Dávid Turczi



Components

- 1 double-sided Châteauma duchy board (#35-36)
- 9 county cards (marked 1-9)
- 8 alternate county cards for the "Vineyards" expansion (marked 10-17)
- 1 double-sided Châteauma player aid

Overview

This game mode adds a virtual opponent called the Châteauma, which simulates an additional player. This means you can play Castles of Burgundy solo against just the Châteauma, or add the Châteauma to a 2 - or 3-player game for extra competition. The Châteauma is considered a regular player for the player count for purposes of setup.

The Châteauma simulates a human opponent by collecting hex tiles, selling goods, gaining bonus tiles, and purchasing black depot tiles. It does this using county cards. Each county card shows which hex tiles the Châteauma will collect and when it will sell goods. County cards score victory points in a similar way to completing the area of one color.

In these rules “you”/”your” refers to the human player(s), while “Châteauma”, or “it” refers to the automated opponent.

Setup

When setting up the game, apply the changes in the steps below:

1. Choose the game board per the required player count, including the Châteauma as a player.

5. Make sure to keep 1 of each goods tile type to one side, as you will need these to set up the Châteauma's board in step 7.

7. One set of player-colored components will be used by the Châteauma (although it will only require 1 of the dice). The Châteauma will not use a normal player board, but instead will use its own duchy board (marked with ♟).

SET UP THE CHÂTEAUMA’S BOARD:

A. Place the Châteauma's duchy board (side with the 35 number face-up) near the main board.

B. Choose the Châteauma's scoring and difficulty level (Gateway, Midweight, Heavy) and the corresponding number of difficulty modifiers. For the first game it is recommended to play on the Midweight difficulty level and without any difficulty modifiers. To learn more about difficulty modifiers and difficulty levels see page 26.

C. Shuffle the nine county cards with numbers 1-9 (cards 10-17 are used when playing with the "Vineyards" expansion). Reveal one card at a time until you draw one with a castle (burgundy) space on it. Place that card face up beneath the 1-4 slot.

D. Shuffle the eight remaining county cards, including ones drawn and not used in the previous step, and place the deck face down beneath the leftmost card slot on its duchy board. Draw the top card and place it face-up beneath the 5-6 slot.

E. Place a castle tile on the castle space of the card beneath the “1-4” slot.

F. Place one goods tile of each type on each matching-numbered goods space on its duchy board.

G. Place 1 silver coin on the silver coin space on its duchy board.

H. The Châteauma does not need starting workers, as it does not use them.

Set up your player board(s) as in the base game rules.

9. The game begins with you as the starting player. When playing with more than 1 human player, roll the dice to determine the starting player. The Châteauma is always the last player.

GENERAL RULES CHANGES FOR THE CHÂTEAUMA

- The Châteauma does not gain or use workers.
- The Châteauma uses a special area called the “Reserve” (see page 23).
- The Châteauma ignores the effects from monastery tiles (it will instead score 4VP points for each of them at the end of the game).
- The Châteauma may have multiple copies of the same building on its county cards and on its duchy board.
- The Châteauma does not complete colored areas on its duchy like a player — it instead completes county cards.

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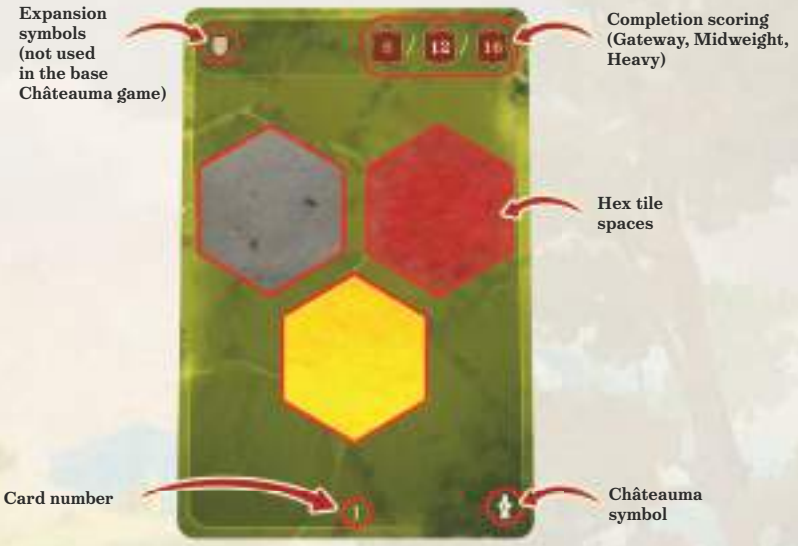
CHÂTEAUMA Components Overview

THE CHÂTEAUMA'S BOARD

The Reserve

The reserve is a special area on the Châteauma's board. It is used to store tiles claimed as bonuses and bought from the black depot. Such tiles are the source of hex tiles for the Châteauma when it cannot find a needed tile on the game board. The reserve may have multiple tiles of the same type (buildings, mines, castles, etc.). If this occurs, stack tiles of the same type on top of each other. Subsequently, when taking a tile from the reserve that contains several tiles, take the top tile.

County Cards



GAME PLAY

The setup phase is resolved as usual.

At the start of each round:

- Roll your dice and the white die (do not roll the Châteauma's die yet).
- Place your dice on your player board, as usual.
- Place the white die on the left space above the county card, based on the rolled value (1-4 = left-hand card, 5-6 = right-hand card). This is now referred to as the Châteauma's selected county card.
- Place a goods tile on the appropriate depot on the main board as usual, based on the result of the rolled white die.

Play in turn order as per the turn order track.

Play ***your*** turn as normal.

On the Châteauma's turn, it takes a single action, which is to **choose and place a hex tile** (as one action). This may trigger one or more of the following bonuses. Fully resolve each step, in the listed order, before moving onto the next:

1. Choosing and placing a hex tile.
2. Hex tile placement bonus.
3. County card placement bonus ("Sell goods").
4. County card completion.
5. Claiming bonus tiles.
6. Black depot purchase (if possible).

At the end of each phase, the Châteauma gains a silver coin for each face-up mine it has on its duchy and on county cards (not in the reserve), just as a player would for mines in their duchy.

Châteauma Actions

CHOOSING AND PLACING A HEX TILE

The Châteauma will look for a hex tile to take from the main board following the procedure below:

1. Roll the Châteauma's die and place it in the Châteauma die slot (colored space to the right of the white die).
2. Check which depot matches the Châteauma die.
3. Starting with the leftmost, topmost open space on the county card, check to see if there is a match between the tiles available in the depot and the hex type. If there is a match, go to step 4 of this procedure. If there is no match, check the next open hex space going from left to right, top to bottom of the county card until it finds a match. If it can't find any matches in the chosen depot, it looks in the next clockwise depot for a match, and so on, until it either finds a matching tile or can't find any matches.
4. If it **finds a match**, it takes the tile and places it on its selected county card. If there is more than one matching tile in the selected depot it chooses the topmost one. This may trigger a bonus (see "Benefits and Bonuses" below).
5. If it **can't find ANY match, resolve the first possible:**
   - If it has a tile matching any empty space on the selected county card (starting from the topmost left one) in the reserve area of its board, it places that tile and triggers the usual bonuses.
   - If it has any wild hex tiles (see below) it places one such tile from the reserve onto the leftmost and topmost open space.

     Note: This does not trigger the tile placement bonus (but may trigger a "sell goods" or "extra turn" action).
   - If there are no wild hex tiles in the reserve, it picks the first available tile from the black depot (the leftmost one, starting from the topmost row) and places it face down (as a wild type) on a wild space in the reserve (not on the selected county card). This does not trigger the tile placement bonus.
   - If there are no tiles remaining in the black depot, the Châteauma gains 2 silver.

BENEFITS AND BONUSES

1. Tile Placement

If the Châteauma places a tile **on the county card**, it gains the benefit depending on the type of the tile as described below:

- **Castle:** The Châteauma takes a bonus "Choosing a hex tile" action, except using the white die to select a starting depot. If the Châteauma completed the chosen county card just before triggering this bonus, it will try placing this bonus hex on its other county card if it can. If it can't place there either, it takes a "Sell goods" action instead of taking the bonus hex.
- **Buildings:** The Châteauma may have multiple copies of the same building on a single county card. Depending on the placed building type the Châteauma uses the following effect:
  - **Bank:** It gains 2 silver coins.
  - **Boarding house:** It scores 2 victory points.
  - **Carpenter's workshop:** It takes a building tile from a depot that matches the value on the white die (then clockwise), and places it in the **Reserve** area on the building tile space. If there are more than one matching tiles in the selected depot it chooses the topmost one. If there are no building tiles on the board, it skips this bonus.
  - **Church:** It takes a castle tile from a depot that matches the value on the white die (then clockwise), and places it in the **reserve** area on the corresponding tile space. If there are no castle tiles on the board, resolve this effect for a mine tile. If there are no castle and mine tiles on the board, resolve this effect for the monastery tile. If there are no castles, mines, or monastery tiles on the board, it skips this bonus.
  - **Market:** It takes a ship tile from a depot that matches the value on the white die (then clockwise), and places it in the **reserve** area on the corresponding tile space. If there are no ship tiles on the board, resolve this effect for a livestock tile. If there are no ship or livestock tiles, it skips this bonus.
  - **Town hall:** If it has any tiles in its **reserve** area that matches any of the empty spaces on either of its county cards (prioritizing the currently selected one), it immediately moves one to a county card (triggering any tile placement bonuses as usual), choosing whichever type it has most of in reserve (leftmost if tied). If a tile is not available, it skips this bonus.
  - **Warehouse:** It sells goods - see *Selling goods* on page 25.
  - **Watchtower:** It immediately scores 4 victory points.

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- **Livestock:** Score the tile in the normal way, but based on any matching livestock tile type that the Châteauma has on its county cards and duchy, but not in its reserve.
  Example: If the Châteauma already has 2 livestock tiles with sheep (on county cards or duchy) and places a new livestock tile with sheep onto a county card, it scores the victory points for total sheep across all 3 of the sheep tiles it has.
- **Ship:** The Châteauma takes goods from the depot which has the most goods in it, placing them in the respective goods storage spaces on its duchy. If there is a tie, it takes goods from the first tied depot clockwise from the white die's value. Then, whether it takes goods or not, it moves its turn order marker forward on the turn order track.

2. County Card Placement Bonuses
The basic Châteauma rules have only one type of placement bonus - "Selling goods". An additional placement bonus symbol is added when playing with the Vineyards expansion (for playing with the vineyards expansion see page 27).

Check if hex tiles that the Châteauma placed on its county card during this turn covered one or more sell goods symbols (). The Châteauma will try to perform the "Selling goods" bonus action, as described below.

3. County Card Completion
If the Châteauma has now completed one (or possibly both) of its county cards, it scores victory points based on the card's printed value and your chosen difficulty level. Three tiers of scoring are shown on the county cards for difficulty: Gateway (left-hand value), Midweight (middle value), and Heavy (right-hand value).

Then, move all the hexes from the completed county card (or cards) onto the matching colored spaces on the Châteauma's duchy. Place the hex tiles in the topmost, lefmost space available. If the Châteauma's duchy already has all the matching colored spaces filled, just place the extra tiles on top of another tile of that same color. Any wild tiles on the county card are flipped over and moved to the matching colored space on the Châteauma's duchy. Do not resolve any placement bonuses during this step.

Discard the completed county card, slide the remaining card to the left if the completed card was the left-hand card, then refill the empty space with a new card from the top of the Châteauma's county card draw deck.

4. Claiming Bonus Tiles 
After moving tiles from a completed county card onto its duchy board, if the Châteauma has now covered all of its spaces of one type, it will claim the bonus tile for that type (if still available). It takes it from the main board and places it near its duchy and then immediately scores the bonus tile victory points (based on your player count).

PURCHASING BLACK DEPOT TILES
At the end of the Châteauma's turn, if it has **at least 2** silver coins, it will purchase a hex tile from the black depot for **2** silver coins and place the purchased tile in its reserve. The Châteauma will attempt to purchase a tile of a type it doesn't have in its reserve, prioritizing the topmost, then leftmost if tied. If multiple tiles of the same type are available in the black depot, it picks the leftmost one, starting from the topmost row.

Note: The Châteauma may only purchase one black depot tile per turn.

 SELLING GOODS
If any effect during the game tells the Châteauma to "Sell goods" (for example, the county cards placement bonus) it will sell goods tiles of the type that it has the most of (the ones with the lowest number if tied). It gains 1 silver coin (in total) and scores victory points per goods tile sold as in the multiplayer rules (2/3/4 VP per tile, based on your player count).

If it has no goods tiles left to sell, it skips this bonus.

Final Scoring
You perform final scoring normally.

The Châteauma then scores:

- 4 VP for each face-up monastery (yellow) tile in its duchy or on incomplete county cards (but not including those in its Reserve).
- 1 VP for each unsold goods tile on its duchy board.
- 1 VP for each silver coin on its duchy board.
- 1 VP for each hex tile left in its reserve.
- 2 VP for each hex tile on incomplete county cards.

To win, your score must be higher than the Châteauma's. In the case of a tie, the Châteauma wins.

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Difficulty Modifiers

Difficulty can be adjusted by choosing modifiers equal to the difficulty level.

- Gateway: no modifiers
- Midweight: one modifier
- Heavy: two or more modifiers

The modifiers are:

A. The Châteauma uses duchy board number 36 (on the back of duchy board 35). When setting up the Châteauma's board, place a random unused **face-down** black depot tile in each of the following colored areas (from left to right, starting with the topmost row): 2 on buildings, 1 on livestock, 1 on ship, and 1 on monastery (the spaces marked A). This reduces the number of tiles the Châteauma needs to claim bonus tiles.

B. The Châteauma uses duchy board number 36 (on the back of duchy board 35). When setting up the Châteauma's board, place a random unused **face-up** tile matching a colored area in each of the following colored areas: 1 building, 1 mine, and 1 castle (the spaces marked B). This reduces the number of bonus tiles the Châteauma needs to claim and the mine will generate 1 silver coin at the end of each phase.

C. The Châteauma is the starting player.

D. The Châteauma uses duchy board number 36 (on the back of duchy board 35) which contains hex tile spaces with an **extra turn** placement bonus. First, the Châteauma places all its hex tiles from the completed county card into its duchy. If it places a tile on a space with a  symbol, the Châteauma takes a bonus "Choosing a hex tile" action immediately, except using the white die to select a depot. The Châteauma will try placing this bonus hex on the remaining county card. If both county cards are completed, it takes a "Sell goods" action instead. Complete all extra turn bonus actions before refilling the county card.
Note: Multiple extra turn symbols may be covered during the same turn. Resolve each separately before moving onto the next one.

It is perfectly fine to have scoring levels of county cards different from the number of difficulty modifier cards used. If you want to play with scoring at Gateway and modifiers at Midweight, do it and have fun. Please tailor the experience to fit your level. Note, the recommended standard game is played with county cards scoring at the Midweight tier and without any modifiers.

Support for Expansions

- Expansion hex tiles:
  - **Additional monastery tiles (#27 - #29):** When placing such monastery tiles the Châteauma ignores their effects.
  - **Crane:** When placing the crane tile, the Châteauma gains a bonus castle action (see Tile placement bonuses on page 24).
  - **Geese:** When placing the geese tile, the Châteauma scores it as if it matches whichever livestock the Châteauma has most of on its duchy and on county cards. During future placement of other livestock tiles, the Châteauma treats the geese tile as if it matches all livestock tiles.
  - **White Castles:** When placing a white castle tile, the Châteauma takes a tile from the board and places it in its reserve. The Châteauma uses the value on the white die to determine the starting depot. It looks for the tile of a type it doesn't have in its reserve, prioritizing the leftmost type if tied. If there is more than one matching tile in the selected depot, it chooses the topmost one. If no tiles are available, then it goes clockwise around the board until a tile is found. If there are no tiles remaining, it gains 1 silver.
  - **Inns:** These hex tiles are not supported in this mode. Do not use them in games with Châteauma.
- **Border Posts** 
  - Some of the Châteauma's county cards have a border post symbol on them.
  - Once it has completed the second such county card, it gains the bonus of the current phase (10/8/6/4/2).
  - Once it has completed the third such county card, it takes the bonus tile for completing 3 border post connections (with 5/6/7 victory points, if still available, otherwise, one with 2/3/4 victory points if still available).
- **Trade Routes:** You can use the trade routes as in multiplayer rules, however, the Châteauma does not use the trade routes. Instead, it scores one additional victory point every time it sells goods. This bonus is per action, not per goods tile.

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- **Shields:**
  - Shield #2: Remove it from the shields before setup - it is not supported in this mode.
  - Shield #6: You may copy any face-up monastery tile in the Châteuma's duchy (not including its reserve) or on county cards. You copy the ability of the monastery tiles, not the victory points that the Châteauma would score from them at the end of the game.
  - Whenever the Châteauma completes a county card, and that card has a shield symbol on it, Châteauma will take a shield from the main board starting with the depot matching the value on the white die (then clockwise). If there is more than 1 shield in the depot, choose the one with the lowest number. Then:
    - It takes such a shield and places it to the side of its board, face-down.
    - It does not use the ability of the shield, nor does it have to pay tribute for any such shields at the end of each round.
  - At the end of the game, the Châteauma scores victory points for the number of shields it has:
    - 1 = 8 VP
    - 2 = 15 VP
    - 3 = 25 VP
    - 4+ = 40 VP
- **Team Game boards -** the Châteauma does not support these boards / this play mode. Do not use them in games with Châteauma.
- **Solo Game boards -** the Châteauma does not support these boards / this play mode. Do not use them in games with Châteauma.

Support for Vineyards Expansion

SETUP

- General setup is the same as a normal Châteauma game, with the following changes:
  - Set your own area up with a vineyard board and with a random starting vine token as per the expansion rules.
  - The Châteauma does not need a vineyard board, but instead places vine tiles next to its duchy.
  - The Châteauma county card deck uses cards 1 & 10-17 (with double hex symbols showing on some spaces). Shuffle these cards together to create the Châteauma county card deck.
  - Use one set of 6 vine bonus tiles. Randomly choose one for yourself before creating the vine bonus tile pool. The Châteauma does not use vine bonus tiles.

2. County Card Placement Bonuses

This expansion introduces new county card placement bonuses marked with double hex icons on some county cards.

Whenever the Châteauma places a hex tile onto a county card space marked with a double hex ( ) symbol, it will try to perform the indicated bonus action as described below:

Taking a double hex tile

If the Châteauma's tile placement covers a space with a symbol shown on it, the Châteauma will try to take a double hex tile from the vineyard depot. If there are no double hex tiles in the vineyard depot, the Châteauma skips this placement bonus. Otherwise, it takes the double hex tile from the slot that matches the value on the white die. If there is no double hex tile in such a slot it will look at the next slot to the right (wrapping around to the far-left if needed), until it finds a double hex tile. The Châteauma places double hex tiles in a pile near its duchy board.

PURCHASING BLACK DEPOT TILES

At the end of the Châteauma's turn, if it has at least 2 silver coins, instead of buying a tile from the black depot, the Châteauma will buy a double hex tile from the vineyard store (paying 2 silver coins):

- If multiple options are available (when using the 3+ player setup), it uses the white die's value to choose the space to pick from (1-2 = left, 3-4 = middle, 5-6 = right), moving to the right and looping around to the far-left, if needed.
- If it does buy a double hex tile, it places it on the pile near its duchy board.
- If there are no tiles available in the vineyard store, the Châteauma will attempt to purchase a single hex tile from the black depot, as in the regular Châteauma rules.

Final scoring

The Châteauma scores additional victory points based on the number of double hex tiles in its pile.

Victory points for Châteauma's double hex tiles													
Double hex tiles	1	2	3	4	5	6	7	8	9	10	11	12	13+
Victory points	1	3	6	10	15	21	28	36	45	55	66	78	91

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