



How to Play Teaching Guides:

#15 Caylus

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #15 of The How to Play Podcast available at www.howtoplaypodcast.com

1 The Hook - What the Game is About

"In this game you are a master builder in medieval France employed by King Phillip to develop the lowly village of Caylus into a mighty city! In each turn we will take turns placing our workers into the different buildings in order to get resources, money and to build various buildings. The game takes place over three stages of building the dungeon, the walls and the towers of the castle. Your goal for this game is to score victory points. You do that by playing your workers to collect as many resource cubes as possible and then convert those resources into points by building buildings in the city and for helping to build sections of the castle. When the tower stage is complete, whoever has the most points will be the victor!"

2 The Meat - How to Play the Game

1. Introduce three overall goals;
 - 1.1 Collect resources
 - 1.2 To build buildings for points
 - 1.3 Or to donate cubes to the castle for points
2. Overall structure of the game - 3 phases and how they are triggered -
 - 2.1 Baliff
 - 2.2 Finishing a section of the castle
3. Game Turn Basics
 - 3.1 Placing and paying for a worker
 - 3.2 Passing and passing Bridge
 - 3.3 Order of resolving down the path, first 6 buildings are resolved

- 3.4 Introduce the provost
 - 3.4.1 Hows and whys of moving the provost
 - 3.4.2 Importance of moving the provost last
- 3.5 Actions are resolved
- 3.6 How to build in the castle
 - 3.6.1 Donation order
 - 3.6.2 What is a batch
 - 3.6.3 Effects of donating
- 3.7 End of turn
- 3.8 Move baliff and check for end of round
- 4. Review a full turn
 - 4.1 Income
 - 4.2 Worker placement
 - 4.3 Resolve first six buildings
 - 4.4 Provost movement
 - 4.5 Finish resolving buildings
 - 4.6 Build in Castle
 - 4.7 Move the baliff & check for end of turn/end of game
- 5. The Buildings
 - 5.1 Reading cost/VPs/Effects on building tiles
 - 5.2 Discuss different categories/colors of buildings
 - 5.3 Discuss building tree for how to build each building color
 - 5.3.1 Wood - Built by Carpenter
 - 5.3.2 Stone - Built by Mason
 - 5.3.3 Residence - Built by Lawyer
 - 5.3.4 Prestige - Built by Architect w/Residence
 - 5.4 Why to build buildings?
 - 5.4.1 Victory Points when built
 - 5.4.2 Victory Point from other players for entry
 - 5.4.3 Always only one money to use own building

- 5.5 Quick Explanation of each building
 - 5.5.1 6 Special - (Important! - Trading Post money)
 - 5.5.2 Pink - (Important! - Carpenter builds Wood buildings)
 - 5.5.3 Wood - (Important! - Mason builds Stone buildings, Lawyer builds residence)
 - 5.5.4 Stone - (Important! - “Stone Farms,” Architect builds Prestige Buildings)
 - 5.5.5 Gold Mine - Other ways to get gold/importance of gold
 - 5.5.6 Residences
 - 5.5.7 Prestige Buildings
- 6. Favors
 - 6.1 How to get favors
 - 6.1.1 Jousting Arena
 - 6.1.2 Castle
 - 6.1.3 Prestige Buildings
 - 6.1.4 End of Round Scoring
 - 6.2 What they are: first game recommended rule - 3 Victory Points
*(For teaching favors and favor strategy listen to Part 4 of Episode #15 of the How to Play Podcast.)
- 7. Review Goals of the game
 - 7.1 Two major ways to score victory points
 - 7.1.1 Buying buildings
 - 7.1.2 Donating to the castle
 - 7.2 Two minor ways to score victory points
 - 7.2.1 Players using your buildings
 - 7.2.2 Acquiring favors
- 8. Review Round Structure including round end triggers and round scoring
- 9. Review Turn Structure naming the 7 phases of the turn
- 10. Go Over End Game Scoring
 - 10.1 Tower Scoring
 - 10.2 Points for leftover cubes and money

3**The Hamster - How to Win the Game**

1. Carefully Prioritize
 - 1.1 No money means no power in the game
 - 1.2 No cubes means you can't score points
 - 1.3 Low turn order will give you worse buildings
 - 1.4 Balance all of these to make your best choice
2. Be careful about playing to the very front of the line though you have to keep moving forward in your choices of buildings
3. Beware The Evil Provost
 - 3.1 Try to be the last man on the bridge
 - 3.2 Stick with other players
 - 3.3 Have money
 - 3.4 Use the inn
 - 3.5 Use the provost against other players
4. Read what other players are trying to do and pay attention to other players resources and money in stock
5. Two Possible Starting Strategies - The Builder or The Donater
 - 5.1 "The Builder" - Build buildings early and often and try to get a "stone farm" or two
 - 5.2 "The Donater" - Get lots of cubes and try to win as many favors from the castle as possible
6. Do what the other players aren't doing!
7. Good Luck and Have Fun!

Credits:

Game Design: William Attia

Game Publisher: Ystari Games / Rio Grande Games

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Teaching outline based upon How to Play Podcast Episode # 15

Podcast Website: www.howtoplaypodcast.com

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Discussion Forum: <http://www.boardgamegeek.com/guild/746>

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