

Caylus Magna Carta: The Favors

Contents

5-player game:

- 12 basic cards for the purple player
- 4 purple workers and 1 purple marker
- 1 *Bridge* card for 5 players

Expansion:

- 1 *Favor* board
- 5 *Joust* cards (1 per player)
- 23 *Resource* cards
- 7 *Prestige* cards
- 2 neutral cards (1 *Joust* & 1 *Bank*)
- 20 markers (4 per player)

5-player game

Take the tokens and basic cards of the purple player (but not the *Joust*) as well as the new *Bridge* card and proceed as in a normal 4-player game. The 5-player game can be played with the basic rules of Caylus Magna Carta or with the expansion.

Expansion

Setup:

- The *Favor* board is placed next to the zone of play. Each player puts one of their tokens at the start of the score track and 3 tokens at the start of the favor table (*Fleurs-de-lys*).
- *Resource* cards are shuffled and piled face down.
- The new prestige buildings are layed out face up. Prestige buildings from the basic game are not used.
- In addition to the neutral buildings of the basic game, place the neutral *Joust* field at the end of the road (after the *Peddler*). The *Provost* is placed on the *Peddler*.

Special rules

Neutral Bank:

At the end of the turn during which the last *Dungeon* marker was either built by a player or discarded, add the neutral *Bank* as a last building at the end of the road. During subsequent turns, it is treated exactly like the other neutral buildings.

New prestige buildings:

Some prestige buildings have one or two fleur-de-lys symbols on them. When a player constructs one of these buildings, they immediately gain 1 favor (see below) per symbol featured on the prestige building.

Phase 4 (Building effects):

Neutral Bank: The owner of the worker placed on the *Bank* can pay 1 denier for a gold cube if the neutral *Bank* is activated.

Neutral Joust: The player who is placed on the neutral *Joust* earns 1 favor (see below) for 1 denier if the neutral *Joust* is activated.

Joust: The player placed on the *Joust* earns 1 favor (see below) if the *Joust* is activated. The *Joust*'s owner earns 1 denier.

Phase 5 (Castle):

The player who has given the most lots during this phase **earns 1 favor** instead of 1 gold (see below). In case of a tie, the player who first gave that number of lots earns the favor.

Favors

When a player earns a favor, they must choose among the following options:

Draw a Resource card: The player draws the first *Resource* card from the pile and adds it to their hand without showing it. That player can discard this card at any time to acquire a cube of the color indicated on the card. *NB: Some Resource cards allow you to get gold by paying 1 denier to the bank. The number of Resource cards in hand is not limited.*

Advance on the prestige track: The player moves their marker one space up on the prestige track. At the end of the game, the player will earn a number of prestige points corresponding to their position along the track.

NB: Moving beyond 15 points on the track is impossible.

Earn a power: The player moves one of their discs one level up on the power track. They earn the power featured on this space as long as their disc remains on it.

NB: A player may not have two discs on the same space. A player advancing on this track may place their disc on any power of the superior or equal level.

Level I



At each phase I (Income), the player may choose to remove one of their workers for the whole duration of the turn to gain 1 more denier. It is impossible to remove more than one worker.



At each phase III (Provost), the player may move the Provost up to 2 cards without paying. He can add 1 denier to move the Provost up to 3 cards, but cannot move beyond this limit.

Level II



At each phase I (Income), the player draws a *Resource* card and looks at it. The player may keep it by paying 1 denier or discard it.



Each time the player constructs a building from their hand, they may remove 1 worker (and only one) for the whole duration of the turn in order to pay 1 less resource of their choice.

Level III



At each phase I (Income), the player may pay 1 denier to move 1 space up the prestige points track.



When activating one of their own buildings, the player may benefit from both the main effect and the secondary effect of the building.