Guédelon the game

This translation is done by Esben Meulengracht Flachs (Esbenmf). No infringement on Asyncron's rights is intended. A copy of the original game is required to play the game. For illustrations please refer to the original French rules.

Preamble

Guédelon, the game is a **cooperative** management game in which each player can perform various activities and participate in the construction of the castle.

You and your gaming partners will win (or lose) all together!

You will need to produce the raw materials at the **stone quarry,** in the **forest,** and the **clay pit,** and then transport them to the workshops.

These materials need to be processed into finished products at the **stonemason, carpenter** or **tilery.** You will then have to transport these finished products to the castle for use in constructing the castle of Guédelon.

To produce faster, you will need to gain experience with the **contractor** and to sharpen your tools at the **blacksmith.**

It will also be necessary to go to the **tailpiece** and the **mason.**

But unforeseen events and more and more visitors are likely to disrupt your projects!

Rules

Contents
1 game board,
4 individual player boards,
1 **course of the apprentice** tile,
22 **floor** tiles,
27 **material** tokens (9 wood, 9 stone, 9 clay),
5 **rope** tokens **,**
6 **mortar** tokens,
1 **time counter** piece **,**
45 **event** cards **,**
5 **Cart** tiles (to assemble as a cart)
9 wooden **Visitor** pawns,
4 wooden **Worker** pawns **,**
8 **slider** pegs,
1 canvas bag,
1 rulebook.

0 Setting up

Numbers refer to the illustration in the French rulebook.

1. Place the game board in the centre of the table.
2. Place the *Time counter* token on its starting location. The number on each space indicates the current year, counted as if you were in the 13th century!
3. Place 9 *Wood* tokens in the *Forest (reserve).*
4. Place the 6 *Mortar* tokens and 5 *Rope* tokens next to the board *(reserve).*
5. Place the Cart figurine in the *Stables (9).*
6. Place the 9 *Visitor* pawns in the *bag* and place the bag next to the board.
7. Place the 9 *Clay* tokens near the *Clay pit (reserve).*
8. Place the 9 *Stone* tokens side near the *Quarry (reserve).*
9. Each player takes a player board, two *slider pegs* and the *Worker* pawn of their colour and symbol. *See example to the right with the green player.*
10. Each player places their *Worker* pawn in the Castle courtyard location.
11. For the first game, select the *Event* cards numbered 1 to 18. Shuffle these cards face down to form the event deck and place it on the game board.
12. Place the *(orange) Floor tiles* to cover the castle buildings as shown, starting from number 0 at each.

1 Purpose of the game

Players must complete the construction of the castle of Guédelon before the 18th round (year 1245) to win the game. Before beginning, designate a **First Player** (e.g. the one who visited Guédelon - or failing that, another castle - most recently). This player will remain the first player throughout the game.

2 Materials

The building materials are presented as two-sided material tokens that have different illustrations and shapes.
The **Front** represents the **raw material:** stone from the quarry, freshly cut wood from the forest, or clay extracted from the clay pit.
The **Back** is the **finished product:** cut stones, wood beams and tiles.
The materials can be transported in either the workers own wheelbarrows or in the cart. It is possible to drop them off in any location.

3 Individual player boards

Each player has 2 **slider** pegs on their individual player board to keep track of their experience level and number tools. These start in varying positions depending on the number of players in the game.
Example: In a 4-player game, a **slider** peg is placed on the "1" level of experience and the other on the level "3" tooling.
Indication of the starting position of the cursor according to the number of players in the game. Symbol and colour of the player. Experience level. Tools Level. Wheelbarrow.

3.1 Experience level

A player's **Experience level** determines the maximum number of material tokens (clay, stone or wood) that player will be able to **extract** or **shape** (into cut stone, wood beams, or tiles), or to use for **constructing the castle** during each turn.
The experience level can only **grow** during the game, thanks to the **Master Builder** *(Master Builder 7.1, page 5).*

3.2 Toolbar

A player's **tool bar** indicates the number of **available tools** that may increase the efficiency of actions: Each point of tools spent during an action increases the number of material tokens produced, extracted or shaped by this action by 1.
Exception: Tools does not increase the production of ropes nor mortar. Used tool points can be regained by visiting the Blacksmith *(Blacksmith 7.8, page 6)* or Pillory *(7.3 Pillory, page 5).*

Example: Xavier is in the active player and his experience and tools cursors to "3" both. He can extract 3 stones thanks to his experience and possibly 1, 2 or 3 more thanks to his available tools. He decides to spend 2 tools to extract 2 additional stones for a total of 5 and lower his toolbar to level "1".

3.3 The wheelbarrow

Each worker always has an individual wheelbarrow (shown on the individual player board) which can carry **up to 3 material** tokens. Loading and / or unloading can be done at any time during a player's turn and as many times as wanted, these are optional and free actions.

4 The Cart

The cart can be used to transport **up to 6 material** tokens. The **Cart** figure starts the game at the Stables *(7.9 stables, page 6).* During turn, a player can take **an action** to use the cart. This can be done **before or after** the worker action as a **voluntary** action.

The player can either:

- **load** the cart by placing up to 6 **material** tokens present in the location where the cart is located, or
- **unload** the cart by placing **material** tokens present thereon in the location where it is located, or
- **move** the cart to an adjacent location along a cart path. Nothing blocks the movement of the cart, and the cart does not block the movement of workers or visitors.

The cart can carry up to 6 tokens **material** of all kinds.

Example: The cart can carry 2 Stones, 2 Wood beams, 1 Mortar, and 1 Rope.

5 Game round

The game round is divided into 4 phases:

1. Advance **Time counter** piece.
2. Draw an **Event** card.
3. Player **action turns.**
4. Move **Visitor** pawns.

5.1 Advance the Time counter piece

At the beginning of each round, the **first player** advances **the Time counter** piece **one space.** If the **Time counter** piece lands on a space with a **bag** symbol, the **first player** draws a **Visitor** pawn from the bag and places it lying down on the Belvedere *(Belvedere 7.2, page 5).*

5 .2 Draw an Event card

The **first player** draws an **Event** card and announces the effect of the card. The effect is applied, as appropriate, either **immediately** or **for the entire round.**

Note: It is possible that a card effect cannot be applied and is thus omitted.

Then the card is discarded, that is to say it is put face up next to the game board to form the Event discard pile.

5.3 Player Actions

Beginning with the **First Player** and then clockwise, each player takes a mandatory action and any optional actions.

The actions consist of:

- **Move Worker pawn (required).**
  The player removes their **Worker** pawn from the game board, and then places it on any **other** location on the game board marked with a symbol *(7 Places, page 5).*

The player **may** then either:

- benefit from the effect of the location, if there are no visitor(s) present at the location,
- initiate any visitors at the location.

Moving the worker pawn is **mandatory:** A Worker cannot stay in the same location as occupied previously.

Exception: A player may not move his Worker pawn to the Master Builder if another player's Worker pawn is already there *(7.1 Project Manager, page 5).*

- **Use the wheelbarrow (optional)**
  The player can load **and** unload their cart at both the departure and arrival locations during the movement of their Worker pawn.*(3.3 wheelbarrow, page 3).*

□ **Use the Cart (optional)**
The player can also, before **or** after moving their Worker, move, load, **or** unload the cart. If they decide to move the cart, it can only go to an adjacent location following the paths marked with a symbol wheel *(4 cart, page 3).*

Exception: A player who is at the Stables can perform multiple actions with the cart *(7.9 stables, page 6).*

5.4 Visitors move

When all the players have taken their turns, proceed to the **visitor** movement, if any Visitors are present*(6.3 Displacement of visitors, page 59.*

6 Visitors

6.1 Arrival of visitors

Even if they slow down the construction work, visitors are one of the reasons for the Guédelon project. You need to take care of them by giving them the best information. Visitors of 3 different colours arrive regularly, according to the year and the progress of the construction.

A **visitor** pawn is drawn from the bag and placed **lying down** on the **Belvedere** *(Belvedere 7.2, page 5)* whenever:

□ the **Time counter** piece lands on a box with a **visitor** symbol,

□ a player puts a **Mortar** token at the foot of a building.

Several **Visitor** pawns can arrive in the same turn and may be in the same location.

6.2 Initiate visitors

Visitors have two states: "Uninitiated" (lying down) and "Initiated" (upright).

When visitors arrive at Guédelon, they are placed at the **Belvedere** in their "uninitiated" state. Before they can leave the Castle, they must have been initiated by the workers.

To initiate a visitor, it is sufficient for a worker to go to the location of the visitor. The **visitor** is then initiated by placing it in an upright position. Initiated visitors can leave the castle when they reach the end of their journey. Otherwise they will have to stay at the Castle until a worker comes and initiates them. If several visitors are present in a location where a worker goes, they are all initiated at the same time.

A Worker who goes to a location with visitors **may only initiate visitors, workers cannot benefit from the effect of such locations, while there are any visitors present.** On the other hand, workers may carry out the cart action and also load and unload a wheelbarrow. This also applies to the Castle: If any visitors are present, we cannot build it, **a Worker cannot build!**

Note: A player therefore has no interest in going to a place where the only visitors are already initiated. The worker cannot use the effect of the location or initiate any visitors as they are already initiated.

6.3 Displacement of visitors

At the end of each round, each **visitor** is moved to the neighbouring location following the route of its colour.

There are 3 routes: Yellow, orange, and red. All three routes end at the Castle. Example to the left: Moving the yellow Visitor this pin to the blacksmith (8) towards the stables (9) able ivant not yellow.

Initiated visitors (standing pawns) located at the Chateau are placed in the bag again when they need to be moved. Their visit to Guédelon is finished. **Uninitiated visitors** (pawns lying down) located at the Chateau remains there as long as they are not initiated, thus preventing any construction work!

7 Locations

7.1 Master Builder

This is the **only** place where there can be **only** one **Worker** pawn. Workers who goes there:

□moves their slider peg one space to the right on their experience level track.

7.2 The Belvedere

This is the location where **visitors** start the visit.
When a **visitor** pawn is drawn from the bag, place it lying down on the **Belvedere** location**.**

The **Belvedere** gives no effect to a worker who goes there. On the other hand, the worker can initiate all visitors who are present there.

7.3 The Pillory
This location is used to entertain visitors.
A worker who goes there:
- moves the slider peg one space to the right on the toolbar, and
- immediately move **one Visitor** pawn of their choice to the next location **on the appropriate route** *(6 visitors, page 4)*. An initiated visitor located at the Castle, is returned to the bag.

7.4 Stone Quarry, Forest, Clay Pit
Stone – Wood – Clay
These are used to produce raw materials (stone, wood and clay).
A worker who goes there:
- can **produce** as many items as indicated by the experience level plus (possibly) all or part of their level of tools; in this case, the tool cursor is adjusted to take into account any points spent *(3.2 Rigging, page 3).*

The player takes the corresponding number of tokens in the reserve and deposits them with the raw material side visible on the location.
Note: These materials are waiting to be transported to the corresponding workshop (Stone mason, Carpenter or Tilery).

7.5 Workshops: Stonemason, Carpenter, Tilery
Cut stones – Wood beams – Tiles
These locations are used to transform raw materials into finished products (cut stones, wood beams, and tiles).
A worker who goes there:
- can **transform** as many tokens as indicated by the level of experience plus (possibly) all or part of their level of tools; in this case, the tool cursor is adjusted to take into account any points spent *(3.2 Rigging, page 3).*

The player turns the number of corresponding tokens present on this location upside down to the finished side (cut stones, wooden beams, or tiles).

Example: Sabine has an experience level of "3", a standard tool of "3" and 2 wood chips on his wheelbarrow. She moves her workman to the Carpenter to do this job. There are already 4 wood chips present. She unloads the 2 wood chips from her wheelbarrow. There are 6 wood chips ready to be processed. She then performs the trade of Carpenter and transforms the 6 Wood tokens into 6 wooden beam tokens (experience level of "3" + level of tools of "3") by turning them upside down. She moves down her tool cursor to the "0" level. She can then load up to 3 wooden beam tokens on her wheelbarrow.

7.6 Mason
The Mason makes the mortar that is essential to begin construction of a building.
A Worker which goes to the Mason can only produce **a single mortar token** (whatever their level of experience and tools).
Gain a **mortar** token, and place it at the location or load it onto the wheelbarrow or the cart, if it is present at the mason's location.
A **Mortar** token is considered to take up one space on a wheelbarrow on the cart. When it is transported to the Castle, it is **automatically** placed at the foot of a building of the player's choice *(7.10 Castle, page 6).*
It is **mandatory** that a **Mortar** token is placed at the foot of a building before construction of floors starts.

7.7 Ropewalk
Rope is essential for building up high.
A Worker who visits the Ropewalk can only produce **a single Rope** token (whatever their level of experience and tools).
Gain a **Rope** token and place it at the location or load it onto the wheelbarrow or the cart, if it is present at the Ropewalk location.
The rope is essential when constructing the castle from floor 1 to floor 4.
A **Rope** token is considered to take up one space on a wheelbarrow or the cart. When it is transported to the Castle, it is **automatically** placed on a **Rope** space near the **Thread wheel crane**.
Example: Carolina wants to put a building tile on the 3rd floor of the Chapel tower. There are 3 ropes on the **Thread wheel crane,** thus she can do it. On the other hand, she also wanted to put a building tile on

7.8 Blacksmith

The blacksmith manufactures and sharpens the tools.
A worker who goes there:
- **set** the tools **cursor** at level "3".

7.9 Stables

A Worker can **take 3 actions** with the cart instead of one.
Note: this is the only benefit of the stables, but sometimes it is indispensable to be on time.

7.10 The Castle

The Castle is made up of:
- six buildings,
- a courtyard, for storing finished products,
- a thread wheel crane.

Each building has at its base a location to be filled by a **mortar** token.
Each building is composed of 3 to 5 **Floor** building tiles. On each **floor** building tile is indicated which finished products and how many are needed for the construction.
A new Visitor pawn is drawn from the bag whenever a mortar token is placed in front of a building.
A Worker who visits the Castle:
- can **take** as many **Finished Product** tokens (present in the castle courtyard or in the wheelbarrow) as their experience level plus (possibly) its level of tools and **place** them on the corresponding spaces of one or more **Floor** building tiles of their choice. Used tool points are spent as usual.
- it is necessary to place a corresponding type of **finished product** token on each **floor** tile starting from floor 0 (the ground floor) and climbing up the floors. In the same building, you must complete a floor before you start putting **finished product** tokens on a higher floor.

- some **floor** tiles have a space with a double finished product symbol (C0, D3, E1 and F3). It is up to the players to decide which of the finished products they will use (but it is the active player who has the last word).
- to be able to put **finished product** tokens on a **floor** tile, it takes at least as many **Rope** tokens near the **Thread wheel crane** as indicated on the **floor** tile on which one want to build.
- once all spaces on a **floor** tile are filled, return the **finished product** tokens to their Reserves and discard the **floor** tile to reveal the portion of the castle built.
- any **Rope** token(s) remain on the **Thread wheel crane**.

Several buildings can be built simultaneously, but beware of shortage of materials.

- **Completion of a building**

A building is completed when all the **floor** tiles that cover this building have been removed.

8 Game end

The players win the game if they manage to construct all the buildings of the Castle before the end of the 18th round (year 1245).
If construction is not completed at the end of the 18th round (year 1245), the part is lost. However, players can continue to see how many extra turns they need complete the construction. They will be able to compare their performances and try to break their own record.

9 Example of a game turn

1 Tachometer pawn ahead of box "1234" where there is a symbol "Bag", this which results in to make arrive a pawn Visitor in. This e st dug in the bag, it's a pawn Red visitor. He is sitting lying on the belvedere.
2 is an **event** card drawn. This is the map "Alchemy". Its effect is: "The player who goes to the **work of Master** places its **maximum** marker tools (in addition to the experience). "
3 The black player, who is the first player moves his pawn on the Master Builder of work, moves its experiment slider one position to the right and, thanks to the map "Alchemy", raises his tooling level to 3.
Action **4** of the cart: it moves the cart carrying stones from one place 2 until the stonemason.
5 The blue player moves his pawn **Worker** at the Carpenter where are 3 woods. He transforms them into beams by turning over the 3 counters whose side Wood is visible from the Beam side.
Action **6** of the cart: it unloads the 2 stones at the stonemason.
7 The green player moves his pawn ier exercise takes place at the stonemason, discharge 2 stones and transforms his wheelbarrow 4 gemstones found there in 4 stones carved with his experience of 2 + 2 tools.
8 What the cart: it loads the 4 cut stones on the cart.
9 black Visitor pin is moved following the steps of color, which leads to the career.

10 Difficulty

You can increase the difficulty by replacing 9 of the Event cards numbered **1 - 18** (easy) with a series of 9 Event cards numbered **19 - 27** (intermediate) or **28 - 36** (difficult). You can also replace the series of 9 Event cards with the special Guédelon series **37 - 45.**

11 Solo and Duo Modes

11.1 How the apprentice works

When setting up, choose a **Worker pawn** among the pieces that are not used. This **Worker** pawn will be the **apprentice Worker.** Place it on the **Belvedere.**

The **apprentice Worker** may advance one or two locations per turn, following one of the colourful visitor trails of your choice. Place a **slider peg** on the colour the pawn is following to remember the colour of the selected route.
Example left: the **apprentice Worker** will follow the yellow route.
The **Worker apprentice** cannot change colour unless it arrives at the Castle location **10.** It is moved from there to the **Belvedere** and will start a new colourful journey at the player's choice at its next action.
The **apprentice Worker** takes **Worker** actions in the same way that other **Workers** do.
The **apprentice Worker** can meet visitors during its movement. If there is a visitor on the same location, the **apprentice Worker** can only initiate the visitor, and cannot benefit from the effect of the location. The **apprentice Worker** can take actions with the cart as well as loading and unloading the wheelbarrow.

11.2 Specifically for Duo Mode

Each player uses a single player board with and the **Worker** pawn in the corresponding colour.
A third player board is used to manage the **apprentice Worker** pawn who takes turns after those of the two players *(11.1 Operation Apprentice, page 8).*

11.3 Specifically for Solo Mode

The player plays with two **Worker** pawns sharing the same individual player board. The tools, experience and the wheelbarrow are therefore common to the two **Worker** pawns.
The player decides at every turn, in what order the two **Worker** pawns takes turns.
A second tray is used to manage the **apprentice Worker** pawn, who takes turns after those of the player *(11.1 Operation Apprentice, page 8).*

12 The mill (Expansion)

12.1 Content

1 Mill tile front and back
1 rule leaflet

12.2 Setting up

Put the **Mill tile** on the game board covering the mill outline, with the orange side of the **Mill tile** visible.

12.3 Rules

The **Mill** is an additional challenge.
To build the **Mill**, players will have to ship two **wooden beam** tokens and a **cut stone** token to the mill location and place them on the **Mill** tile exactly as when constructing a floor of the castle.
There is no need for **Mortar** or **Rope**.

As soon as the two wooden beam tokens and the cut stone token are placed on the tile:

- ☐ Put the three tokens back into their respective reserves,
  Flip the **Mill tile**, such that the mill side is facing up.
- ☐ Draw a new **visitor** and put him down on the **Belvedere**.
  From now on, **visitors** will take the path leading to the mill, between the Forest and the Tilery, instead of going directly from one to the other.

13. Card manifest

Standard Event deck:

1 **Alchemy**. A worker who goes to the Master Builder increases their toolbar to 3 (in addition to the experience gained), or the apprentice increases their experience by 1.

2 **Souvenir shop**. *Guédelon the game just arrived in the shop. Morale is at its highest*. Each worker increases their toolbar by 2, or the apprentice increases their toolbar to 3.

3 **Rope maker**. *The Rope maker replaces worn ropes with new ones*. Add a reserve chord token on the Thread wheel crane.

4 **Spring sweetness**. The workers who produce stone or wood this turn produce one more token.

5 **Flash of Genius**. A worker who goes to the Master Builder this turn increases their experience level by 2, or the apprentice increases the experience level by 1.

6 **Great shape**. The last worker in the turn plays twice and also moves the cart 2 times or the apprentice plays twice.

7 **Trainee**. One of the workmen can perform twice the action of the place where he goes, except at the Master Builder. Note: The Cart action can be taken only once.

8 **My precious**. *A treasure has been discovered in the clay pit*. The first worker who goes to the clay well this turn produces two additional clay tokens.

9 **Fairy**. A good fairy places two material tokens in a production location of your choice (stones in the stone quarry, forest wood, or clay in the clay pit).

10 **Agile horse**. A worker can perform an additional action with the cart before taking their action.

11 **Super Master Builder**. One of the workers (or the apprentice) plays this trick as if they had an experience level of 4.

12 Rebelote. A worker (or apprentice) can do the action of the location they will leave before playing. The worker (or the apprentice) can also do the cart action once more.

13 Archaeologists. *The archaeologists help*. A worker can place two finished products in the castle courtyard. They can come from the cart, a wheelbarrow or a workshop.

14 Masons of the heart. *The masons bring mortar to the castle*. Take a mortar token from the reserve and place it at the foot of a castle building, then draw a visitor token from the bag and place it, uninitiated, on the belvedere.

15 Private lesson. *The Master Builder agrees to educate a worker*. A worker immediately increases their experience level by 1 without going to the Master Builder.

16 Blacksmith. *The blacksmith works hard*. A single worker (or the apprentice) raises their tooling level to 3.

17 Report. *A TV channel comes to report on Guédelon*. Immediately place all Workers on the Belvedere, or the apprentice can take advantage of it to change the colour of the chosen path.

18 Collective lesson. *The Master Builder agrees to give a group lesson*. Several workers can go to the Master Builder this turn, or the apprentice can increase the experience level by 1.