



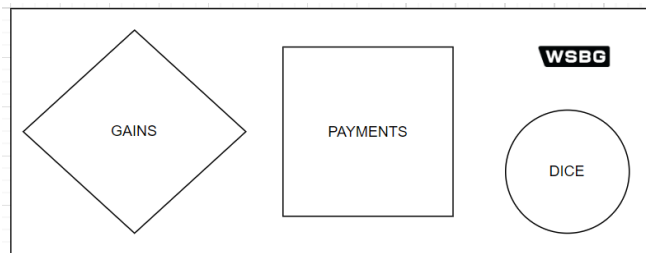
The Castles of Burgundy Procedures

Before play begins, all players should confirm that game components are complete.

Each player at a given table will play using the same duchy/player board, which will be selected by WSBG tournament officials.

The player in Seat One has been randomly determined and will open play.

A transaction board will be used to clearly indicate resources gained and payments made. Nothing should be placed on your duchy board without first being placed on the transaction board with your payment. After a transaction is completed, the transaction board should be cleared.



When rolling, all dice will be shaken and placed gently on the table using a dice cup, which will be turned over onto the designated area with all dice within. Any die which is not completely flat on the transaction board when the dice cup is lifted away will need to be rerolled.

Each time a Victory Point marker is moved, its color, starting point, and ending point must be declared. **Example:** "Moving blue from 24 to 30."

The #6 Monastery/Knowledge tile will be played in all tournament games using the following errata: ***If this tile is in your duchy, once per turn you may spend 2 workers to buy any single beige building tile from the board except from the black depot.*** Note: This tile does not provide an "extra" buy.

An Active Player card will be used to show whose turn it is and should be passed to signal when a player officially ends their turn.

Players should not address any game element unless they are the Active Player.

Unless noted above, gameplay will proceed normally and according to the rules.

*These procedures are designed to ensure fair play and minimize problems with the game state. They may be amended at any time by a WSBG tournament administrator.

