

Example: The woodworker, which the players begin the game with, can convert 2 wood into 1 victory point. His capacity is 4; that is, he can convert at most 8 wood into 4 victory points per round.

- As the game progresses, **better** craftsmen appear, who can convert the building resources **more efficiently** and/or with a **higher output capacity**.

Example: At the beginning, players have a stonecutter, who requires 2 stone to create 1 victory point. A mason requires only 1 stone for 1 victory point, and a sculptor can convert 1 stone into 2 victory points.



In addition to the normal craftsmen who convert building resources into victory points, there are several **special craftsmen** who can also only be used at the end of a round:

- The **goldsmith** converts 3 gold into 1 victory point.

Example: When using the goldsmith, a player moves his or her wealth marker back 12 fields and receives 4 victory points.



- The **architect** provides 1 victory point.

Tip: For this, he doesn't need any building resources. He occupies a place in the craftsman row, though, on which another craftsman might be able to earn more victory points.



- The **tool maker** provides 2 gold, as long as the player has metal in his or her supply. The metal is not used up by this (and therefore is not returned to the general supply).

Tip: The player can first use the metal for the toolmaker and then use it for another craftsman to make something (and return it to the supply).



- The **master woodworker** can turn 1 wood into 4 gold. He can only do this at most twice per round, so can turn at most 2 wood into 8 gold. The wood is **used up** in this process.



- The **bell maker**, the **glassblower**, and the **organ builder** require metal as their consumable building resource. The metal is used up in these conversions. The glassblower and the organ builder also need sand or wood.



Craftsmen Requirements

The **three types of craftsmen** who the players begin with are not as good at converting building resources into victory points as the craftsmen who will build the cathedral later in the game. Because each player can only **employ 5** craftsmen, they are often exchanged for other craftsmen. They do have important special functions:

- Without a mortar mixer, a player cannot earn any victory points with a mason.
- Without a stonecutter, a player cannot sell stone in the resource market.
- Without a woodworker, a player cannot buy wood in the resource market.

Tip: Players should consider which craftsman to get rid of very carefully when making room for better craftsmen.

THE ADVANTAGE CARDS

The **advantage cards** that players receive in **Kingsbridge** are, in general, **self-explanatory**. There are three types:

- Cards that apply for the **remainder** of the game; that is, in **perpetuity**. These cards represent patrons who support the player; for example, "Each round, you receive 1 additional wood production". They are placed in ready view in front of their owners until the **end of the game**.
- Cards that are used **once** at the **owner's discretion**; for example, "In any one round of your choice, you pay no taxes ...". They are placed in ready view in front of their owners until they are **used**. Then they are removed **from the game**.
- Cards that are used **once and immediately**; for example, "You immediately receive 8 gold". These cards are removed **from the game** as soon as they are used.



Important: Before the final (sixth) round, the 2 advantage cards for this round are placed in Kingsbridge: "You immediately receive 1 metal" and "You immediately receive 1 stone and 1 wood."



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KEN FOLLETT

THE PILLARS OF THE EARTH

G A M E R U L E S

For 2–4 Builders, Ages 12 and Up

England, at the start of the 12th century – Prior Philip of Kingsbridge has an ambitious dream. He wants to build the largest and most beautiful cathedral in the country. To do this, he needs experienced master builders, played by you. You will work together on the monumental building, each using your own workers and competing to make the largest contribution to the cathedral's construction. You must employ and manage skilled craftsmen. Your hired workers will source the necessary building resources – stone, wood, and sand. What's missing can be bought in the builders' resource market, but for high prices.

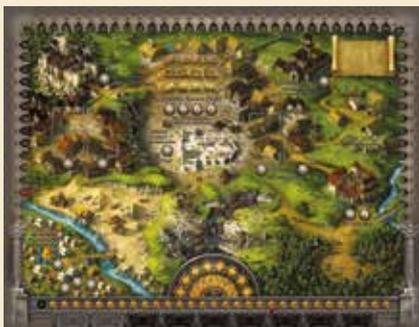
As master builders, you will have to worry about more than just the construction of the cathedral. The King will levy special taxes on a whim. Your plans may fall apart if you run out of gold. It's a good idea to periodically beg for the King's favor. Maybe he will be in a generous mood and let you have some desperately needed metal. An audience with the Archbishop might also be helpful, as it offers protection from more powerful forces that manifest in unexpected events. Sometimes Fate will be kind to you, but sometimes it will hinder your progress. You may also have to appeal to influential people to support your plans.

By the end, the glorious building – The Pillars of the Earth – will reach up to the Heavens. Who has contributed the most to it and who has earned the most fame? The player who has used his or her gold, craftsmen, and time most efficiently will be the winner.

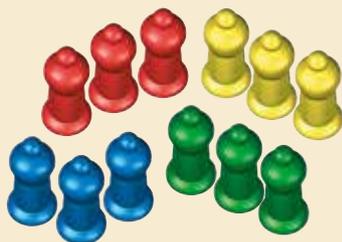


GAME MATERIALS

1 Game board



12 Master builders (3 in each of the 4 player colors)



4 Large workers (1 in each of the 4 player colors)



28 Small workers (7 in each of the 4 player colors)



4 Small gray workers



1 Small black worker



82 Building resources (cubes):



8 Scoring markers (2 in each of the 4 player colors)



1 Black cost marker



36 Craftsman cards



9 Resource cards



16 Advantage cards



10 Event cards



4 Game overview cards (with game turn sequence on one side and craftsmen requirements on the other)



1 Cathedral, which is made of 6 pieces:



1. Nave

2. Transept

3. Apse



4. & 5. Towers



6. Roof

1 Cloth bag

1 Die (with the numbers 2, 3, 3, 4, 4, 5)

PREPARATION FOR THE GAME

• Place the **game board** in the center of the table.

• Each player chooses a **color** (blue, red, green or yellow) and receives **3 master builders**, **1 large worker**, and **7 small workers** in that color. The large worker is equal to 5 small workers, so each player starts with a total of 12 workers. Players place their workers in front of them as a supply. The master builders are placed in the cloth bag, which is placed next to the game board.

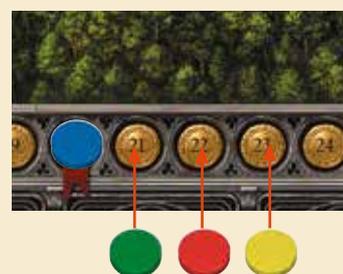
• Additionally, each player receives **3 starting craftsman cards** (with the player's color on the back sides): **1 mortar mixer**, **1 woodworker**, and **1 stonemason**. These are placed face-up in front of the players.



• Each player receives 1 game overview card in his or her player color, which summarizes the game turn sequence and the craftsmen requirements.

• The player who most recently saw a cathedral is the **starting player** for the first round and takes the first part of the cathedral (the nave).

• Each player places one of his or her **scoring markers** (wooden disks) on the "2" space of the **victory point track**, which runs along the edges of the game board. [Note the red ribbon.]



• The other **scoring marker** is placed on the **gold track** along the bottom of the game board, as a **wealth marker**. The starting player places his or her wealth marker on the "20" space. To make up for the **starting player advantage** in the **first round**, the other players receive (in clockwise order) 1 additional gold each – that is, they place their wealth markers on the numbers 21, 22, and 23. [Note the red ribbons on the track.]

• Sort the **24 craftsman cards** by the round in which they appear in the game (numbers 1–6 on the back sides). Shuffle each of these 6 stacks of 4 cards each and place them in order next to the board. In each round, **4 new craftsman cards** come into play.



• Shuffle the **9 building resource cards**.



- From the 16 advantage cards, remove the 2 advantage cards designated for the final round, which are marked with a round window in the corners. Place them next to the board.



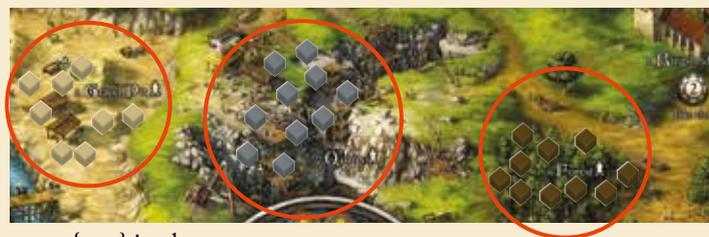
Shuffle the remaining 14 advantage cards. Then, remove 4 of them from the game (these cards remain **hidden**; do not look at them). The other 10 cards are placed **face down** in a pile on top of the 2 cards for the final round.



- Shuffle the **10 event cards**. Remove 4 from the game (these cards remain **hidden**; do not look at them). The remaining 6 cards are placed **face down** on the event cards space in the top right-hand corner of the board.



- Place the **building resources** (wooden cubes) on the **building resource spaces** on the board.



Wood (brown) is placed in the forest, **stone** (gray) in the quarry, and **sand** (beige) in the **gravel pit**.

- Place **4 sand**, **4 wood**, and **4 stone** cubes on the spaces in the Kingsbridge resource market. Put sand cubes on the “2” spaces, wood cubes on the “3” spaces, and stone cubes on the “4” spaces.



- Place **1 metal** (blue cube) in the **King's court** (the big tent in the middle of the small blue tents). The rest of the metal cubes are placed next to the game board.



- Place the **4 gray workers** in Shiring Castle.



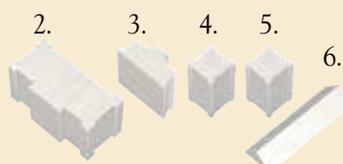
- Place the **1 black worker** next to the board. It only comes into play through the use of an advantage card.



- Place the **black cost marker** next to the number 7 on the **cost track**.



- Place the remaining **5 cathedral pieces** and the **die** next to the game board.



GOAL OF THE GAME

- The goal of the game is to score the **most victory points**. The player who has the most victory points as shown on the victory point track at the end of the game is the winner.
- Victory points are mostly earned by using **craftsmen** to build up the cathedral with **building resources** at the end of each round.

SUMMARY OF GAME PLAY

- The game is played over **6 rounds**. Each round represents several years in the building process. At the end of the game, the cathedral is complete.
- Each round is divided into **3 phases**. While that sounds complex and long, the game is actually played in Phases I and II. Phase III requires very little time. The phases help keep the game play organized and clearly specify the order of events. Because actions 1–14 follow the layout of the board in clockwise order, there's no need to look up what will happen next.

I. Selection of building resource cards and craftsman cards

II. Master builder assignment

III. Game board actions (in clockwise order):

- Events:** *Reveal the top event card*
- Archbishop's seat:** *Protection from events*
- Wool mill:** *Collect income*
- Kingsbridge:** *Take an advantage card*
- Kingsbridge priory:** *Take victory points*
- 8. **Resource production:** *Claim resources from resource spaces: forest, quarry, and gravel pit*
- King's court:** *Tax exemption (first player receives an additional 1 metal)*
- Shiring:** *Take a craftsman*
- Shiring Castle:** *Take 2 workers for the next round*
- Kingsbridge resource market:** *Buy and sell building resources (metal may only be sold)*
- Cathedral:** *Victory points from craftsmen*
- Change the starting player**

Tip: When you play the game for the first time, there is no need to read all the game rules before you start. Just read the explanation of the current game phase, play through it, and then read on.

SEQUENCE OF A GAME ROUND

- The starting player turns over the **top 2** cards of the advantage card deck and places them **face up** on the spaces in Kingsbridge.



- Take the 4 craftsman cards for the first round and turn over the **top 2** cards. Place them **face up** on the spaces in Shiring.



- Place the remaining 2 craftsmen **face up** at the bottom of the game board, on the 2 lighter colored fields.



- Draw the top 7 **building resource cards**. Sort them by type and place them face up next to the 2 craftsman cards. Set aside the 2 remaining building resource cards as they will not be used in this round. These 9 face-up cards are the **supply** for the first round.



Phase I: Select Building Resource Cards and Craftsman Cards

- Beginning with the **starting player**, players take turns in **clockwise** order choosing a card from the supply. Once each player has chosen a card, the starting player takes **another** turn, and so on.
- A player **may** choose not to take a card on his or her turn by passing. The next player then takes a turn. Once a player passes, he or she may not take any more cards from the supply in this round.
- Phase I ends when all 9 cards have been taken from the supply, or when **all** players have passed.
- Any remaining building resource cards are **placed to one side** for the next round. Craftsman cards that were not chosen are removed from the game.

Taking a card

- Forests** provide **wood**, **quarries** provide **stone**, and **gravel pits** provide **sand**. There are 3 cards of each building resource, which bring a yield of 2, 3, or 4 building resource cubes. There are always 7 of these 9 cards in the supply in each round. There are also always 2 **craftsman** cards in the supply.
- A player who chooses a **building resource card** from the supply takes the card and places it face up in front of himself or herself. The player must place the **required number of workers** in the quarry, the forest, or the gravel pit. The required number of workers is shown in the top left-hand corner of the card, printed in the **figure of a worker**. This **number** ranges from 2 (small gravel pit) to 10 (large quarry). A player may **not** choose a building resource card if he or she does **not** have enough available workers to fulfill it.
- A player who chooses a **craftsman** card stakes the card and places it face up in a **row** with his or her other craftsmen. It costs **gold** to choose a craftsman. The cost to hire each craftsman is shown as a **number on a coin** in the top left-hand corner of the card. The chosen craftsman has now joined the player's building team, and the player's wealth marker is moved down the appropriate amount of gold.



A player may not choose a craftsman card if he or she does not have enough gold to pay for the craftsman.

Tip: In each round, the 4 craftsmen get more expensive. But their skills improve and their ability to make victory points increases.

- Important:** Each player has living accommodations for only **5 craftsmen**. Three of those are already occupied at the start of the game. If a player takes a craftsman but has **no living space** for them, he or she must **discard** a craftsman. This craftsman is **removed** from the game. A player may discard a craftsman card that he or she just took [and paid for]. (*This only makes sense if the player wants to prevent another player from taking this craftsman*).

Tip: Certain starting craftsmen allow you access to market resources and ways to earn victory points. Read "Craftsmen Requirements" on page 8 for more information.



- Each player who still has workers in his or her **supply** at the end of Phase I places them in the **wool mill**. **Later** in the round, they will earn you **gold**.

Note: A player who chooses to take few or no building resource cards will have plenty of workers remaining to be placed in the wool mill. For this, the player will earn more income (gold) than the other players. The possibility of sending workers into the wool mill should always be considered, because gold is scarce in this game.

Phase II: Master Builder Assignment

- After the building resource cards and craftsman cards have been distributed, the **starting player** takes the bag containing each player's **3 master builders**.
- Without looking**, the starting player draws the **first** master builder from the bag and places it on the black cost marker. The player whose master builder was drawn may now place this **master builder** or pass.



Important: Once per round, the starting player may return the master builder that he or she has drawn to the bag and then choose another master builder. (This may result in the same color being chosen.)

- There are a number of spaces where a **master builder** may be placed:
 - ✿ **The Archbishop's seat:** Protection from events
 - ✿ **Kingsbridge:** Take an advantage card
 - ✿ **Kingsbridge priory:** Victory points
 - ✿ **King's court:** Tax exemption (first player receives an additional 1 metal)
 - ✿ **Shiring:** Take a craftsman
 - ✿ **Shiring castle:** Take 2 workers for the next round
 - ✿ **Kingsbridge resource market:** Buy and sell building resources; sell metal
 - ✿ **Cathedral:** Determines the next starting player



- The master builders are placed on the round **master builder spaces** on the game board, on the chosen location. Only 1 master builder may be placed on each space.
- Some locations can be occupied by only 1 master builder (for example, Shiring Castle). Other locations can be occupied by **several** master builders (for example, the resource market).
- It costs **7 gold** to place the **first** master builder on the game board. This corresponds to the position of the **cost marker** on the **cost track**.

- The player whose master builder was drawn first can now **choose** whether to place the master builder (for a cost of 7 gold) or to **pass** (and lose the first action!)
- If the player decides to place a master builder, he or she places the master builder on the chosen space and moves his or her **wealth marker** down 7 spaces. Next, the **cost marker** is moved 1 space **lower** on the cost track; placing the next master builder will cost only **6 gold**. Then the **next** master builder is **drawn** from the bag. (It is possible that this could belong to the same player.) The player whose master builder was drawn may choose to place his or her master builder at the cost shown, or to pass. This continues until all of the master builders have been drawn from the bag.

- Whenever a player has either placed a master builder **or passed**, the **cost marker** is moved 1 space **lower** on the cost track. This means placing the first master builder costs 7 gold, the second costs 6, the third 5, the fourth 4, the fifth 3, the sixth 2, and the seventh 1 gold.



- From the **eighth** master builder and on, placing master builders is **free**. (Therefore, players no longer have the option of passing and the master builders must be placed.)

Important: When playing with 2 players, the cost marker is placed on “0” after all 6 master builders have been drawn from the bag.

- If the player whose master builder is **drawn** from the bag decides to pass, the master builder is placed on the **cost track** on the space corresponding to the cost the player would have paid if he or she had opted to place the master builder instead of pass.



Example: The red player passed on a cost of 7 gold. The cost marker is moved to the 6 and the red master builder is placed on the cost space next to the 7.

- After **all** of the master builders have been drawn from the bag, the master builders who were passed are placed on the master builder spaces, starting with the player whose master builder is furthest to the left on the cost track (i.e., the one who first passed). Then, the master builder who was passed second is placed, and so on.



Example: The red player passed first, then the blue player, and then the red player again. Now that all the other master builders have been placed, red may place his master builder for free onto a master builder space, then blue, and then red again.

Important: A specific event card stipulates that each player may only place 2 master builders in the next round. In this case, the third master builder of each color is placed next to the board when it is drawn.

Phase III: Game Board Actions (in Clockwise Order)

- In this phase, the players **resolve the actions** associated with each numbered location on the game board. The actions are resolved in numerical order, which corresponds to a clockwise direction around the board. The master builders are returned to the bag once the actions of a location have been completed.

1. Events: Reveal the top event card



- After all master builders have been placed on the game board, the starting player turns over the **topmost event card** and reads it aloud. The event is resolved immediately.
- There are **positive** (with a seal) and **negative** (with no seal) events. An event applies, in principle, to **all** players.
- A **negative** event affects **all** players, **except** perhaps a player who has placed a master builder at the **Archbishop's seat** in this round. This player has the **option of protecting** himself or herself from negative events (see below).

Note: One of the event cards requires the players to pay 4 gold each. If a player cannot pay 4 gold, he or she must pay as much gold as he or she has. Players lose 1 victory point for every 2 gold that they cannot pay (rounded down, in the player's favor).

Note: If a player loses a craftsman due to the effects of an event card, remove the craftsman card from the game.

2. Archbishop's seat: Protection from events

If you beg the spiritual powers for assistance, you need not fear any stroke of fate. You might even get support for your plans.

A player who has placed a master builder at the **Archbishop's seat** in this round can choose either to be protected from a negative event or, regardless of the event, to take **1 building resource of his or her choice** from the **resource market**. (Note: Not from the 3 resource spaces!)



3. Wool mill: Collect income

- Each player receives his or her **income from the wool mill**.
- Each worker** that a player placed in the **wool mill** at the end of **Phase I** earns the player **1 gold**. Move the player's wealth marker to reflect the increase in gold. The workers are then returned to the player's **reserve**.



Important: A player may not have more than 30 gold; any additional income is lost.

4. Kingsbridge: Take an advantage card

Generous support is available to those who seek it from the secular authorities.

Each player who has placed a builder in **Kingsbridge** receives the **advantage card** that was placed above that master builder space. For further explanation of the advantage cards, see below. Should one or both fields in Kingsbridge remain **unoccupied**, the advantage cards are removed from the game.



5. Kingsbridge Priory: Take victory points

Special notice will be taken of those who take care of the prior and honor him as the highest authority for the building project. A player who has placed a master builder on the first space in **Kingsbridge Priory** receives **2 victory points**. For a placement on the **second** space, **1 victory point** is earned. The victory point marker is moved accordingly.



6.–8. Resource production: Claim resources from resource spaces

The workers in the forest, quarry, and gravel pit will work hard to produce the raw materials needed to build the glorious cathedral.

Each player receives the corresponding 2, 3, or 4 **building resources** from the building resource cards that he or she has placed in front of himself or herself. Players take the building resources from the building resource spaces (not the market) on the board. The building resource cards are then added to the cards that were left over in Phase I and put aside for the next round. Players return their workers to their reserve for the next round.



Tip: There is one advantage card for each resource (wood, stone, and sand) that will give the player an additional income of 1 building resource from the building resource space.

Note: In the rare case that you produce resources and there are no cubes available in the supply, simply note the resources that you are owed and use them as required. Do not take them from the market.

9. King's court: Tax exemption and metal

Prove yourself loyal and curry favor with the King, and you will be granted amnesty from unwelcome taxes. Busy yourself early to earn the King's favor and you might even earn metal from the royal ore mines.



- The **King** requires players to pay **taxes**. The **amount** of the tax varies from round to round, depending on the King's mood.
- The starting player **rolls** the die. The result determines the **taxation** for the round. The values on the taxation die range from **2 to 5**.
- All players pay their taxes (2–5 gold) for the **current** round. They move their wealth markers on the **gold track** accordingly.
Exception: Players who placed a master builder in the **King's court** are exempt from tax for this round and pay **nothing**.
- The **first** player to place a master builder in the King's court (on the space next to the metal cube) receives the **metal building resource cube** and places it in front of himself or herself.



Important: If a player cannot pay his or her taxes, the player must pay as much gold as he or she has. Players lose 1 victory point for every 2 gold that they cannot pay (rounded down, in the player's favor).

10. Shiring: Recruit a craftsman

In **Shiring**, you can recruit skilled craftsmen to assist you. Each player who placed a master builder on a master builder space in **Shiring** receives the craftsman card that was placed above that space and places it face up in his or her craftsmen row. Unlike recruiting craftsmen in Phase I, the player does **not** have to pay the recruitment price for this craftsman. If one or both spaces in **Shiring** are **unoccupied**, the craftsman cards are removed from the game.



11. Shiring Castle: Take 2 workers for the next round

In the **Castle**, you can hire new workers.

A player who placed a master builder on **Shiring Castle** receives **2 gray workers**. He or she adds these to the workers in front of himself or herself. In the next round, the player has 2 additional workers available to fulfill the building resource cards or earn income at the wool mill. At the **end** of the **next** round, the 2 gray workers **return** to **Shiring Castle**.



12. Kingsbridge resource market: Buy and sell building resources

Tip: If you don't place a master builder on the resource market, you cannot buy any building resources and you cannot sell any building resources to refill your gold reserves (which is often more important than buying).

- In the **order** (spaces 1 to 4) in which the players placed their master builders on the building resources market, they may now **take turns** taking **an action** in the market. In order, players continue to take actions as long as players want to take actions or until all have passed (i.e., each player may take several turns).
- An action is either the **purchase** or **sale** of a type of **building resource**.
- To **buy** a building resource, the player takes **as many resource cubes of one type** as he or she wishes from the **marketplace spaces** of the resource market and places the cubes with his or her own building resources in front of himself or herself. There are **never** more than **4 resource cubes of any type** of building resource available. Next, the player moves his or her wealth marker accordingly on the **gold track**: Each stone costs 4 gold, each wood costs 3 gold, and each sand costs 2 gold.



Important: The building resource **metal** cannot be bought in the resource market!

- To **sell** a building resource, the player gives up as many resource cubes **of one type** as he or she wishes and places them in the appropriate location (forest, quarry, gravel pit; metal is placed next to the board). Then, the player moves his or her wealth marker on the **gold track** according to the **sale value** of the building resource cubes: Metal earns 5 gold, stone earns 4 gold, wood earns 3 gold, and sand earns 2 gold.
- When a player **no longer** wishes to take any actions in the resource market, he or she takes his or her master builder from the game board and returns it to the bag.

Example: The green player wants to buy wood. Because she only has 7 gold available, she buys 2 wood and moves her wealth marker down 6 spaces. Then the red player, who only has 2 gold, sells 1 stone and moves his wealth marker 4 spaces up. After that, green sells 1 metal for 5 gold. Now it is red's turn again. He buys 2 wood for 6 gold — now wood is sold out. Green buys 3 sand and pays 6 gold. Red passes and removes his master builder from the market. Green passes as well.



Note: If no one places master builders in the resource market, no resources can be purchased or sold in the round.

Important: You may not buy resources of one type and then re-sell them in the same round (in order to buy them before your opponents can).

13. Cathedral: Victory points from craftsmen

- At the **end** of a round, all players build the **cathedral**.
- In doing this, their **craftsmen convert building resources** into **victory points**, according to individual their abilities.



- **How many** and **which** building resources are converted into victory points depend on which craftsmen a player has [see 'The Craftsmen'].
- First, the **starting player** selects which building resources he or she wants to use to build the cathedral and thus convert into victory points in this round. Then, the starting player moves his or her victory point marker along the **victory point track** according to the capabilities of his or her craftsmen. Finally, the starting player places all of his or her used building resources back on the **building resource spaces** on the game board. Then, the **remaining players** do their building and victory point conversion, in **clockwise** order.

Important: At the end of the round, each player may save at most **5 building resources** of his or her choice. **Additional building resources** must be returned (for no reward) to the game board.

Example: The player has the following building resources: 5 sand, 3 stone, and 1 metal. With the potter, he converts 2 sand into 2 victory points. The mortar mixer converts 3 sand into 1 victory point. The stonecutter



converts 2 stone into 1 victory point. The architect earns 1 victory point. The player receives 2 gold from the toolmaker, because he has metal, but he does not give up the metal. The player has received 5 victory points. The remaining stone and metal, which were not used up, are carried over into the next round.

- In the unusual event that the victory point track is not long enough, affected players return their pieces to 1 and simply add 60 points to the number shown.

- Finally, the **starting player** places his or her cathedral building piece on the building site.

At the end of the game — when the sixth piece has been placed — a magnificent cathedral has been built.

14. Change the starting player



Tip: The starting player has advantages in the choice of building resource cards and craftsmen and may, once per round, return 1 master builder to the bag.

If a player has placed a master builder in this location, he or she will be the **starting player for the next round**. If the master builder space is **unoccupied**, the player seated next to the current starting player in a **clockwise** direction will become the new starting player. The new starting player takes the next building block of the cathedral.

BEFORE THE NEXT ROUND

Before the next round begins, players must:

- Restock the **resource market**: It should start the next round with 4 stone, 4 wood, and 4 sand
- Place a **metal** on the **King's court** (if one is not already there)
- Return any **gray workers** that have **already been used**, placing them on Shiring Castle.
- Return the **cost marker** to the "7" space on the cost track.
- Place 2 new **advantage cards face up** in Kingsbridge.
- Place the 2 **top craftsman cards** for the next round face up in Shiring. **The 2 others** are placed in the **open supply**.
- Reshuffle the **9 building resource cards** and place the **top 7 in the supply area** next to the 2 craftsmen.

END OF THE GAME

Play six rounds. The game ends after the **sixth** round. The player with the **most victory points** is the winner. If there is a **tie**, the tied player with the **most gold** wins.



THE CRAFTSMEN

- At the end of each round, the **craftsmen** build the cathedral.
- In the lower section of the craftsman cards, you can see the **building resources** that the craftsman can turn into **victory points**. The number in the **building resources symbol** (the cube on the left) shows how many cubes of that building resource are **required**. The number in the **archway** (right) shows how many **victory points** this converts to.
- The **number** in the **arrow** indicates the **capacity** of the craftsman. The capacity is the **maximum number of times** a craftsman may be used in each round.