

Pillars of the Earth

Players	2 - 4	Length	120 min.
Set-up	<p>Start player is the player who visited a cathedral most recently.</p> <ul style="list-style-type: none"> Place the playing board on the table, with the 6 cathedral building pieces, die, metal (blue) resource cubes and the black worker next to the game board. Each player chooses a colour and takes the corresponding pieces: <ul style="list-style-type: none"> - 1 large worker (counts as 5 workers) - 3 small workers - 3 starting craftsman cards (note "I") - game summary card - 2 discs, placing one at 2 VPs and one on gold (20 for 1st player, 21 for 2nd, etc.) Place the 3 master builders (pawns) of each player colour in the bag. Sort the 24 craftsman cards by the number on the card back. Shuffle each stack separately and place them into one stack in ascending order next to the board. Shuffle the 9 resource cards and place them next to the board Remove 2 privilege cards (book) designated for the last round, shuffle the remaining cards, removing 4 from the game, and place the rest on top of the 2 "Last Round" privilege cards. Shuffle event cards (scrolls), remove 4 from the game, and place on the board. Place wood, stone, sand cubes and gray workers on the board. 		
Rules	<p>Each round is subdivided into 3 phases. Set up for the round as follows:</p> <ul style="list-style-type: none"> Restock the resource market (4 stone, 4 wool, and 4 sand) Place the black cost marker on the "7" field of the cost track Place top 2 privilege (book) cards face up on Kingsbridge fields (#4). Place top 2 craftsman cards face up on Shiring (#10), next 2 face up beside the game board. Shuffle the resource cards and place top 7 face up next to the craftsman cards (card pool). <p>Phase 1 – Selection of resource and craftsmen cards – In turn order, each player:</p> <ul style="list-style-type: none"> May take one card from card pool, paying the gold or placing the workers required. Place any remaining workers in the wool mill. Continue until all cards are drawn or all players have passed. <p>Phase 2 – Master builder assignment – Starting player draws master builders, one at a time, from the bag. The owner of the drawn piece may assign this master builder to any unoccupied action on the game board, paying the appropriate gold, or temporarily pass.</p> <ul style="list-style-type: none"> once per round, starting player may return a drawn piece to the bag and then draw again. if you pass, place the builder on the spot provided by the current cost on the cost track. each time you place a master builder or pass, reduce the cost track value by 1. after all builders are drawn, place each builder passed for free, from highest cost down. <p>Phase 3 – Game Board Actions – resolve in numerical order, returning builders to the bag.</p> <ol style="list-style-type: none"> Events – reveal the top event card and resolve it immediately. Kingsbridge – take privilege cards. Cards not taken are discarded. King's Court – 1st player rolls die to determine taxes paid by all players. Shiring – take craftsmen (no gold cost). Discard cards not taken. Kingsbridge Resource Market – keep cycling. Cannot buy and sell same resource type. Cathedral – claim points in turn order. 1st player places cathedral component. Reorder Players – If not occupied, rotate starting player clockwise. <p>End of Round – discard down to 5 resources, returning others to supply.</p>		
Game End	Game ends after 6 rounds are played.		
Winner	Winner is the player with the most victory points as shown on the victory point track. 1 st tie-breaker: the player with the most gold.		
Notes	<p>Craftsman Cards: maximum of 5 per player, discard down to 5 whenever one is drawn.</p> <p>Gold: lose 1 point for every 2 gold, round down, player is short for events or taxes (\$3 = -1 VP)</p> <ul style="list-style-type: none"> cannot earn more than 30 gold, so any gold earned above 30 is lost. resources from the market are finite but resources from the supply are infinite. 		