

Red Cathedral

(Solo game not covered here)

Set-Up:

1. Place the main board (shows the Resource Wheel with 8 sections) in the center of the table.
2. Each player chooses a color and takes a player board (choose the Basic/Advanced side – see advanced side rules below).
 - 4 of a player's 6 Banner pieces are placed in the Inventory section (looks like a ruler in the middle.) The other 2 Banners are placed just below the Inventory next to the explanation of the "Anytime" actions.
 - Place the 1 Door, 2 Arches, and 1 Cross Ornamentations on their matching spots at the top of the player board.
3. Place each player's score marker on the 2 space (highlighted) of the score track on the main board.
4. Shuffle the Resource tokens and place 1 randomly face-up in each of the 8 areas of the main board.
5. Shuffle the Influence cards for each of the 4 "groups," choose 1 randomly from each group, and place each of these cards face-up in 1 of the 4 places around the Resource Wheel on the main board. Which card goes where don't matter.
 - See page 2 of the rulebook from recommended cards for the beginner game.
6. Randomly choose a die, roll it, and place it in the section of the Resource Wheel that grants a "Cross icon" as a resource.
 - Repeat this for all 5 dice, with each die moving 1 section clockwise from the previous one.
 - Note that each of the 8 sections of the Resource wheel can hold a maximum 3 dice at a time.
7. Create a general supply with the Materials and Rubles.
 - Wood, Brick, Stone, Gold, Green Gems, and Purple Gems are considered building materials and are piece limited. Rubles are not materials and are no piece limited.
8. Shuffle the Building Plan cards that show the current player count, and choose 1. This is your Blueprint for set-up.
 - Take the Cathedral cards, and shuffle the 3 different types separately: Domes, Middles, and Bases.
 - Using Cathedral cards from each stack, create a layout based on the Building Plan card (with the costs on the Cathedral cards face-up.) Each column is referred to as a "tower" and matters from end game scoring.
 - Return all Building Plan cards and unused Cathedral cards to the box. They won't be needed anymore.
9. Take the Workshop tiles (square tiles), and remove the necessary ones when playing with only 2 players (showing 3+).
 - Randomly place 1 tile on each Cathedral card face-up, returning unused tiles back to the box.
10. Choose a 1st player. 1st/2nd/3rd/4th player starts with 3/4/4/5 Rubles.

Game Flow:

- The Red Cathedral is played in turns, starting with the 1st player and going clockwise, until a player has completed their 6th card in the Cathedral. When this happens, that player earns 3 Prestige Points (crest icon) and each other player takes 1 more turn before the game officially ends and end game scoring occurs. **Most Prestige Points will win the game!**
- During a player's turn, they will carry out 1 of the 3 main actions (depicted in the middle of the player board) – **Claim a Cathedral card, Build/Decorate the Cathedral, or Acquire Resources** – and either/both of the "anytime" actions that they wish.
- Note that the score track has 2 types of "points" a player can earn/lose.
 - The Cross icon is referred to as "Recognition" and is earned using the upper number on the score track.
 - The Crest icon is referred to as "Prestige" and is what a player needs in order to win. When a player gains a Prestige point, they move to the next crest icon, even if this means skipping over multiple Recognition spaces.

Claim a Cathedral Card:

- When choosing this action for a turn, the player takes any available Banner from their player board and places it onto the lowest unclaimed Cathedral card (no Banner on it) in any of the towers (columns) of the Cathedral.
 - Note that when taking Banners from the ruler, it opens up spaces to store resources (explained further below.)
- Next, take the Workshop tile that is on the now claimed Cathedral card and place it face-up or face-down onto any empty square space on your player board (there are 6 available spaces).
 - If placed face-up, pay the shown cost (in rubles) and immediately trigger the ability of the Workshop tile.
 - Also, in the future, whenever a die is moved, if that color die has an associated Workshop tile face-up on your player board, that workshop tile can be activated. See "3 Market Actions" below for more details.
 - If the workshop tile is placed face-down, do nothing else. There is no cost to doing this; however, you will not earn the on-going benefit of the Workshop tile.

Build/Decorate the Cathedral:

- When taking this action for a turn, the player will spend 1-3 materials in order to build upon their claimed (Banner on it) Cathedral cards and/or to add Ornamentations (Door, Arch, Cross) to any built Cathedral card (not just their own.)
 - **Building a Claimed Cathedral card**
 - The player takes a material from their inventory and places it directly onto one of their claimed Cathedral cards that need this resource. Each resource moved uses 1 of the 3 movements this action grants. The resources can be moved to the same or different cards, as long as the player has it claimed.
 - The Cathedral card does not have to be completed in full this turn (sometimes that is impossible) and the resources will remain on the incomplete card if this is the case.
 - When a Cathedral card has all the necessary resources on it to complete, the resources are returned to the supply, the player earns the shown rubles and Recognition points, and the card is flipped over (keep the player's Banner on this card.) This card is now "completed" and can have Ornamentations added to it (by any player on a future turn) based on its position in the Cathedral (bottom, middle, top).
 - When a Cathedral card is completed, if there are any incomplete cards below this completed card **in the same column**, the owners of these incomplete cards will lose Recognition points equal to the number of complete cards above their card, not counting their own completed cards.
 - It is possible to complete a card, but have to lose Recognition because you have an incomplete card below the one you just completed.
 - **Decorating with Ornamentations**
 - Each Ornamentation at the top of your player board has a resource cost shown next to it.
 - The Crosses can only be placed on empty "top" completed Cathedral cards, the Arches on empty completed "middle" Cathedral cards, and the Doors on empty completed "bottom" Cathedral cards.
 - To place any of these Ornamentations in the Cathedral, pay the associated cost, and move the tile onto any empty completed Cathedral card that can hold this tile. Once you run out of a particular tile, you can't build that Ornamentation anymore.
 - At the time of building an Ornamentation, 1 or 2 Jewels may be spent (each jewel counting as 1 of the 3 materials spent for the turn) along with the Ornamentation cost for immediate Prestige points. As noted on your player board below the Ornamentation area, 1 added Jewel (of either color) earns 1 Prestige. Adding both a Green and a Purple jewel will earn 3 Prestige.
 - Remember, if you add an Ornamentation with 2 jewels on your turn, that takes up all 3 materials for your turn. **Unlike incomplete Cathedral cards, ornamentations can't have jewels added on later turns.**

Acquire Resources:

- When choosing this action for a turn, the player chooses 1 die and moves it clockwise 1 section on the Resource Wheel for every pip on the die. When the die stops moving, place it into 1 of the 3 spaces there. (Order doesn't matter.)
 - If the die chosen is the White die or the die of the player's color, they can move this die additional sections, paying 1 ruble for each section advanced further than the pip value shown. As a reminder, this is depicted in the bottom right of the player board next to the "anytime" actions.
 - A die can't be chosen if it would end its movement in a section where 3 dice are already present (a full section.)
- The player now performs the 3 Market Actions – Obtain Resources, Use Influence, and Activate a Workshop Tile – in any order they wish. (See below for details on each of the 3 Market Actions.)
- After performing these 3 actions, all the dice are rolled (and placed back) in the section where the chosen die stopped.

3 Market Actions in Detail:

- **Obtain Resources from the Market**
 - Take the shown resources on the Resource tile (next to the section where the die stopped movement) multiplied by the number of dice currently in that section. (Max 3 times.)
 - Resources are stored in your Inventory (the ruler) with 1 piece occupying each space. As Banners are removed, the Inventory can hold more resources. A player can always take less resources than what is owed.
 - Resources can't be freely discarded so be efficient with what you take.
 - Resources are piece limited so if the general supply is currently out, you can't take any more of that resource.
- **Use Influence**
 - There are 4 Influence cards on the main board that are each assigned to a particular quadrant. The quadrant where the die ended its movement this turn determines which of the Influence cards can be utilized this turn.
 - Choose 1 of the 2 actions shown on the Influence card associated with your die, and perform the action now.
 - See the back page of the rulebook for details on each of the cards/actions.

- **Activate a Workshop Tile**
 - If the player has a face-up Workshop tile assigned (on their player board) next to the die they moved this turn, this tile can be immediately activated now.
 - When you activate a Workshop tile that shows a die, earn the resource from the section where that color die currently is, but only 1 time. (In this case, it doesn't matter how many other dice are in the same section.)
 - The White die has 2 Workshop tile slots assigned to it. If both slots have a tile present, you get to choose 1 of them to activate, not both!
 - Workshop tiles that are face-down do nothing.

Anytime Actions:

- See the bottom of your player board for quick reminders of this.
- At **anytime** on a player's turn, as many times as a player wishes, they can move their score marker backwards to the next Prestige crest space to take 2 rubles from the supply.
 - If currently on a Crest space, move back to the next one. If in between Crest spaces, move back to the next one.
- Once per turn, at **anytime** during their turn, a player may move their score marker backwards to the next Prestige crest space to roll all dice in 1 section of the Resource Wheel. This can happen even if they didn't choose to "Acquire Resources."

End Game/Final Scoring:

- As soon as a player completes their 6th Cathedral card (flipping it over), they earn the rewards from the card and earn an additional 3 Prestige points. **Each other player takes 1 final turn and the game officially ends.**
- All players now move their score marker backwards until they reach a Prestige crest space. If their marker is currently on a Prestige crest space, they don't move their score marker backwards.
- Earn 1 Prestige Point for every 5 materials/rubles a player has leftover on their player board (not incomplete cards.)
- Earn Prestige Points based on majority contributions of each "tower" (column) in the Cathedral as followed:
 - Calculate the "Prestige Value" of the leftmost tower. Each completed card is worth 2 Prestige and each Ornamentation is worth 1 Prestige. Banners on incomplete cards can be removed along with any materials.
 - After finding out the total worth of the tower, each player adds up the number of Banners and Ornamentations (in their color) they have on completed cards in this tower only.
 - The player with the most contributions (Banners and Ornamentations) to this tower will earn the full amount of Prestige this tower is worth. The player with the 2nd most earns Prestige equal to half of the tower's total worth (rounded down.) The 3rd player earns half of what the 2nd place player earned and so on.
 - If there is a tie for any position, add up the Prestige points for the positions they are tied for and divide evenly (rounding down.)
 - If a player doesn't have a Banner in the tower, they earn 0 Prestige for this tower.
 - Repeat the above steps for each other tower in the Cathedral now.
- Most Prestige points is the winner.
 - Tied broken by the player with the most completed Cathedral cards, then by most Ornamentation tiles.

Advanced Game Changes:

- Advanced side of the player board (shows a Compass): Place the Ornamentations (Door, Arch, Cross) on the matching spaces along the edges of the player board. The 4 Banners still go in the Inventory near the bottom, but the 2 extra Banners go in the white Workshop tile spaces along the right side (note the outline shapes.)
- Each Workshop tile now costs 3 rubles to assign face-up.
- Ornamentation tiles are not available as long as they are covering a Workshop tile space.
 - When adding a Workshop tile to your player board, if you pay the 3 rubles to place the tile face-up, move the covering Ornamentation tile to the available spot at the top of your player board (where it starts in the basic game.)
 - If the player chooses not to pay the 3 rubles (thus placing the Workshop tile face-down), the Ornamentation tile from that space is removed from the game and can't be used.
- A Workshop tile can't be placed in a space with a Banner. The Banner must first be placed in the Cathedral to open up that space next to the White die.