

Pillars of the Earth

Set-Up:

1. Lay out the main board and choose a 1st player. Each player chooses a color and takes the following:
 - Workers – 7 small and 1 large (which equals 5 small workers.)
 - 3 Master Builders (place these in the black bag.)
 - 2 disks (one goes on space 2 of the score track, the other goes on the money track at the bottom of the board.
 - 1st/2nd/3rd/4th player starts with 20/21/22/23 coins.
 - 3 starting Craftsmen cards. Lay all 3 face-up in front of you. Each player has space for 5 Craftsmen during the game. If one is replaced, simply discard it from the game. (Also, take a player aid card.)
2. Place the 6 wooden Cathedral pieces near the board. These pieces act as the round counter for the game (6 rounds.)
3. Sort the 24 Craftsmen cards by their backs. Shuffle each stack face-down, then create a deck with the stacks going in numerical order (top) 1/2/3/4/5/6 (bottom.)
4. From the 16 Privilege cards, take the 2 cards with the special symbols on the back of the card and set them aside.
 - Remove 4 cards from the remaining deck (back to the box without looking) and shuffle the remaining 10 face-down. Place the 2 cards set aside on the bottom of the deck. Place this deck near the board.
5. Shuffle the 10 Event cards (scroll on the back) and place 6 of them face-down in the space in the upper right of the board. Place the remaining cards in the box without looking.
 - If you wish to have a nicer or meaner game, the color seals on each of the Event cards show if they are a positive event or a negative event. Randomize them as you wish.
6. Place the Sand (tan), Wood (brown), and Stone (grey) cubes on the board in their respective areas. Place the Metal (blue) cubes off the board near the lower left corner.
 - Place 4 Sand, 4 Wood, and 4 Stone cubes in the market (top middle of the board) on their respective spaces.
 - Place 1 Metal cube on the tent at #9 Kings Court.
7. Place 4 grey workers on #11 Shiring Castle. The black worker goes next to the board (a card brings him into play.)
8. Place the black wooden disk on space 7 of the Cost Track near the bottom middle of the board.

Game Flow:

- Pillars of the Earth is played over 6 rounds. During each round, there will be 3 main phases with a set-up and clean-up phase before and after each round. After 6 rounds, the player with the most Victory Points (VP) is the winner.
 - There is no final scoring. Just the points earned during game play.

Before Each Round Starts:

- Flip the top 2 cards face-up from the Privilege deck and place 1 in each of the 2 spaces at #4 Kingsbridge.
- From the Craftsmen cards, take the 4 cards on top (should show the number of the current round), and place 2 face-up on the 2 spaces at #10 Shiring (doesn't matter which 2) and the other 2 face-up below the board.
- From the 9 Resource cards (they show Sand, Wood, and Stone on them), randomly choose 7 and place them face-up with the 2 Craftsmen cards below the board. The 2 cards not chosen are set aside (not used this round.)

Phase 1 – Selection of Resource cards/Craftsmen:

- Starting with the 1st player, and going clockwise, each player on their turn will either choose 1 Resource card, 1 Craftsmen card, or pass. Players might have multiple turns during this phase.
- If a player chooses a Resource card...
 - They take the Resource card into their play area and place the appropriate number of their own workers onto the board in the associated location (Quarry for Stone, Forest for Wood, and Gravel Pit for Sand.)
 - Players will earn the shown number of cubes during Phase 3 (see below).
 - If you don't have the appropriate number of workers needed to take a Resource card, you simply can't take it.
- If a player chooses a Craftsmen card...
 - Pay the coin cost shown on the card and add the Craftsmen card to their others. A player can have a maximum of 5 Craftsmen at any time, so if a 6th was obtained, 1 Craftsmen card would be discarded from the game.
 - You are allowed to buy a Craftsmen card and discard that card from the game (to keep it from another player.)
 - Refer to your player aid card to see what certain Craftsmen cards provide. (Look for the "!" symbols.)
- If a player passes...
 - Any remaining workers they hold will be placed at #3 Wool Mill. (You can do this even if you could take a card!)
 - A player who has passed can't reenter this phase and must pass each time it comes back to their turn in order.
 - Once all players have passed (or there are simply no cards remaining to take), play moves to Phase 2.

Phase 2 – Master Builder Assignments:

- The 1st player for the round takes the black bag with all the Master Builders in it and draws 1 out. The owner of this Master Builder has a choice to make. They can either pay 7 coins and place this Master Builder onto the board on any of the empty silver spaces at the various locations (these spaces activate during Phase 3), or they can pass.
- If the player chooses to pay the coins, the black marker moves to #6 on the Cost Track, and the Master Builder is placed on any of the available spaces at locations #2, 4, 5, 9, 10, 11, 12, and 14. These spaces are detailed below (phase 3).
- If the player chooses not to pay the coins, the black marker moves to #6 on the Cost Track and the Master Builder just drawn is placed on the #7 space on the Cost Track, to be placed later.
- Repeat this process of drawing a new Master Builder out of the bag and having the owner make a choice – pay the coin cost shown next to the black marker or pass – until the black marker reaches “0”. When this happens, continue to draw from the bag, one at a time, allowing the owner to place their Master Builder on an empty board space for free.
- Once the bag is empty, then going from #7 → 0 on the Cost Track, any remaining Master Builders can be placed for free.
- **Once per round, the 1st player, when drawing a Master Builder out of the bag, can look at it and decide to place it back in the bag and draw again.**
- No matter what, when placing a Master Builder, a player must always place on an empty silver space on the board.
 - Locations #2, 11 and 14 have only 1 space. If a location is full, then no more players can place there.
 - The same player can occupy both spaces of Locations #4, 5, and 10, if able.
 - Locations #9 and 12 can only have 1 Master Builder from each player. No reason to double up at those 2 places.
 - Locations #1, 3, 6, 7, 8, and 13 are automatic. No Master Builders are needed to utilize these areas.
- Once all players have placed all 3 of their Master Builders on the board, go to Phase 3.

Phase 3 – Game Board Actions:

- Going from Location #1 to #14, each location will be activated and Master Builders utilized.
- 1. Events**
 - Flip over the top event card and read it out loud. Apply its effects immediately.
 - 2. Archbishop’s Office**
 - If you placed a Master Builder here, you may either be protected from a negative Event (#1), or take any 1 resource cube from the market stalls (#12.)
 - 3. Wool Mill**
 - For each Worker a player has here (from Phase 1), they earn 1 coin (can’t have more than 30 coins at 1 time.)
 - 4. Kingsbridge**
 - Take the card if your Master Builder is next to the card. (See last page of rulebook for details on the cards.)
 - 5. Kingsbridge Priory**
 - Earn the VP shown next to your Master Builder.
 - 6. Forest / 7. Quarry / 8. Gravel Pit**
 - If you have any Resource cards from Phase 1, take the cubes owed to you now, and take back all your Workers.
 - 9. King’s Court**
 - The 1st player who placed here (next to the tent), takes the Metal (blue) cube.
 - Next, roll the die. All players who didn’t place a Master Builder here have to pay that many coins in taxes.
 - 10. Shiring**
 - If you placed here, take the craftsman next to your Master Builder. You do not pay the cost shown on the card.
 - Remember the 5 craftsman limit!
 - 11. Shiring Castle**
 - If you played here, take the 2 grey workers for use next round. If this is the last round, this space does nothing!
 - Return these workers to this space at the end of next round.
 - 12. Kingsbridge Market**
 - Going in number order (based on Master Builder placement), a player will take 1 action or pass before the next Master Builder takes 1 action and so forth. After the last Master Builder takes an action, each player who hasn’t passed yet can take another action in Master Builder order. When all players have passed, move to #13.
 - An action consists of either a purchase of as many resources of 1 kind as available from the market stalls, or selling as many resources of 1 kind back to the supply (not back to the market.) Move coin marker accordingly.
 - The sale price of each resource is next to each resource’s row. Metal can only be sold here, never bought.
 - A player may not buy and sell the same type of resource in the same round (basically you can’t buy up all of 1 type of resource to keep it away from an opponent only to then sell it back to the supply.)
 - Remember the restrictions on buying and selling at the market without a Stonecutter or Woodworker.

13. Craftsmen work on Cathedral

- Going in turn order, players will use any or all of their craftsman to score victory points (VP) and coins by trading in resource cubes (to the supply) as shown on the cards.
- Most craftsmen have a limit to the number of times you can make these trades.
- A player can carry over at most 5 resources to the next round.
- Remember that without a Mortar Mixer (!), a player can't earn VP from any Masons they have.
- Place a new wooden piece on the Cathedral design. It doesn't matter with one is placed.
 - Placing the 6th Cathedral piece signals ends the game (end of round 6) and the player with the most VP wins. Ties broken by most coins.

14. Change Start Player

- The player who placed here will become the new Start player and takes the black Master Builder bag.
- If no one placed here, the black Master Builder bag will pass to the next player clockwise.

End of Round Clean-Up:

- Do the following steps after rounds 1-5. Order doesn't matter.
 - Restock the #12 resource market back to full capacity.
 - Place a metal cube at #9 King's Court, if empty.
 - Return any grey workers that were used this round to the #11 Castle. Not the grey workers just obtained.
 - Return the black marker to the #7 space on the cost track.
 - Place all the Master Builders back in the black bag.
 - Return to the beginning of the round and put out the new cards as described under "Before Each Round Starts."