Łukasz M. Pogoda

Dedicated to Karolina

Basilica

INSTRUCTIONS

In a certain medieval city a cathedral is being built, greater and more majestic than any temple which the faithful could have ever imagined. Not just one architect, however, but two are raising it. One of them received a mandate from the king, the other from the bishop of the diocese. The king likes and respects the local bishop and wishes to avoid disputes with the Church, but he does not want to give up his participation in this great work. And so the ruler decided that the architects will design the cathedral together, and together they will oversee the construction of this temple for the glory of God. The one who manages the work better and raises the larger share of the cathedral will be generously rewarded, and his artisans will be able to sleep peacefully, without worrying about bread and a roof over their heads.

OVERVIEW OF THE GAME

During their turns, players place tiles which enlarge the cathedral so as to create same-colored areas, and they place cubes representing their builders onto these tiles to gain an advantage in the area and control it for themselves. In addition, they execute orders to move or remove builders, increase their abilities, block spaces, or to tear down parts of the cathedral built earlier. Points will be scored three times during the game, and after the third scoring the game ends.

- 2 Score tokens (1 per player);

- 12 Builder cubes (6 per player);

- 1 Board;

- 1 King pawn;

- This manual

GAME COMPONENTS

- 58 Cathedral tiles - including 4 sets of 10 tiles of each color (yellow, blue, red, green) and 18 two-color (wild) tiles;

- 8 Scaffolding tiles;

- 12 Stained glass tokens;

- 8 Promotion tokens (4 per player);

- 2 Coin tokens (1 per player);

DESCRIPTION OF CATHEDRAL TILES

Each cathedral tile has a cathedral vault on one side and an order symbol on the other side. Depending on a player's decisions, a tile can be used to build a new vault in the cathedral or to execute a given order (described later in this manual.)

Front (cathedral vault)   Back (order)

Furthermore, the game has two types of tiles: single color and two-color (wild). The meaning of the tile colors is described later in this manual.

One-color
Cathedral Tile

Two-color
Cathedral Tile (wild)

A wild tile is treated as having two colors.

Note!: The color of a tile's order side simply indicates the color of the cathedral vault on the other side; it has no meaning for the functioning of the order.

DESCRIPTION OF THE BOARD

A - Score track

B - Order spaces (for 3 orders)

C - Vault spaces (for 3 vaults)

D - Base of the board (with 5 starting slots for tiles)

GAME PREPARATION

1) Place the board on the table.

2) Each player takes a coin token and 6 builder cubes and 4 promotion tokens in the same color. These form the player's supply.

3) Each player puts one builder cube before the first ("1") space of the score track - this cube will be used to mark that player's points throughout the game.

4) Also place the king pawn before the first space of the score track.

5) Thoroughly mix the cathedral tiles, turning them all so that the order sides are visible, then stack them beside the board.

6) Prepare a space for tiles which will be discarded during the game.

7) Place the other game components (scaffolding tiles, stained glass tokens, score tokens) near the board.

8) Draw 3 tiles from the stack and place them on the board on the 3 order spaces, with the order sides up.

9) Draw 3 tiles from the stack and place them on the board on the 3 vault spaces, with the vault sides up.

GAME START

The player who last visited any cathedral, basilica, or medieval church takes the first turn. If neither player has visited such a place, then consider any other type of temple or sacred place. If both players visited such a site at the same time, then the younger player starts.

TURN SEQUENCE

The game goes in turns. The players alternate turns: player A's turn, player B's turn, and so on.

A player must perform three of the possible actions in his turn.

THE POSSIBLE ACTIONS ARE:

- **PLACE VAULT**
- **PLACE BUILDER** (possible only immediately after Place Vault)
- **EXECUTE ORDER**

A player can do any combination of the three possible actions, with the restriction that Place Builder is possible only immediately after Place Vault.

A player **must** perform exactly three actions per turn; passing or performing fewer actions is not permitted.

After doing the third action, the player's turn ends, and the opponent's turn begins.

> *Examples of a player's turn:*
> *A) 1 - Place Vault, 2 - Execute Order, 3 - Place Vault;*
> *B) 1 - Execute Order, 2 - Execute Order, 3 - Place Vault;*
> *C) 1 - Place Vault, 2 - Place Builder, 3 - Execute Order.*

DESCRIPTION OF THE THREE POSSIBLE ACTIONS

Note! In this game "adjacent" always means horizontally or vertically adjacent, never diagonally.

ACTION: PLACE VAULT

The player chooses one of the 3 vault tiles lying on the board's vault spaces and places it in the cathedral, according to following rules:

- It must be adjacent to another tile (vault or scaffolding) or one of the starting slots on the board;
- It must be within the 5-tile wide cathedral plan indicated by the 5 board slots :

- Wild tiles can not be adjacent to other wild tiles.

Example:

A – *Tiles placed correctly.*
B – *Tile placed incorrectly because it's not adjacent to any other tile or board slot.*
C – *Tile placed incorrectly because it is outside the cathedral plan.*
D – *Tile placed incorrectly because 2 wild tiles are adjacent.*

3

Note! In very rare cases the player taking a Place Vault action cannot place a new vault onto the board (if all 3 available tiles are wild and the only places to put them touch wild tiles). In this case, the players discard all 3 vault tiles from the board's vault spaces and replace them with 3 new ones from the stack.

⬤ ACTION:
PLACE BUILDER (🟫🟥)

This action can only be done immediately after Place Vault.

The player puts one of his own builders on the tile which was just placed in his previous action this turn. The builder can not be placed on a different tile than the one that was just placed.

The player's supply must have a builder cube available. If all 5 of a player's builders are already in the cathedral, then the player may not perform the Place Builder action until one of his builders is removed from the cathedral and returns to the player's supply.

Note! A vault tile can never have more than one builder on it.

⬤ ACTION:
EXECUTE ORDER

The player takes one of the 3 order tiles from the board's order spaces and executes the order (once), then immediately discards the tile to the discard pile.

Orders let you add, move or remove builders, remove vaults from the cathedral, etc. Detailed descriptions of the individual orders appear at the end of the instructions.

Immediately draw a new tile from the top of the tile stack, placing the new order tile onto the empty space where the executed order was.

🪙 PAID ORDERS FOR THE OPPONENT

In addition, some of the orders have the option of a paid order for the opponent:

 - Order tile with the option of a paid order for the opponent

These order tiles have a coin icon and a box with symbols representing the specific paid order.

When a player executes such an order, his opponent can give him a coin, if she has one, and perform the tile's paid order immediately (outside her turn). The paid order is always done AFTER the tile's main order.

Note! Performing a paid order during her opponent's turn does not mean that a player will then have fewer actions in her own next turn.

REFILLING ORDER AND VAULT SPACES ON THE BOARD

The board's 3 order spaces and 3 vault spaces must each always have a tile.

Whenever a player takes a vault tile from the board, a new one must be immediately placed on that space. To do this, take the order tile lying on the space directly above it, turn it over to the vault side, and put it on the empty vault space.

Whenever an order tile is taken from an order space (whether to execute the order or to be flipped and moved to a vault space), this space should be immediately filled with a new order tile drawn from the tile stack.

Empty tile spaces are refilled in this manner immediately after executing the action related to the removed tile.

TILE STACK EXHAUSTION

If the tile stack runs out, then shuffle all the discarded tiles and make them into a new stack.

If the tile stack runs out a second time, the game will end, at the precise moment when a tile must be drawn to refill an empty space on the board but the stack is empty.

Note! Because of this, the game may end before the third (final) scheduled scoring. In this case the third (final) scoring should be done immediately after the game ends.

MOVEMENT OF THE KING ALONG THE SCORE TRACK

The king starts the game before the first space of the score track. He will move forward during the game, indicating the passage of time and causing three score calculations.

Whenever a player adds a vault with a crown symbol to the cathedral, move the king one space forward.

Whenever the king enters a score space marked with a crown symbol, the player's turn ends, and scores are calculated.

Score space with crown symbol

Tile with crown symbol

SCORING POINTS

Points are scored immediately whenever the king is moved onto a score track space marked with a crown.

Scoring points automatically ends the player's turn (even if the player has not yet performed three actions).

The third scoring automatically ends the game.

During scoring, players check the areas formed by vaults and calculate the points earned for them.

WILD TILES AND AREAS

Two-color tiles are wild. **A wild tile is treated as a tile with two colors** at the same time, so it can belong to two different areas simultaneously.

If a wild tile belongs simultaneously to two areas of different colors, it does not connect them into a single area.
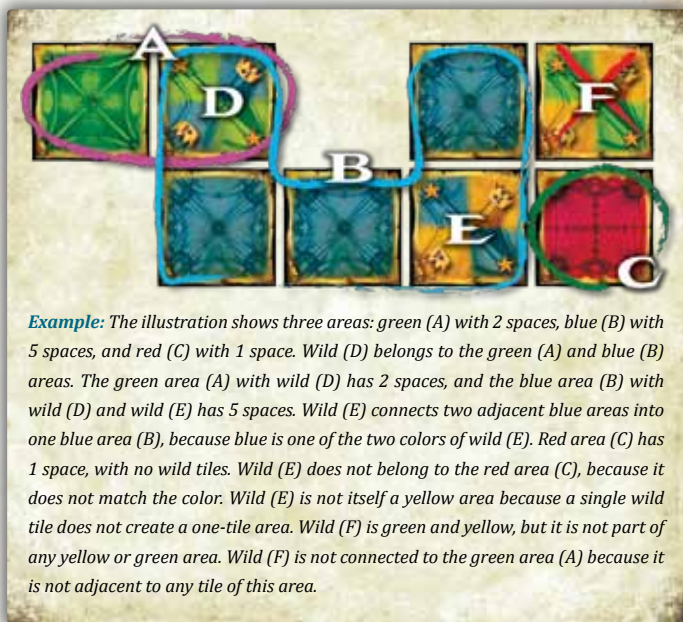
AREAS

Vaults in the cathedral are connected into areas defined by the tile colors.

An **area is a connected group of adjacent tiles, all of the same color** (red, yellow, green or blue).

There can be more than one area of the same color, if none of one area's tiles are adjacent to any tiles of the other area.

A single tile which is not adjacent to any other tile of the same color is itself a small area (with just one tile).

Areas with the same color but touching only diagonally are not adjacent and therefore not connected.

Example: The illustration shows three areas: green (A) with 2 spaces, blue (B) with 5 spaces, and red (C) with 1 space. Wild (D) belongs to the green (A) and blue (B) areas. The green area (A) with wild (D) has 2 spaces, and the blue area (B) with wild (D) and wild (E) has 5 spaces. Wild (E) connects two adjacent blue areas into one blue area (B), because blue is one of the two colors of wild (E). Red area (C) has 1 space, with no wild tiles. Wild (E) does not belong to the red area (C), because it does not match the color. Wild (E) is not itself a yellow area because a single wild tile does not create a one-tile area. Wild (F) is green and yellow, but it is not part of any yellow or green area. Wild (F) is not connected to the green area (A) because it is not adjacent to any tile of this area.

*Note! Unlike regular vaults, **a single wild tile does not form a one-tile area** for a given color if it is not adjacent to any tiles of that color.*

CHECKING MAJORITIES AND CALCULATING POINTS FOR AREAS

When scoring points in each area, players should check who has the majority there and how many points the area is worth.

The player who has **more builders** in the area receives **1 victory point for each tile in the area**.

The player who has **fewer builders** in the area receives **1 point for each of his builders in the area**.

If the players have the **same number of builders** in the area, then **they both receive zero points**.

Note! When checking the values and majorities of the areas, players should take into account promotions and stained glass (described later in the instructions for orders).

Ignore areas with no builders.

Example: In the yellow region, white has a majority with 2 builders. One of them is an architect. In the blue region, black has a majority thanks to black's master mason builder (who counts as 2 builders). The architect is standing on a two-color tile which is in both regions. Therefore the values of BOTH regions are doubled. 2 points from the stained glass are added to the blue region at the end, after applying other modifiers.

SCORE TRACK

Players mark their earned points by moving their cube on the score track forward the same number of spaces.

If a player's score marker passes the 30 space, then it returns to the beginning of the score track and the player takes a score token with the "+30" side face up. If a player's score marker passes the 30 space again, then the score marker again returns to the beginning of the score track, and the player's score token is turned over to the "+60" side.

CONTINUING PLAY AFTER SCORING POINTS

1) **REMOVE BUILDERS AND PROMOTION TOKENS**. After scoring points, players remove all their builders and promotion tokens from the cathedral - these return to the players' supplies.

2) **REMOVE CATHEDRAL TILES**. After scoring, part of the cathedral is considered to be finished. Therefore, before continuing play, **discard the two rows of cathedral tiles** closest to the board (and remove any stained glass on those discarded tiles). Then slide the remaining tiles until they touch the board, without changing their relative arrangement. Also **remove all scaffolding tiles**, regardless of their location. After discarding scaffolding tiles, vault tiles might become disconnected – this is allowed. **Stained glass tokens are not removed** - they stay on all tiles which were not discarded.

3) **CONTINUE PLAY**. After doing these steps, the next turn belongs to the opponent of the player whose turn initiated scoring.

GAME END

The game ends immediately in one of two cases, whichever occurs first: **after the third point scoring** or **after the second time the tile stack runs out** (see: Tile stack exhaustion.) In the latter case, points are scored one final time.

The winner is the player with the most points at the end of the game. If they have the same score, then it is a tie.

ORDER DESCRIPTIONS

ORDER: PROMOTE

The player can promote one of his builders already in the cathedral. To indicate this, the player takes one of his promotion tokens, turns the desired side face up to show this builder's new rank, and puts it under the builder. A description of each rank is shown in the chart.

A previously promoted builder can also be promoted to another rank by replacing his promotion token with a new one from the player's supply. A builder can have only one promotion token. If a builder with a rank is promoted again, the previous token is returned to the owner's supply.

A promotion token is always placed together with a builder. If a promoted builder is removed from the board, then his promotion token is also removed - these items return to the owner's supply.

The number of promotion tokens is limited - if a player has no promotion tokens in his supply, then he cannot promote any more builders.

PAID ORDER FOR THE OPPONENT (Cost: 1 coin): The opponent may also promote one of her builders, but she must choose a different type of promotion than the player who executed the Promote order.

ORDER: MOVE BUILDER

The player moves one of his builders from one tile to an adjacent vault tile.
Note! Each tile can have at most one builder.

ORDER: RECRUIT

The player places a builder on any unoccupied vault tile in the cathedral.
PAID ORDER FOR THE OPPONENT (Cost: 1 coin): The opponent can place one builder on an unoccupied tile adjacent to a tile where she already has a builder.

ORDER: CONFUSE

The player removes one of his builders from a tile and returns it to his supply.
Then the player must move one of the opponent's builders to an adjacent unoccupied vault tile, like a Move Builder order. If the opponent has no builder on the board (or all the opponent's builders cannot be moved) then this order can not be selected.

PAID ORDER FOR THE OPPONENT (Cost: 1 coin): The opponent (instead of the active player) may decide which of her builders will be moved and where (like a Move Builder order). The opponent can not cancel the movement of one of her builders; the opponent only selects which of her builders will be moved and where.

RANKS

ARCHITECT – when scoring points in an area with an architect, the reward for the player with a majority is doubled. This is true even if the architect's owner is not receiving the points. (A poorly placed architect can benefit the opponent!)

If an area has several architects, their effects are not cumulative - the area's value is doubled only once.

MASTER MASON – A master mason counts as two builders when calculating majorities. (but only calculating majorities, not for calculating second-place points).

STRONGMAN – if there is a tie when checking for player majority of an area, a player with a strongman in the area wins the tie. Two strongmen in the same area cancel each other.

ORDER: STAINED GLASS

The player puts a stained glass token on any tile where he has a builder.

When scoring points, each stained glass token adds 2 points to the value of its area, regardless of which player has the majority.

The value from stained glass is added to the area's value AFTER accounting for other modifiers (i.e. architect doubling).

Each tile can have at most one stained glass token.

Stained glass tokens remain in play as long as the tiles they are on.

Note! *The supply of stained glass tokens is considered unlimited; if they run out during play, additional tokens may be improvised.*

ORDER: SCAFFOLDING

The player places two scaffolding tiles in the cathedral according to the rules for the Place Vault action (ignoring rules about color). Scaffolding tiles serve as obstacles to placing vault tiles.

Scaffolding has no color and belongs to no area. Vaults and builders can not be placed on scaffolding, and scaffolding can not be discarded or moved. Scaffolding tiles remain in play until the next scoring, after which they are all removed.

Note! *The supply of scaffolding tiles is considered unlimited; if they run out during play, additional tiles may be improvised.*

ORDER: DISASTER

The player discards a vault from the cathedral. A vault can be discarded only if it has no builder.