

Craftsmen & Builders

2 – 4 players




45 min

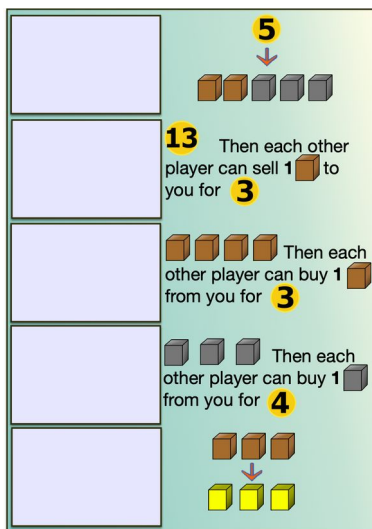
Worker placement, resource management

1. Game Principles

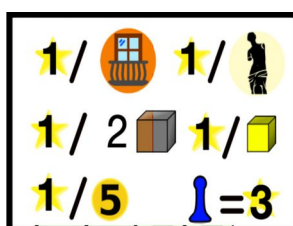
In craftsmen and builders, players are architects building a neighborhood of three slots. They will coordinate the construction of buildings and prestigious castles, but also try to meet the city objectives by putting together buildings that provide the right set of goods. The player with the most prestigious neighborhood wins the game.

2. Material

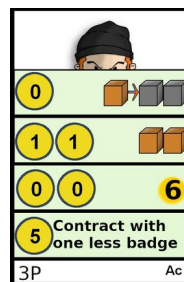
- 11 Craftsman cards (double sided)
- 64 Building cards of three different levels (I, II, III)
- 20 Contract cards.
- 5 different scoring cards,
- 1 Contract power board,
- 1 first player marker,
- 2 meeples (workers), 1 cylinder (recruiter), and 5 cubes per player
- Resources: cubes to count stone , wood  and gold ; and coins 



Contract power board



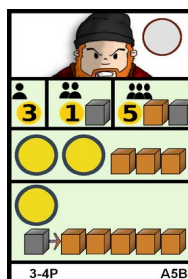
Scoring card



Permanent craftsman



Contract



Craftsman



Building

3. Setup

1. Shuffle each building deck separately reveal 4 buildings of each level (I/II/III).
2. Pick five contract from the same set (A/B/C/D), place them on the 5 slots of the contract power board in any order. Place 2 ● on one randomly chosen contract, then 2 ■ and 2 ■ spread randomly on the other contracts (one cube per contract).
3. Give each player the pawns of his/her color, 8 ●, and choose a first player for the first turn, he takes the first player token, then the second player gets an additional ●, the third 2 ●, the fourth player 3 ●.

At two players, the second player gets 2 ●.

4. Each player takes a scoring board randomly chosen.
5. Take the craftsmen corresponding to the number of players: There must be a neutral craftsman (Ac) and 4/4/5 craftsmen at 2/3/4 players. The number of players is indicated in the bottom left corner of each craftsman. Each craftsman is double sided, choose a side randomly.



4. Gameplay

Players place workers to collect resources and build different buildings. Putting together buildings with the right badges will allow them to fulfill contracts that will help them develop faster. Also, at the beginning of each round, players will recruit craftsmen that will be used by the other players, bringing them money.

The game is played in successive rounds until one player triggers the game end by building 3 castles or 10 buildings. Each round is made of four phases: income, recruitment, actions, and recruitment bonus.





5. One round

Income



Each round starts with an income phase. Each player earns resources produced by his/her buildings. Some of the buildings instead transform resources. Each player activates the buildings in the order (s)he wants (one building at a time). It is not mandatory to activate the production of all buildings. See example on the side and building description on next page.



During income these buildings produce 1 , 1 , and transform 2  into 2 .

Recruitment

In this phase, each player chooses the craftsman he will own for the rest of the round. This phase is played in player order, i.e. clockwise starting from the first player.

Each player at his turn chooses one craftsman and place his/her recruiter on the disc at the top right corner of the craftsman. A craftsman already recruited for this round cannot be taken by another player. The neutral craftsman cannot be recruited (there is a cross at the recruitment slot).

Actions

In turn order (clockwise, starting from the first player), each player performs one mandatory action, placing a worker on a craftsman. Then the first player does his/her second action until each player has placed their two workers, which ends the round. After the mandatory worker placement, each player can do two optional actions described below.

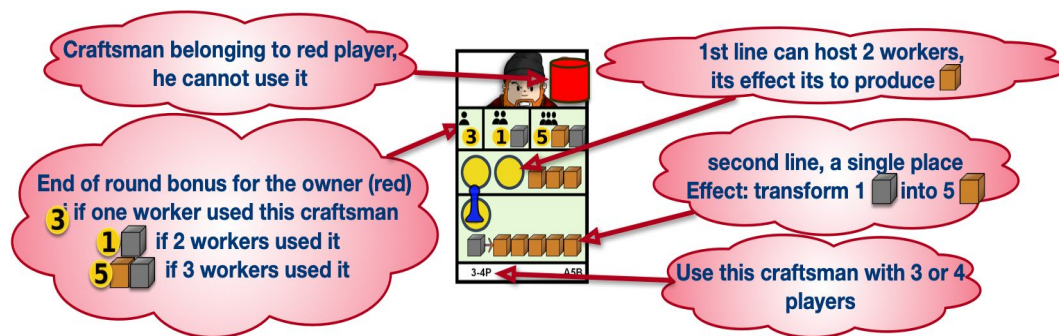
Place a worker on a craftsman

Craftsmen card show one or several lines at the bottom of the card, each line has a different effect. In each line, a yellow disc indicates a worker placement slot that can be used by a single worker.

On his turn a player may place a worker on a free slot of a craftsman and perform the corresponding action, with the following additional rules:

- A player cannot use his/her own craftsman (the one with his/her recruiter on it)
- A player must be able to do the corresponding effect to use a worker slot.

Exception: a player who has 3 castles can place his/her worker on a castle instead of a craftsman, this will bring 3 points at game end.

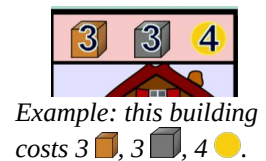


Craftsman card

Then the player can do one or both of the following optional actions.

Optional action: Build a building

There are 12 buildings available for construction. The construction cost is written at the top of the building card. To build a building, a player pays the construction cost and places the building card in his neighborhood. There are three slots in the neighborhood but a building can be placed over another one, except castles that cannot be covered. If the building is placed over another one, of level I or II, the new building is placed shifted to the top so that the permanent income of the covered building is still visible, see example. There is no limit on the number of buildings that can be stacked (permanent income are cumulated).



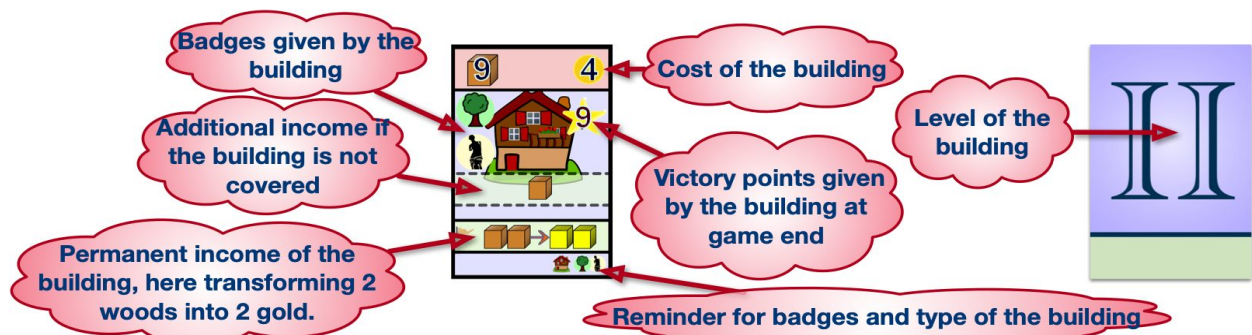
A building covering another one.

Finally, the building market is renewed: if there is one, a new building from the right deck replaces the card that has been built.

Bonus action: Complete a contract

After the main action, a player may complete a contract if they meet the conditions, i.e., if the 4 badges on one of the contracts drawn randomly at the beginning of the game are visible at the same time on the player's personal board, the player can complete the corresponding contract.

The player places one of his/her cube on the completed contract and immediately gets the corresponding immediate bonus written on the "contract power" board. If (s)he is the first player to complete this contract, the player takes the resources on the contract card. A player cannot complete the same contract twice, but you can complete 2 contracts the same turn. It is not mandatory to complete a contract immediately when the conditions are met.







Building card

End of round: Recruitment bonus

When each player has used his/her 2 workers, players take a bonus corresponding to the number of workers placed on his/her craftsman (cf craftsman's explanation). Then players take their workers and recruiters back and a new round may begin. If no player has three castles or ten buildings, we do another round.

6. Game end

As soon as one player has constructed 3 castles, this triggers the game end. A player who has 3 castles can only do one action: place a worker on one of his/her castle. Players who do not have 3 castles continue playing. In the end of this round, count victory points as follows:

- Points on buildings (covered or visible),
- 2 points by realized contract (count the number of cubes of your color on the contracts),
- 3 points per worker on a castle.
- 1 point for 5  or 1  and 1 point for 2 resources (wood  or stone .
- Each player score points for some of the badges and some kind of buildings (depending on the scoring cards and on some of the buildings in the neighborhood). Covered buildings count for this score too.

The player with the most victory points wins. In case of tie, the player who finished his 3rd castle first wins. If tied players do not have three castles, they share the victory.