

Craftsmen & Builders

2 – 4 players




40-50 min

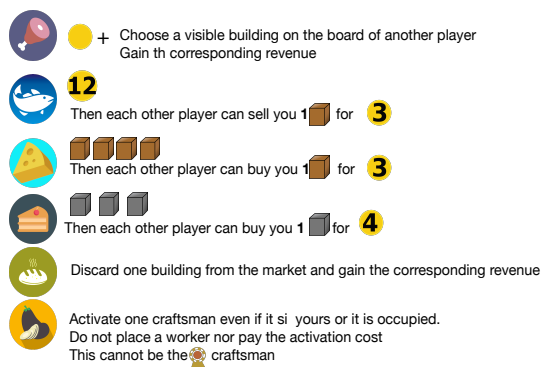
Worker placement, resource management

1. Game Principles

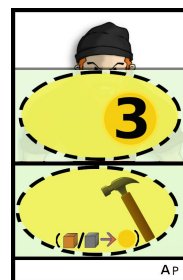
In craftsmen and builders, players are architects building a neighborhood of three slots. They will coordinate the construction of buildings and prestigious castles, but also try to assemble buildings providing different goods represented by badges. Collecting the right badges will allow them to realize contracts that will help them develop faster. Last but not least, each round, players will recruit craftsmen that will be used by the other players on the next round, bringing them money. The order of recruitment also defines the turn order for next round.

2. Material

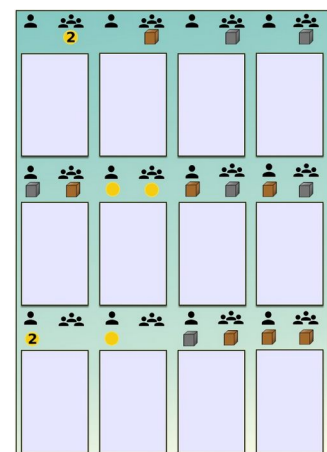
- 16 craftsman cards
- 48 building cards of three different levels (I, II, III)
- 36 contract cards. Each contract has 4 symbols but two of them are identical, this defines the kind of contract: a contract with two meat symbols has the kind “meat”.
- 5 personal boards, 1 central board, 1 “contract power” sheet.
- 3 meeples (workers) et 2 cylinders (recruiters) per player
- Resources: grey cubes  to count stone, brown cubes  to count wood, and coins 



“contract power” sheet



Permanent craftsman



Plateau central



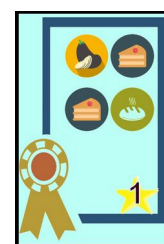
Personal board



Craftsman








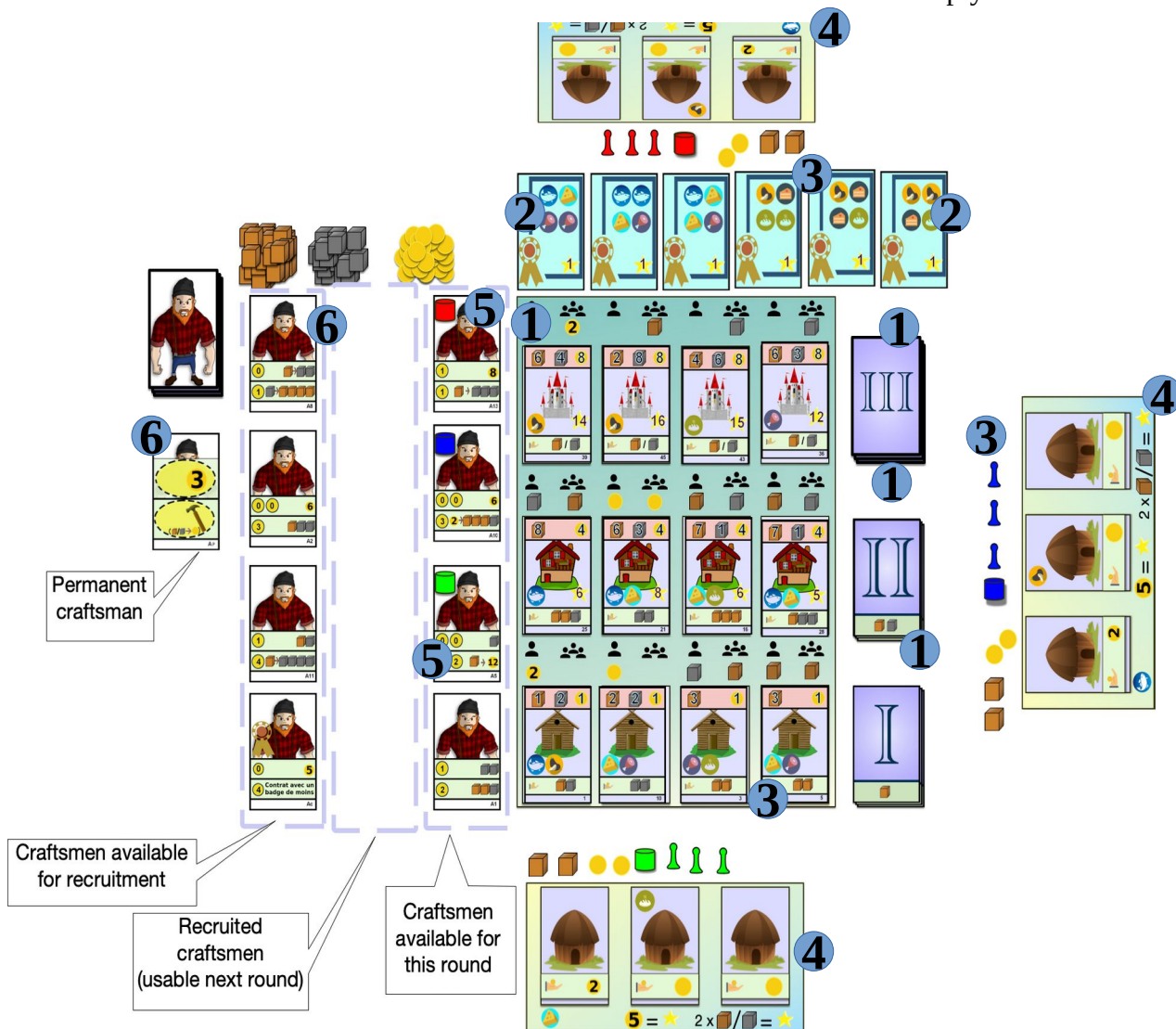
Building



“cake” Contract

3. Setup

1. Shuffle each building deck separately ; place the central board at the center of the table. On this board place 4 buildings of level I/II/III on the bottom/middle/top line.
2. Draw one contract card for each contract kind of contract: one with two meat symbols, one with a double fish, a double cheese, a double bread, a double cake, and a double eggplant.
3. Give to each player the pawns of his/her color, 2 wood cubes and 2 coins    . Choose a first player for the first round. For the first round, player play in clockwise order.
4. Shuffle all craftsman cards except the permanent craftsman (Ap) and the contract craftsman (Ac, ). Make pairs with one personal board and one craftsman, one more pair than the number of players. The player that will be last in the first round (sitting on the right of the first player) chooses one pair, then the player on his/her right chooses another pair, and so on until the first player.
5. Allocate space for three columns of craftsman cards. Fill the rightmost column with the craftsmen drawn in phase 4 above, starting by the craftsman of the first player, and finishing by the craftsman that has not been picked. Each player put one of his/her recruiters on the craftsman (s)he has picked above.
6. Place the permanent craftsman close to the three craftsman columns. Shuffle the remaining craftsmen to make a deck and draw one more craftsman than the number of players, place these drawn craftsmen on the leftmost column. The middle column is empty for now.



Setup

The rightmost column contains the craftsmen usable this round, the leftmost one contains craftsmen available for recruitment, and the middle one the recruited craftsmen. The order of recruiters in the leftmost column defines the turn order for this round.

4. Gameplay

The game is played in successive rounds until one player triggers the game end. Each round, each player does 3 worker actions with his/her 3 pawns, and one recruitment with his/her available cylinder.

5. One round

Income



Each round starts with an income phase. Each player earns resources produced by his/her buildings. Initially, the three empty slots produce together 4 ●. All buildings placed bring some income but when a building is covered, the income is lower. Each castle produces 1 ■ or 1 ■. See example on the right and building description next page.



Example: During the income phase, this slot produces 1 ■ and 2 ■

Turns

Following turn order, defined by the order of the owners of the craftsmen usable this round, each player does one action. Then the first player does a second action, etc. until each player has performed 4 actions or the game ended. Possible actions are:

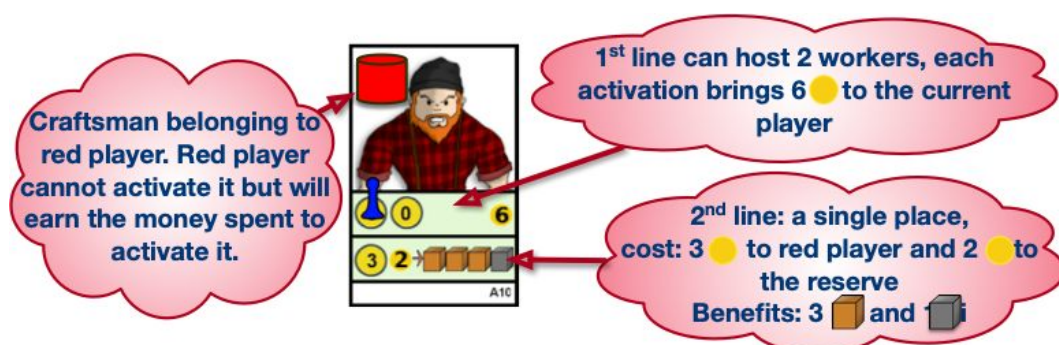
1. Send a worker on a craftsman, 3 times per round
2. Recruit a craftsman for next round with the available recruiter, once per round.

Additionally, after each main action, a player can validate one contract, it is a bonus action.

Send a worker on a craftsman

The permanent craftsman is particular: there are two slots, each can host any number of workers. When a player sends a worker on the top place, he gains 3 ●. The bottom place allows player to build a new building (see below).

On the other craftsmen, the 2 lines at the bottom of the card offer two different effects. Each yellow disc on the left of the line with a number inside is a slot that can be used by exactly one worker. The number is the activation cost.



Craftsman card

On their turn the players may place a worker on a free slot of a craftsman (among the craftsmen usable this round) and realize the effect written on the right of the line (producing or transforming resources), following the rules below:



- The activation cost must be paid to the owner of the craftsman (the player having his/her recruiter on the craftsman).
- Players cannot use their own builder (the one with their recruiter on it).
- One of the craftsmen has no owner: every player can use it, paying the activation cost to the reserve.

Recruit a craftsman for next round



If they still have one, players can use their available recruiter to recruit a craftsman for next round. They choose one of the craftsmen still available for recruitment, place their recruiter on them and move the craftsman to the column of the recruited craftsmen (the middle column). The first player of the round to do this places the craftsman on the top of the second column and will be first player for the next round, the second player of the round to do this will be second player and places the craftsman just below, and so on ...

Exception: The first action of the first player cannot be a recruitment action.

Build a building

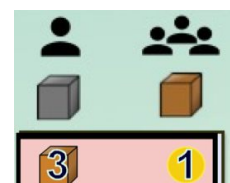
There are 12 buildings available for construction. Construction cost is written at the top of the building card(see below). During construction, a player can replace as many coins as (s)he wants by  or .





Upon construction, player chooses one of the three slots on his personal board, and places the building he just acquired. If there was a level I or II building at this place it is turned to show the back of the card and the new building is placed slightly above to show the residual income of the covered building (see example on the right). There is no limitations on the number or kind of buildings on a given slot but a castle (building of level III) can never be covered.

After the construction of a building, players gain resources depending on the position of the building on the central board. The symbol  indicates what is gained by the player who did the construction and the symbol  indicates what is gained by the other players.



A level II building covering a level I building



Example: this building costs 3  and 1 . The player who builds it gains 1 , the other players gain 1 .




Building card

Finally, the building market is renewed: buildings on the right of the acquired building are shifted one space to the left, filling the empty space; a new building is drawn and added on the new empty space (at the rightmost space of the line).

Bonus action: realize a contract

After the main action, a player may realize a contract if he verifies the conditions: 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 realize the corresponding contract. Visible badges appear either on the non-covered buildings, or at the bottom left corner of the player board. The player places one of his/her cube on the realized contract and immediately gets the corresponding immediate bonus written on the "contract power" sheet. The corresponding power is the one in front of the badge that appears twice on the realized contract.




A player cannot realize twice the same contract, and if there are cubes of other players on the contract card, the player that realizes the contract must pay 2  to each other player who realized the contract before (they have a cube of their color on the card). A player cannot realize 2 contracts the same turn, (s)he must wait for the next turn before doing the second one.

Round end

When each player performed 4 actions, players take back their workers and the recruiter placed on the rightmost craftsman column (on the craftsmen that were available this round). Craftsmen that were available this round are discarded, the craftsmen that have been recruited are shifted to the rightmost column with the recruiters on them. The craftsman that has not been recruited is placed below, at the bottom of the rightmost column. Lastly, draw one more craftsman than the number of players and place them on the column of craftsmen available for recruitment. If needed, shuffle the discarded craftsmen to be able to draw the right number of craftsmen.

6. Game end

As soon as one payer has constructed 3 castles or realized 6 contracts, this triggers the game end. The players placed after according to the turn order can perform one last action (players finish the turn but not the round). Then count victory points as follows:

- Points on buildings (covered or visible),
- 1 point by realized contract (count the number of cubes of your color on the contracts),
- 1 point for 5  and 1 point for 2 resources (wood  or stone .

The player with the most victory points win. In case of tie, the first player according to the turn order of the last round wins.