

Craftsmen & Builders

2 – 4 players




40-50 min

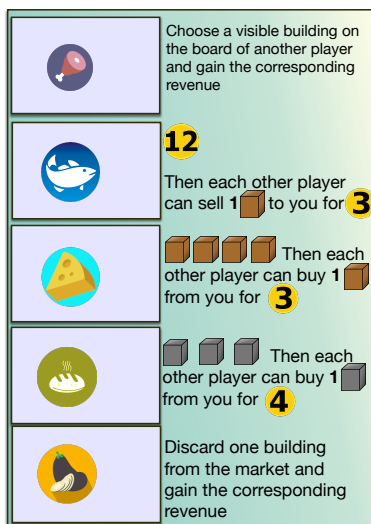
Worker placement, resource management

1. Game Principles

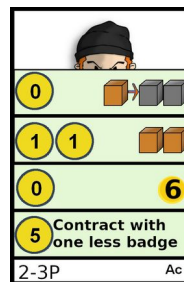
In craftsmen and builders, players are architects building a neighborhood of three slots. They will coordinate the construction of buildings and prestigious castles, but also try to meet the city objectives by putting together buildings that provide the right set of goods. The player with the most prestigious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

2. Material

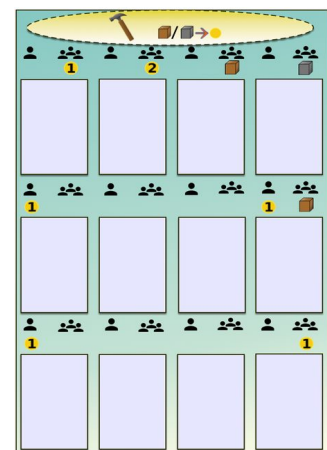
- 10 Craftsman cards (double sided)
- 48 Building cards of three different levels (I, II, III)
- 24 Contract cards.
- 5 Player boards,
- 1 Game board,
- 1 “Contract power” board,
- 1 first player marker,
- 3 meeples (workers) and 1 cylinders (recruiters) per player
- Resources: grey cubes  to count stone, brown cubes  to count wood, and coins 



“contract power” board



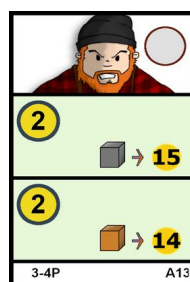
Permanent craftsman



Plateau central



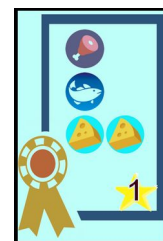
Personal board



Craftsman







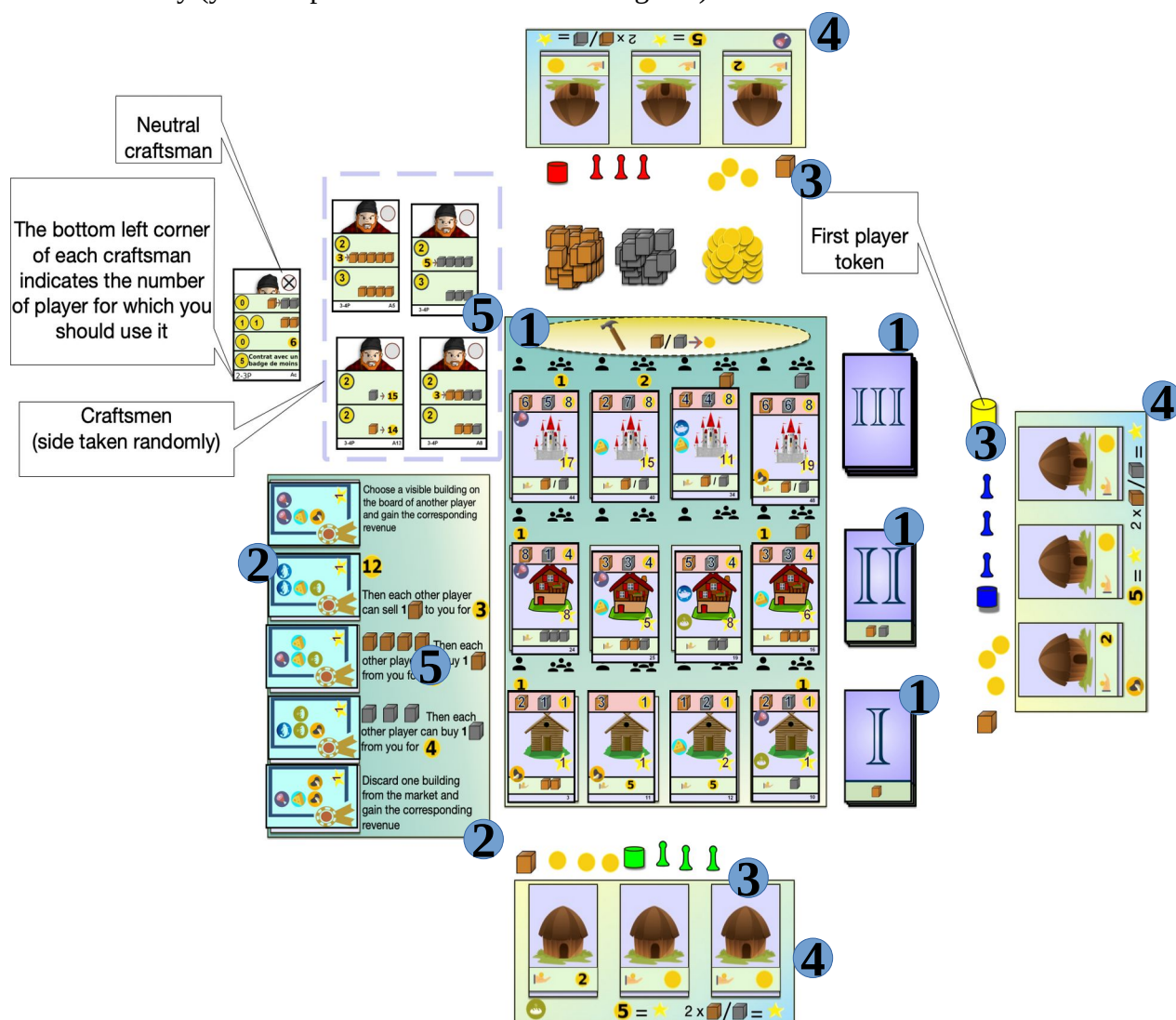
Building



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. Pick randomly one contract of each kind: one with two meat symbols, one with two fish symbols, one with double cheese, double bread, .and double eggplant. Place them on the corresponding slots on the contract power board.
3. Give each player the pawns of his/her color, 1 wood cubes and 3 coins    . Choose a first player for the first round. He takes the first player token.
4. Take randomly as many personal boards as the number of players. Starting from the player on the right of the first player and in anti-clockwise order each player chooses one of these personal boards.
5. Take the craftsmen corresponding to the number of players: There must be a neutral craftsman (Ap) 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 (you can pick the side A for the first game).



Setup at 3 players (blue is first player)

4. Gameplay

Player 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. Each round is made of three phases: income, recruitment and actions.

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 placed buildings produce some income, however a covered building brings a lower income. Each castle produces ■ or ■. See example on the right and building description next page.



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

Recruitment

In this phase, each player chooses the craftsman he will own for the rest of the round. The first round, this phase is played from the last player to the first player, i.e. counter-clockwise starting from the player on the right of the first player. In the following rounds 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

Following turn order (clockwise, starting from the first player), each player performs one action. Then the first player does his/her second actions until each player has placed their three workers, which ends the round. Possible actions are:

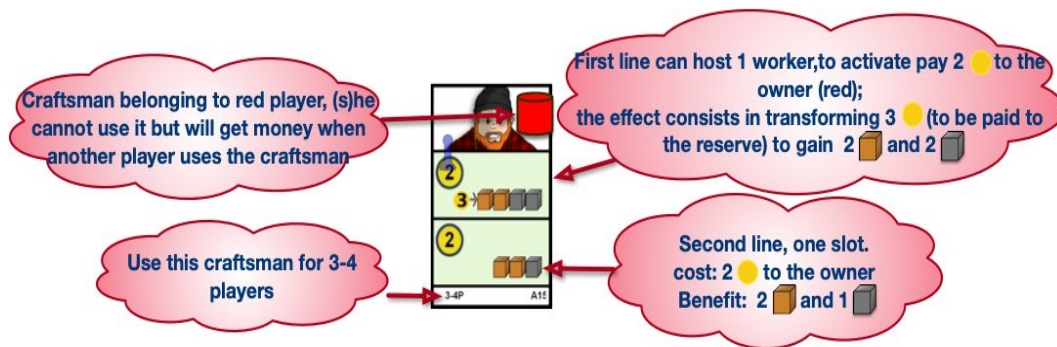
1. Place a worker on a craftsman,
2. Use a worker to build a building,
3. Take the “first player” token
4. Use a worker to improve a castle (only if the player has 3 castles).

The first action of the first player must be the usage of a worker (case 1 or 2). After his/her first action, the first player returns the “first player” token near the central board, action (3) then becomes available.

Additionally, after each main action, as a bonus action players can complete a contract.

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 with a number indicates a worker placement slot that can be used by a single worker. The number indicated the activation cost (in coins) to trigger the effect.




Craftsman card



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:

- The activation cost (written in the disc) must be paid to the owner of the craftsman (the player whose recruiter is on the card).
- A player cannot use his own craftsman (the one with his/her recruiter on it)
- Some craftsmen belong to nobody, all players can use them and the activation cost is paid to the reserve.



Note that the neutral craftsman has more actions but they work similarly.

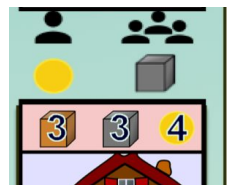
Build a building






To perform this action, place a worker on the  area on the central board.

There are 12 buildings available for construction. The 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 with  or .

To build a building, a player pays the construction cost and places the building card on one of the three slots on his personal board. 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.



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



A level II building covering a level I one.



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 slot of the line).


Take the “first player” token

Instead of placing a worker, a player can take the first player token as main action. A player who does this will have a worker available when the other players have used their 3 workers, (s)he will thus play a last action after everybody.

To perform this action a player must have at least one available worker and the first player token must still be available next to the central board.

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. 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 completed contract and immediately gets the corresponding immediate bonus written on the “contract power” board.




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

Round end

When each player has used his/her 3 workers, players take back their workers and recruiters. If the first player token is still available, it is given to the last player. If no player has three castles 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),
- 1 point by realized contract (count the number of cubes of your color on the contracts),
- 4 points per worker on a castle.
- 1 point for 5  and 1 point for 2 resources (wood  or stone .

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.