

THE PILLARS OF THE EARTH

The Card Game

A trick taking game for 3-4 players, ages 10 and up, by Michael Rieneck

Contents

20 Craftsman cards in 4 colours (blue, green, red, and orange)
15 Neutral cards (black) | 5 Privilege cards (brown) | 4 Summary cards
16 Building material tracking cards | 1 Score pad | 1 Rulebook

The Game

Across 5 hands of 9 or 10 tricks each, the players try to collect their own craftsman, suitable building materials, and other positive cards. Using their craftsmen players convert the building materials they have gained into victory points. The player who scores the most points wins the game and is the best master builder.

Set up

Each player takes the overview and building material tracking cards in their colour. The building material tracking cards are laid out in a tableau such that 1 stone, 1 wood, 1 sand, and 0 metals are visible. This represents a player's current resources.

The privilege cards are shuffled and placed in their own separate pile.

When playing with only 3 players return the building material tracking and craftsman cards in the unused player colour along with the neutral card *Ellen* to the box.

Shuffle together all of the craftsman cards along with the neutral cards and the top card off the privilege deck. Deal out equally among the players.

Game Play

1. Play Cards

The player who has *Lady Aliena* in their hand plays the first card to the opening trick. This need not be *Lady Aliena* but may be any card other than *Alfred Builder*. In clockwise order all other players play one card to the trick, but not the *Alfred Builder* card.

Note: The player who has the Alfred Builder card must save it and only play it to the last trick of the hand.

2. Winning the Trick

After each player has played a card work out who has won the trick:

- Typically the card with the highest value wins the trick.
- If several cards have the same value then the card amongst those that was played last wins the trick.
- If the highest card is the King then no one takes the trick. The trick is set aside till the end of the hand. Since the King is the highest card in the game he will always win a trick.
- If the highest card is a craftsman in a player's colour that player takes the trick, regardless of who actually played the card.
- If the highest card is a neutral or privilege card then the player who played it takes the trick.

The player who won the trick gathers together the cards played to that trick and places them face down next to their resource tableau. They then play the first card to the next trick.

Note: As no player “wins” the Kings trick the player who played the King plays the first card to the following trick.

Example: Andrea (green), Birgit (blue), Claus (red), and Daniel (orange): Andrea opens the trick by playing the quarry card, value 0; Birgit follows with a blue craftsman, value 6; Claus plays a carpenter also with value 6 but in green; Finally Daniel adds the neutral card Ellen, value 3. The cards played by Birgit and Claus have the highest value but because the card from Claus was played second it wins the trick. Because the card that Claus played was actually in Andrea's colour Andrea takes the trick with all 4 cards and places it face down beside her building material cards. Andrea will again play first in the next round.

3. Scoring

After all cards have been played from the player's hands and the tricks distributed, players calculate their scores:

- Players sort out and discard the cards that they won in other player's colours as they do not receive points for those cards.
- Players receive building materials from any of the neutral cards they have won that produce resources. The player who has *Tom Builder* decides which one of the 3 resources they receive.
- Now the players use the craftsmen of their own colour that they won and any privilege cards they have to convert building materials into victory points. Players also receive an additional point for each of their own craftsman that they won.
- Points gained or lost due to neutral cards are added to or deducted from the total and the overall score is recorded.

Each craftsman may only convert a single building material into victory points. Likewise the master builder may only convert a single building material: sand into 1 point, wood into 2 points, stone into 3 points, or metal into 4 points. The player must have the available building material for their craftsman to use it. The use of building materials is recorded by adjusting the player's resource tableau as appropriate.

Note: If one or more players did not receive a trick in this hand they score the King's trick. The neutral cards and their own craftsmen generate returns as described above. The King himself is worth 3 victory points.

Players may not accumulate more than 3 resources without being able to immediately use them. If a player has more at the end of a hand they must decide which 3 to keep for the next hand and adjust their resource tableau to reflect their choice.

Example: In this hand Andrea has won the following cards: her own carpenter and mortar mixer; the blue carpenter; the resource producing neutral cards quarry and forest; the personality neutral cards Ellen and William Hamleigh; the privilege card Artist (figure 1).

Andrea discards the blue carpenter as she does not score for that card. She then gains 1 stone from the quarry and 1 wood from the forest; she records these in her resources tableau. She uses her carpenter to turn the wood into 3 victory points and the mortar mixer to turn a unit of sand she stored in a previous round into 2 points, adjusting her tableau as the resources are used. Andrea now has 5 victory points from converting building materials to which she adds 1 point for each of her two craftsmen and another point for the Artist. She gains another 2 points from Ellen but loses 3 because of William Hamleigh. Thus Andrea has earned a total of 7 victory points for the hand (figure 2).

The 7 points Andrea won is recorded on the score pad. She makes sure her available resources tableau correctly displays the building materials that she has left over; as she only

has 3 resources she is not forced to discard any building materials. She places the Artist card beside her tableau and discards all other cards (figure 3).

4. Next Hand

The privilege card remains with the player who won it in one their tricks; they retain this privilege card and the benefits that it provides for the rest of the game.

If the privilege card for the hand formed part of the King's trick and was therefore not won by a player the card is added back to the bottom of the privilege card deck extending the game by a further hand.

All other cards are collected together and the top card from the privilege deck is added to them. The deck is reshuffled and again dealt out evenly amongst the players.

Game End

The game ends after the hand in which the last privilege card is won by a player. The player with the most points wins the game. Leftover building materials do not earn any additional points for the players.

The Privilege Cards

- The player with the Artist gains 1 additional victory point each hand.
- The player with the Potter may use him to convert a unit of sand into 3 victory points.
- The player with the Bell-Founder may convert a single metal into 5 victory points.
- The player with the Brick Maker may convert a unit of sand into a stone.
- The player with the Assistant may at the end of each hand convert as many building materials as they desire into 1 victory point each.

The Neutral Cards

- King - When the King is played to a trick no player wins that trick but instead it is set aside until the end of the hand.
- Lady Aliena - The player with Lady Aliena in their hand plays the first card to the opening trick; the card need not be Lady Aliena.
- Tom Builder - When scoring gain either 1 stone, 1 wood, or 1 sand.
- William Hamleigh - The player who wins this card loses 3 victory points.
- Bishop Waleran - The player who wins this card loses 2 victory points.
- Regan Hamleigh - The player who wins this card loses 1 victory point.
- Ellen - The player who wins this card receives 2 victory points.
- Alfred Builder - This card may only be played in the last trick.
- Prior Philipp - Receive 1 metal during scoring.
- Quarry - Receive 1 stone when scoring.
- Forest - Receive 1 wood when scoring.
- Gravel pit - Receive 1 sand when scoring.

The Author:

Michael Rieneck, born in 1966, lives near Kiel and is one of the most successful designers of recent years. His games have won numerous awards, including "The Pillars of the Earth" and "World Without End" which won the Spiel des Jahres Special Award in 2010.

Author: Michael Rieneck

Illustrations: Michael Menzel

Graphics: Pohl & Rick Grafikdesign

Editor: Stefan Stadler