

The Red Cathedral


Objective: Players compete to have the most Prestige points by the time a player has completed their final section of the Cathedral.


Setup


Follow the setup instructions specified in *The Red Cathedral* rulebook.



Playing with Advanced Game Workshops

Players can collectively agree to use the advanced side of their Personal Workshop boards to increase the difficulty of the game. If players have chosen to play using the advanced side, the following changes are made to gameplay:

Banners () in White Workshops: The Banners in white Workshops are used in the same manner as those in a player's inventory; a player can take them directly from their white Workshop spaces and use them to claim a Cathedral section.


Workshop Tiles: There is a fixed cost of 3 Rubles () for a player to place a Workshop tile in their Workshop.


- A Workshop tile cannot be placed on a white Workshop space if the Banner () blocking the space has not been used.


Ornamentations ( & ): Ornamentations are not available at the start of the game; when a player claims part of the Cathedral and places a Workshop tile, after paying the required cost, the corresponding Ornamentation becomes available.

- If a player cannot or does not want to pay to place a Workshop tile, the Ornamentation does not become available again for the rest of the game.


Scoring Track









The Scoring track that runs around the Market board tracks two different kinds of points with a single Score marker ():

Recognition Points (): Whenever a player is instructed to gain or lose Recognition Points, they move their Scoring marker the corresponding marker a number of spaces, forwards or backwards on the Scoring track.

Prestige Points (): When a player is instructed to gain or lose Prestige Points, they jump their Scoring marker the corresponding number of Prestige Point spaces forwards or backwards, to the closest Prestige Point space.







General Rules


Exceeding 40 Prestige Points: If a player goes beyond 40 Prestige Points on the Scoring track, they flip their Score marker () over to show the '+40' side and continue from the beginning of the track.

Materials & Resources: The term Materials refers to physical objects that are used in construction ( ,  ,  ,  ,  , and ) and the term Resources includes Materials but also Rubles () and Recognition Points ().

Running Out of Resources: Resources are limited to the quantity of physical components in the general supply; if a Resource runs out, any action that would provide that Resource will provide no effect.



The Inventory

Each player's Personal Workshop board has a limited number of spaces that can be used to store Materials ( ,  ,  ,  ,  , and ); each time a player gets Materials they must put them in the Inventory zone of their board.








- Each player initially has 6 open spaces in their Inventory, each of which can hold a single Material.
- A player can only keep Materials that they have space for.
- If a player obtains Materials but does not have space for them in their Inventory, they cannot discard Resources already in their Inventory to make room for them.
- A player can increase their number of available Inventory spaces by removing Banners () from their Inventory zone, this can be done by claiming sections of the Cathedral.

End of Game





As soon as any player has completed their 6th Cathedral card and Points provided by that card have been awarded, the end of the game is triggered.

- The player that triggered the end of the game gains 3 additional Prestige Points ().
- All other players receive one final turn before each player calculates their final score.
- Before players gain additional points, all players must move their Score marker () backwards along the Scoring track to the closest Prestige Point space; if their marker is already on a Prestige Point space, they do not move their marker.

Additional Points: Each player gain additional Points for each of the following:

Materials and Rubles: 1 Prestige Point for every 5 Materials ( ,  ,  ,  ,  , and ) and Rubles () that they can return to general reserve.

Contribution to Towers: Each player gains a number of Prestige Points based on their contributions to each of the towers that make up the Red Cathedral and scores as follows:

- Any sections (Cathedral cards) that are not completed are not counted during final scoring.
- If a player does not have any Banners () or Ornamentations ( ,  , and ) in a tower, they receive no Points for that tower.

For each Tower: Calculate the total value of the tower; the total value is 2 Prestige Points for each section that is completed (as denoted by a Banner) and 1 Prestige Point for each Ornamentation on it.

- Each player counts the number of Banners and Ornamentations of their colour that they have on the completed Cathedral cards in the tower.
- The player with the highest total receives the full value of the tower, the player with the second highest receives half of the total value (rounded down), the next player receives half of the previous value (rounded down) etc.
- If there is a tie for any position, add up the Prestige Points for the positions of the tied players and divide them evenly between the players (rounded down).

Special Rules for 2-Player Games: Instead, the player with the most Prestige Points gets all of the points for the tower and if the other player has any Banners or Ornamentations, they get one third of the total value, rounded down.

The player with the most Prestige Points is the winner.

Tie-breaker: In the event of a tie, the tied player with the most completed sections (cards) wins the game; if still tied, the player with the most Ornamentations placed wins the game, and if players still remain tied, the tied players share the win.

Influence Actions

Craftmen's Guild



Sell 1 Material for 1 Ruble



Buy 1 of the Indicated Materials for 1 Ruble



Sell 1 of the indicated Materials for 1 Ruble



Buy 1 Material of any type for 2 Rubles



Sell 1 of the indicated Materials for 2 Rubles



Buy 1 of the indicated Materials for 2 Rubles

Teamster's Guild



Pay 1 Ruble to deliver 1 Material to the Construction Site; it can be used to Build or Decorate



Gain 1 Ruble



Pay 2 Rubles to deliver 2 Materials to the Construction Site; they can be used to Build and/or Decorate



Pay 2 Rubles to switch the positions of any 2 Resource tiles in the Market

Merchant's Guild



Exchange 2 of the same Material in your Inventory for any 1 Material



Exchange 1 Ruble plus 1 Material from your Inventory for any 1 Material

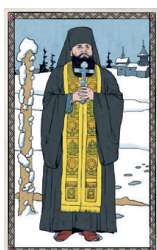


Exchange 4 of the same Material in your Inventory for any 2 Materials



Activate 1 of your Workshop tiles

Clergy



Gain 1 Recognition Point



Pay 3 Rubles to gain 1 Prestige Point



Discard 3 different Materials to gain 1 Prestige Point






If you have completed at least 1 Cathedral section of each type (base, middle, and dome) gain 2 Recognition Points


Turn Order (Single player turns in clockwise order)


On their turn, a player must carry out one of 3 basic actions:

- Additionally, at any time during their turn, a player may decide to execute any of the two optional actions:


Lose Prestige Points () in Exchange for Rubles (): The player exchanges Prestige Points at a rate of 1 Prestige Point for 2 Rubles from the general reserve.







- For every 2 Rubles taken from the general reserve, the player moves their Score marker () back to the previous Prestige Point space.


Lose 1 Prestige Point () in Order to Roll the Dice: The player loses 1 Prestige Point to roll all of the dice from any one space on the Market board.



- The player moves their Score marker () to the previous Prestige Point space and rerolls all of the dice from their chosen space before returning them back to the same space.
- A player can only use this optional action once per turn.




a) **Claim a Cathedral Section:** The player claims part of the Cathedral to work. To claim a part of the Cathedral to work on, the player carries out the following steps:

1. The player takes any one Banner () from their Personal Workshop board.
 - This may result in the player opening up a space in their Inventory.
2. The player claims one available Cathedral card by placing their Banner on top of it.
 - A Cathedral card is available if it does not have a Banner on it and it is either a card at the base (bottom) of the Cathedral or a card that is directly above another card that already has a Banner on it that belongs to any player.
3. The player takes the Workshop tile from the claimed Cathedral card and places it in an empty Workshop space on their Personal Workshop board, making one of two choices:
 - a. The player places the Workshop tile face-down, forgoing the ability to activate that Workshop later in the game.
 - b. The player pays the cost shown on the tile to the general reserve and places the Workshop tile face-up, enabling them to receive the benefit shown on the Workshop tile each time they move the die that matches that Workshop's colour.
4. If the Workshop tile is paid for and placed face-up, the player immediately gains the benefit shown on the tile.

b) **Build Sections of the Cathedral:** The player may deliver up to 3 Materials ( ,  ,  ,  ,  , and ) to the Construction Site to be used to Build and/or Decorate the Cathedral.


Building: The player takes the Materials from their Inventory that they want to deliver and assigns them to one or more Cathedral cards that have their Banners () on them.

- A player is not required to finish any section of the Cathedral in a single delivery.
1. The player places the Materials on the card(s) to show that they have been delivered.
 2. If a Cathedral section has all of the required Materials on it, the section is finished and the following steps are performed:
 - i) The Materials are removed and returned to the general reserve.
 - ii) The player gains the Recognition Points () and Rubles () show on the card.
 - iii) The card is flipped over so that it shows the finished side; the player's banner is left on the card.
 - iv) If a Cathedral section is completed and there are still cards beneath it in the same tower that have not been finished, the players who have claimed those sections are penalised:
 - The player(s) that have claimed those unfinished cards immediately lose a number of Recognition Points equal to the number of finished sections above their cards, ignoring their own completed sections.


Decorating: Each section of Cathedral, once finished, has space to place a single Ornamentation: each base allows the addition of a Door (); each middle section allows the addition of an Arch (), and each Dome allows the addition of a Cross ().



- Any player can install an Ornamentation on any completed Cathedral section, regardless of who built it.
- All Materials sent to decorate a section must be sent on the same turn; decorating a section must be completed in a single turn, unlike building.
- Each Material, including a Jewel, counts as one Material delivered against the players 3 Materials limit for the Build Sections of the Cathedral action.


To Decorate a Cathedral Section: The player must deliver the Materials required for the Ornamentation:

Door: 1 Lumber ()

Arch: 1 Stone ()

Cross: 1 Gold ()

+ 0 - 2 Jewels ( and ) which are set into the Ornamentation.


Prestige Points (): If the player sets Jewels into their Ornamentation they immediately gain 1 Prestige Point for each Jewel set into it, or 3 Points if 2 Jewels of different colours are set into it, otherwise no Points are awarded at this time.

c) **Acquire Resources from the Market:** The player must perform the following steps to visit the market.

1. The player announces which Market die they are going to use.

2. The player moves the chosen die around the Market board, following the arrows printed on the board, a number of spaces equal to the number shown on the die.

- A die cannot end its move on a space that is already occupied by 3 dice; if moving a die would cause this to happen, the player must choose a different die to move, or if it is the white die or the die of their colour, they may pay to increase its movement (*see Additional Movement below*).
- The die remains on the space it reaches after it has been moved.







Additional Movement: If the player is moving the white die or the die that matches their colour, they may spend Rubles () to move it additional spaces at a rate of 1 Ruble per additional space moved.

- This can allow a die to move more than 6 spaces.

3. The player performs any or all of the following Market actions that they want to take, based on the space they moved the die to.

- Each action may only be performed once, but the actions may be performed in any order of the player's choosing.

Obtain Resources from the Market: The player multiplies the Resources shown on the Resource tile next to the space by the number of dice in that space and takes the corresponding number of Resources from the general supply.

- The player may choose to take fewer Resources than they are entitled to.
- If the player obtains Materials ( ,  ,  ,  ,  , and ) but does not have space for them in their Inventory, they cannot discard Materials already in their Inventory to make space for them.

Influence: The player can use their influence on the group in the quadrant of the board where their chosen die ended its movement to take one of the two available actions presented on that group's card.

- Each of the 4 groups is assigned a quadrant of the Market board in one of the 4 seasons, each of which includes 2 Market spaces.
- Some actions require a cost to be paid in order to be used, others do not.



Actions marked with a lightning icon can only be performed once during a player's turn.



Actions marked with an infinity icon can be performed as many times as the player wishes during their turn.

Activate a Workshop Tile: If the player has a Workshop tile assigned to their Workshop on their Personal Workshop board that matches the colour of the die they moved this turn, they may immediately gain the benefit shown on that tile.

Coloured Workshop: Some of these Workshops simply provide Resources while others show one of the 5 dice colours.

- If the Workshop shows a die, the player gains the Resources shown on the Resource tile next to the space that the die is sitting on.
- These Resources are only gained once, regardless of the number of dice in the space.

White Workshop: The player gains the bonus depicted on the Workshop tile.

- If the player has 2 Workshop tiles assigned to their White Workshop, they may only activate one of them during a turn.

4. The player rolls all of the dice that are in the space that they used and then returns them to that space.