



# PITCH PAGE

## Castle & Cathedral

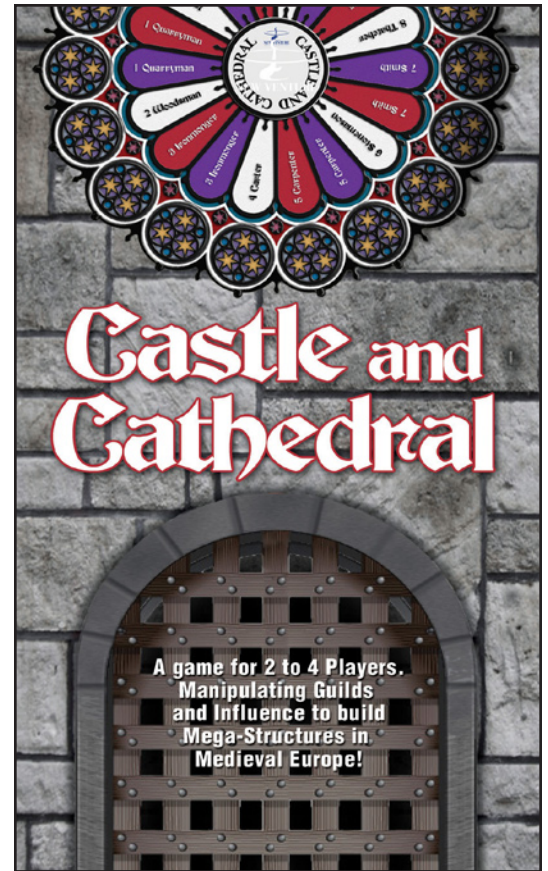
*How much influence do you have?*

**Type:** Resource Management  
**Ages:** 8+

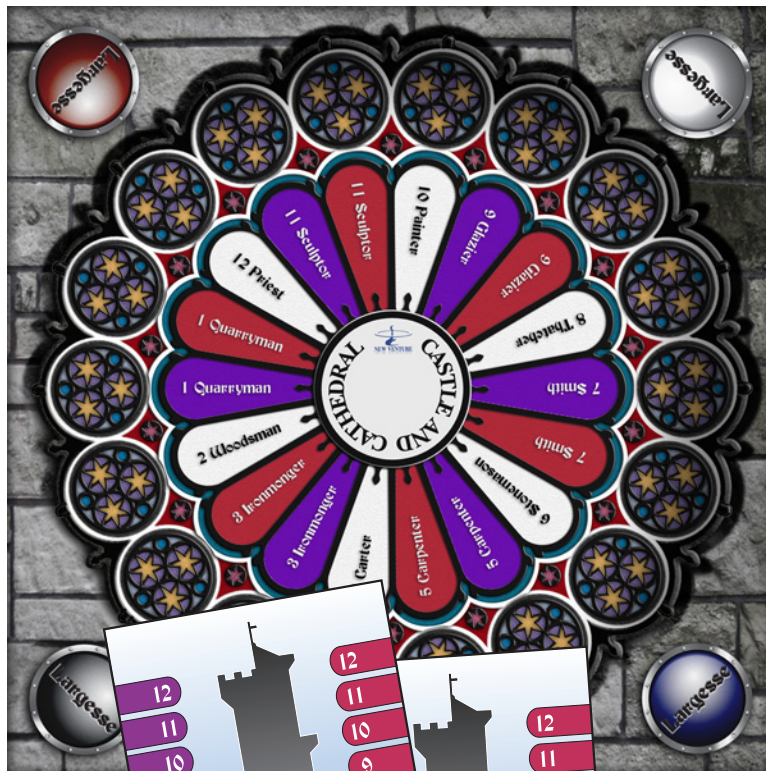
**Players:** Two to Four  
**Duration:** 90 - 120 minutes

### Synopsis:

Through manipulation of influence, bids and bribes, players employ skills provided by the Guilds of medieval Europe to build both a Castle and a Cathedral. The cards represent characters involved in the project, from the Guilds of craftsmen, to the Royalty and Clergy, as well as the Nobility, the Spies, and the Assassins. With the help of a Priest, you might persuade an Architect to abandon an opponent's project and work for you, but a Guild Master can also turn the tables, wielding great influence among the skilled labor you need to complete your structure.



A game for 2 to 4 Players.  
Manipulating Guilds  
and Influence to build  
Mega-Structures in  
Medieval Europe!



### Equipment & Features:

The Guilds, Royalty, Clergy (and their minions) are represented by a deck of specially designed cards.

There are four sets of 11 "Influence Markers" (poker chips) which represent the influence of the players as they compete for the Guilds' services.

The board (pictured left) is dominated by the stained-glass "window of opportunity." Around the window's circumference are the "Guild circles" and Largesse spaces at the four corners (staging areas for one's influence in preparation for a bribe or shift of influence on the board)

Finally, there is a score card where each player will track their progress in the building of their Castle and Cathedral.



## Castle & Cathedral

### The Rules:

The complete rules are too extensive to be reproduced here, but the turn sequence is shown below. This summary is printed on the back of the rule pamphlet for reference, as well as on the back of the score cards for each player. Also shown below is a two-player game in progress.

### CASTLE AND CATHEDRAL

#### Summary of Turn Sequence:

##### A. ACTION (manipulating your influence):

- A.1. Place or move 1 Influence Marker (ONCE PER TURN)
- A.2. Place or move 1 influence for each **Royalty or Clergy** in play (ONCE PER TURN)
- A.3. **NOBILITY** cards to place or move Influence
- A.4. Play **PRIEST** cards to place or move Influence  
*(NOTE: a Priest can not be played for BOTH A.4. and B.3.)*
- A.5. Play **SPY** cards to place or move 2 Influence
- A.6. Play **Guild** cards to the discard pile to place or move Influence within that Guild (color notwithstanding)
- A.7. If there are 5 markers on one's Largesse, play a **Guild Master** to swap influence with another player

##### B. BUY, BRIBE & BUILD (using your influence):

- B.1. Where there are three or more markers on a Guild circle, **BUY** Guild services and play the Guild card(s) to **BUILD** your Castle or Cathedral
- B.2. Place a **Guild Master** instead of a numbered card
- B.3. If there are 5 markers on one's Largesse, play a **#12 Priest OR Guild Master** to **BRIBE** an Architect.  
*(NOTE: a Priest can not be played for BOTH A.4. and B.3.)*

##### C. CHARACTER CARDS are played to the table:

- C.1. Play one or more **Architect** cards.
- C.2. Play one or more **Royalty or Clergy** cards.
- C.3. Play one or more **Man-At-Arms** cards.
- C.4. Play one or more **Assassin** cards.

##### D. DISCARD and DRAW to end your turn:

- D.1. Discard any unused cards as desired.
- D.2. Restore the hand to SEVEN cards

