

Title: Square Masons **Players:** 3-5 **Playtime:** 45-60 minutes **Ages:** 10+

About The Game\Game Description: You are a master builder during the Dark Ages who is competing for a membership to join the secret society of Square Masons. You build secret sanctuaries, banks, and quarries to gain prestige in order to join the secret society of the Square Masons.

Objective: The first player to acquire 13 Prestige Points is the only player able to gain membership into this secret society, therefore wins the game.

Components:

6 Money cards 

6 Square Mason's Privilege cards 

6 Stone cards 

6 Market Selection cards 

6 Multiple cards x2

1 Auction board 

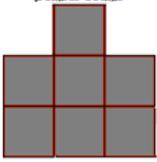
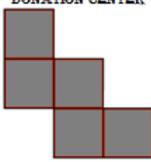
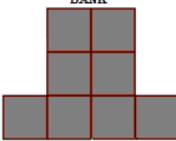
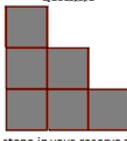
5 player auction dice

1 Square Mason's Privilege marker 

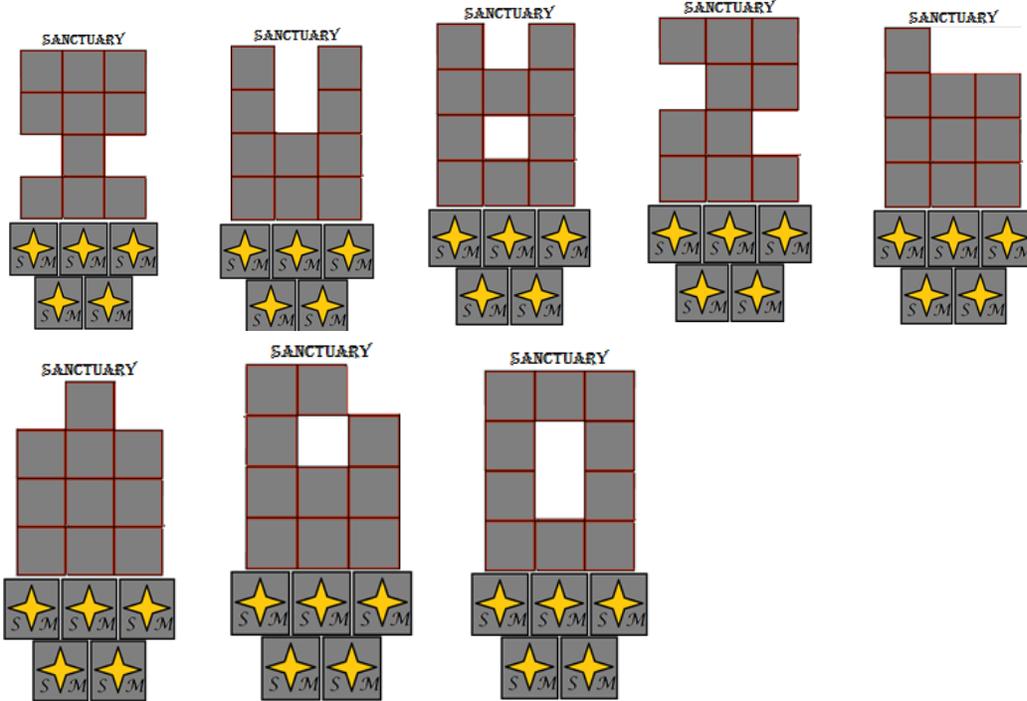
1 Market Selection marker 

1 First Player Marker 

16 Town Structure cards (4 of each type)

1	2	3	4
SCRAPYARD	DONATION CENTER	BANK	QUARRY
			
At the end of the Building Phase sell a stone for \$3 coins or buy any remaining block from the auction for \$3 coins (to be placed in reserve zone).	Donate \$3 coins to gain 1 Prestige Point at the end of the Building Phase.	At the end of the Building Phase gain \$2 Coins.	Gain 1 stone in your reserve at the end of the Building Phase.
			

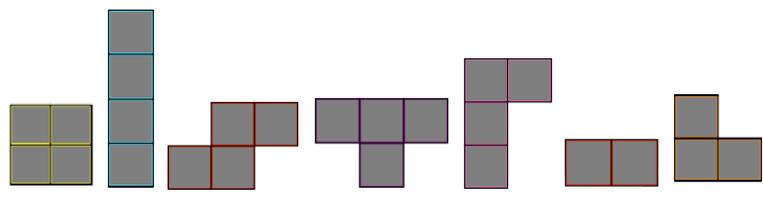
8 Square Mason Sanctuary Structure cards



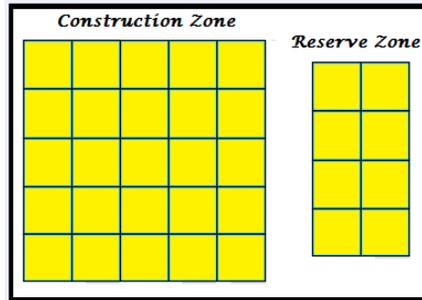
20 Prestige Point tokens 

30 x 1 denomination coins 

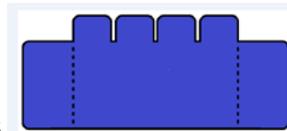
12 x 5 denomination coins 

28 Blocks (4 of each type) 

24 construction stones 



5 construction player board



5 player shields



5 player auction shields

Setup:

Each player starts the game with 1 coin, 1 player shield (of their color), 1 auction shield (of their color), 1 player board (of their color) and 1 player auction die.

Give the first player marker to the shortest player at the table.

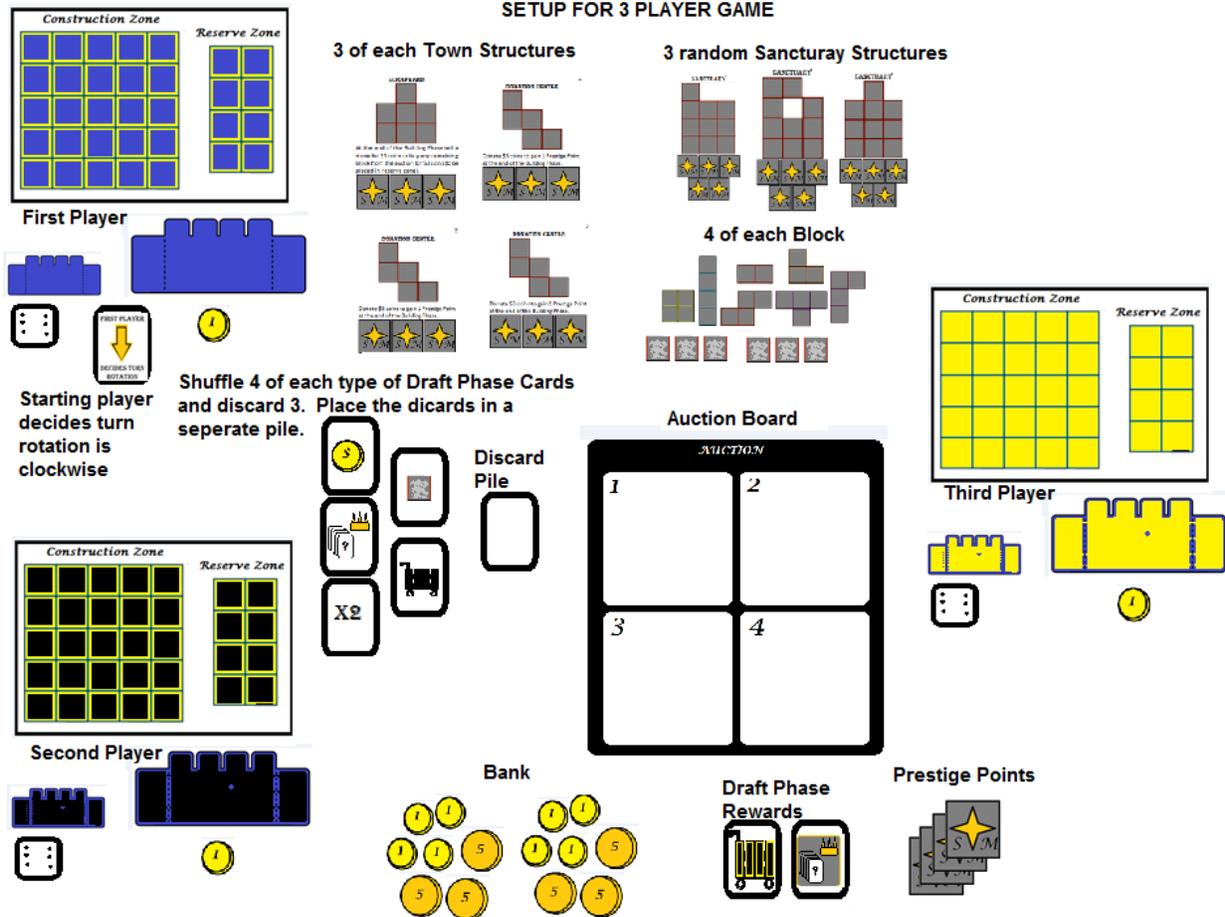
Organize the blocks into 7 piles and place them according to their shape and place in the middle of the table.

Place the auction board next to the blocks.

Place the rest of the coins, prestige points and special ability markers on the other side of the auction board.

Place Town Structure cards equal to the amount of players for each type and remove the rest from the game.

Place Sanctuary Structure cards randomly equal to the amount of players and remove the rest from the game.



Setting up the Draft Phase Each Round:

Add one more equal to the amount of each players of that type of card to be used in the draft phase and remove the rest from the game (example in a three player game add 4 money cards, 4 Square Mason's Privilege cards, 4 stone cards, 4 multiplier cards, 4 market cards and remove the rest of the cards from the game). Shuffle the cards and then discard face down equal to the amount of players. Place these discards in a separate pile, these cards won't be used during the Draft Phase. Deal 5 cards to each player.

How to Play:

One round of play is split into 3 phases: **Draft Phase**, **Auction Phase**, and **Build Phase**. The first player will decide once on the rotation of turn order for all phases that round. The first player maker is always passed clockwise at the end of each round.

Draft Phase:

During the Draft Phase, players select one card face down to be added to their hands. Once all players have selected a card they reveal them face up at the same time. These cards remain face up in front of their player boards. Pass the remaining cards face down to the next player. Keep drafting until all cards in the draft are selected and revealed face up.

Starting with the first player marker (in turn order), players with a x2 card must pair all their x2 cards with a non x2 card to utilize the multiplier effect. Afterwards rewards are gained based on the cards drafted.

Any ties are decided by the last player who earned the Square Mason's Order marker last (this ability is awarded after the draft). If there is a tie during the first round for the Square Mason's Order marker is awarded to the player who earned the least money. If there is still a tie, the player with the first player marker earns the Square Mason's Order marker. The remaining rewards are given out to each player. These reward abilities are kept by the player until they are defeated in the next draft phase. If they are not defeated, for example if no Square Mason's Order cards are drafted, the player who had the reward ability in the previous round will retain their ability.

Cards Used in the Draft Phase:



Money cards – earn one coin for each card



Square Mason's Order cards – the player with the most at the end of the Draft Phase earns the Square Mason's Order which allows that player to decide on tiebreakers and also to draft face down the next draft phase



Stone Cards – the player with the most stone cards at the end of the draft phase earns one stone and it is immediately placed in the player's reserve

X2 Multiplier Cards – each card must be paired with a non-x2 card. This will multiply the effect of that card when paired (for example: if a x2 is paired with a money card, the player will receive two coins for the money card)



Market Selection Cards – the player with the most at the end of Draft Phase selects the blocks to be available for auction (they can only select equal to one less of the amount of players)

Auction Phase:

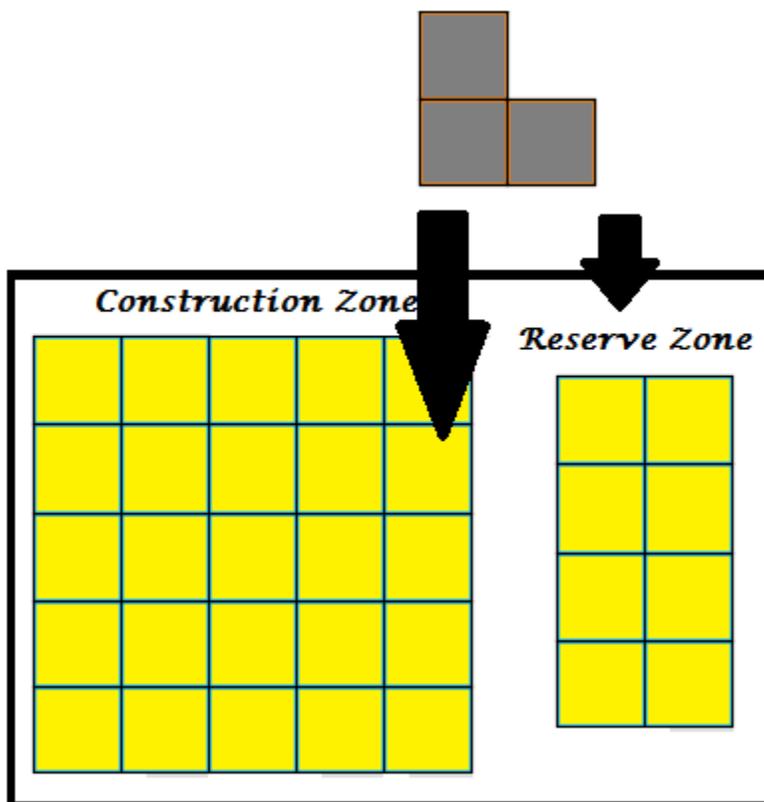
The player who earned the Market Selection reward (by having the most market selection cards in the drafting phase) chooses the blocks up for auction. This player will place the blocks desired for auction in an empty space on the auction board. The number of blocks chosen is equal to one less than the number of players. So, in a five player game the number of blocks up for auction will be four. These blocks must be different if possible, so you will not be able to place any duplicate blocks up for auction. Once the blocks are chosen, each player secretly chooses one block to bid on using their die and places the amount of money they wish to spend on this block behind their player shield. If their die is showing a value that doesn't match any block up for auction, this means they are withdrawing from the auction and will gain 1 coin at the end of the auction phase. Once all players have made their decisions they remove their player shields to see who wins the bid. The player who is willing to pay the most receives the block they are bidding on. Ties in this phase are decided by the player with the Square Mason's Order marker. Note that players can choose to bid no money and can still win the block at auction if no other players bid money on that block. Any player who bids on a block and is outbid by another player loses the auction and therefore loses half of their bid rounded up. The player who bids on a block and wins the auction pays full price for the block. Any blocks not purchased in the auction are placed back to the supply at the end of the Building Phase.

Example: Player 1 wants to buy block #2 and secretly bids \$3. Player 2 wants to buy block #3 and bids \$0. Player 3 wants to buy block #2 and secretly bids \$4. When the auction is revealed, player 2 earns block #3 for free because he bid \$0 and no one outbid him. Player 3 earns block #2 because they bid the most. Player 1 lost the auction and has to pay \$2 (half the bid rounded up). No player earns block #1 and the block is returned to the supply at the end of the Building Phase.

Build Phase:

In turn order, players will build, redeem Prestige Points, and activate special abilities.

Players who won a shape during the auction round now have the option to place it in their construction zone or in their reserve zone of their player board.



All players in this round can pay 1 coin per construction action. These actions are unlimited as long as the players have enough money to pay for the actions, these actions include:

- move a shape from construction zone to the reserve zone
- move a shape from the reserve zone to the construction zone
- relocate\flip one shape in the construction zone
- discard a shape from the construction zone
- swap a shape from construction zone to the reserve zone
- swap a shape from reserve zone to the construction zone

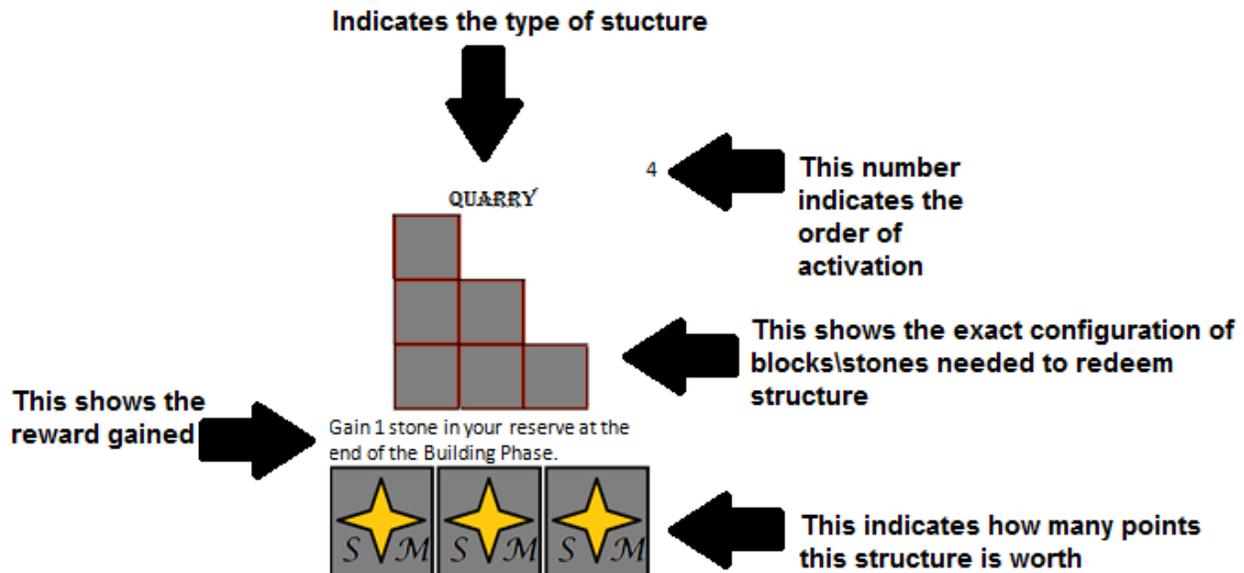
Actions that do not have a cost are:

- discard a shape from your reserve zone back to the supply
- rearrange your reserve zone to accommodate space for future blocks and stones

You must have the enough space in either your reserve zone or construction zone in order to place the desired block. If you don't have enough space to place it in either zone you must discard one of your blocks from either zone to fit that block.

Once a player has finished constructing a structure (you must have the exact layout of the structure and no blocks can overlap), he or she can claim one Structure Card and activate all Town Structure special abilities that they own. All blocks in the construction zone used to claim a structure are then returned back to the supply. Note that Town Structures are worth 3 points and give the player rewards at the end of each structure phase thereafter if earned. Sanctuary Structures are worth 5 points and do not give the player special abilities and can only be built once.

Town Structure cards are limited, and once they are all claimed they can no longer be earned. If the player has claimed a Town Structure card they can now perform the special action once for each card Town Structure they have. As long as there are still Town Structures available, players can construct the same Town Structures and earn that reward\special ability multiple times and in turn earn multiple special abilities. The order of activation goes as follows Scrapyards, Donations, Banks and then Quarries.



Town Structures (minimum of 2 blocks needed to construct) worth 3 points each.

Scrapyard – At the end of the Building Phase the player may trade a stone for \$3; the player is also allowed to pay \$3 for any shape not purchased in the auction phase and place it in their reserve.

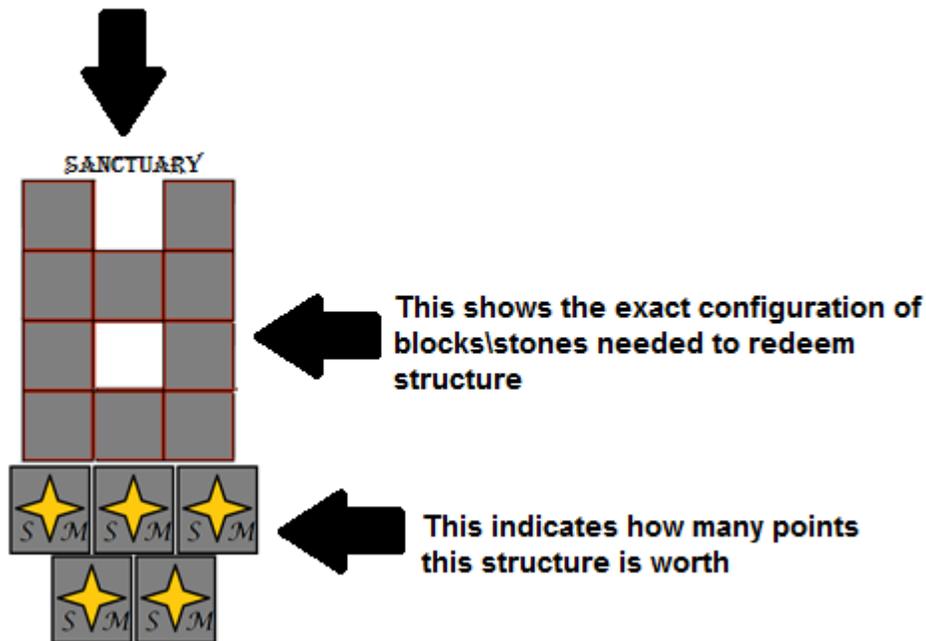
Bank – At the end of the Building Phase the player with this card earns \$2 (can be multiplied with multiple Bank cards)

Donations – At the end of the Building Phase the player can donate \$3 for 1 Prestige Point; the player is also refunded \$1 if they lost in the auction (can be multiplied with multiple Donation cards and are placed under the die to indicate if they have lost in the auction)

Quarry – At the end of the Building Phase the player takes one stone (can be multiplied with multiple Quarry cards)

Sanctuary Structure - (minimum of 3 blocks needed to construct) worth 5 points
No special abilities are awarded to players who build these structures. They are worth 5 points and can only be built once.

Indicates the type of structure



End of Game

The game ends once a player has earned 13 Prestige Points. If there is a tie, the player with the most money wins.