

A game by:

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BASILICA

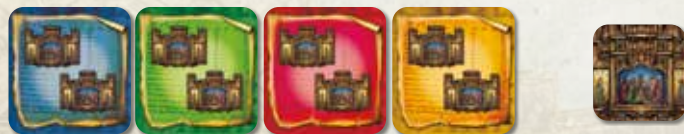
In medieval Florence a cathedral is being built, greater and more majestic than any temple which the faithful could have ever imagined. Not just one architect, however, but two are raising it. One of them received a mandate from the queen, the other from the bishop of the diocese. The queen likes and respects the local bishop and wishes to avoid disputes with the Church, but he does not want to give up his participation in this great work. And so the ruler decided that the architects will design the cathedral together, and together they will oversee the construction of this temple for the glory of God. The one who manages the work better and raises the larger share of the cathedral will be generously rewarded, and his artisans will be able to sleep peacefully, without worrying about bread and a roof over their heads.

OVERVIEW OF THE GAME

Each turn, players place tiles to enlarge the cathedral and create areas of a single color, while also placing pawns that represent builders on tiles in order to gain advantages and control areas.

In addition, players execute orders to move or remove builders, increase abilities, block spaces, or tear down parts of the cathedral that were built earlier. Points are scored three times during the game, and after scoring the third time, the game ends.

FESTUM FATUORUM EXPANSION



8 CATHEDRAL TILES

14 ALTAR TOKENS

Sort out the tiles and tokens before your first play.
We recommend using the expansion once you feel comfortable with the basic rules.

GAME COMPONENTS



58 CATHEDRAL TILES

including 4 sets of 10 tiles of each color (yellow, blue, red, green)
and 18 two-color (wild) tiles.



8 SCAFFOLDING TILES



12 BUILDER PAWNS

(6 per player)



**16 STAINED GLASS
TOKENS**



1 QUEEN PAWN



6 PROMOTION TOKENS

(3 per player)



2 COINS

(1 per player)



2 SCORE TOKENS

(1 per player)



1 SCORING BOARD



1 GAME BOARD

THIS MANUAL

BEFORE A GAME

DESCRIPTION OF CATHEDRAL TILES

Each Cathedral tile has a Cathedral Vault on one side and an Order symbol on the other. Depending on a player's decisions, a tile may be used to build a new Vault in the Cathedral or to execute a given Order (described later in this manual).



Front (cathedral vault)



Back (order)

Furthermore, the game has two types of tiles: single-color and two-color (wild). The meaning of the tile colors are described later in this manual.



Single-color Cathedral tile



Two-color Cathedral tile

A wild tile is treated as having two colors.

DESCRIPTION OF THE GAME BOARD



- 1 - Order spaces (for 3 orders)
- 2 - Vault spaces (for 3 vaults)
- 3 - The board's width marks the width of the gaming area (max. 5 Cathedral tiles)

GAME PREPARATION

1. Place the Game board on the table.
2. Each player takes a Coin, 5 Builder pawns, and 3 Promotion tokens of their chosen color. These form the player's supply.
3. Place the Scoring board on the table. Each player places a Builder pawn to the left of the first space ("1") of the Scoring board—this pawn is used to mark player points during the game.
4. Also place the Queen pawn to the left of the first space of the Scoring board.
5. Mix the Cathedral tiles, and place them with their Order sides face up, then stack them beside the Game board.
6. Prepare a space for discarded tiles that will appear throughout the game.
7. Place the other game components (Scaffolding tiles, Stained Glass tokens, and Score tokens) near the Game board.
8. Draw 3 Cathedral tiles from the stack and place them over the Game board on the 3 Order spaces, with the Order sides face up.
9. Draw 3 tiles from the stack and place them on the 3 Vault spaces, with the Vault sides face up.



GAMEPLAY

GAME START

The player who last visited any cathedral, basilica, or medieval church takes the first turn. If neither player has visited such a place, then consider any other type of temple or sacred place. If both players visited such a site at the same time, then the younger player starts.

TURN SEQUENCE

The game plays out over a series of turns, one player after another. Each player must perform three of the possible actions on their turn.

THE POSSIBLE ACTIONS ARE:

❖ PLACE VAULT

❖ PLACE BUILDER

(only possible immediately after the Place Vault action)

❖ EXECUTE ORDER

A player may resolve any combination of the three possible actions. The only restriction is the Place Builder action, which may only be resolved immediately after the Place Vault action.

A player must perform exactly three actions per turn—passing or performing fewer actions is not permitted.

After resolving the third action, the player's turn ends, and the next player's turn begins.

Examples of a player's turn:

- ❖ 1 - Place Vault, 2 - Execute Order, 3 - Place Vault;
- ❖ 1 - Execute Order, 2 - Execute Order, 3 - Place Vault;
- ❖ 1 - Place Vault, 2 - Place Builder, 3 - Execute Order.

Note: In this game "adjacent" always means orthogonally adjacent, never diagonally.

DESCRIPTION OF THE THREE POSSIBLE ACTIONS

ACTION: PLACE VAULT

The player chooses 1 of the 3 Vault tiles from the board's Vault spaces and places it in the Cathedral according to following rules:

- ❖ It must be adjacent to another tile (vault or scaffolding) OR it must be placed in the 1st row under the game board—on one of the starting slots.
- ❖ It must be within the 5-tile wide Cathedral plan indicated by the Game board's width: ↓



STARTING SLOTS

- ❖ Wild tiles cannot be adjacent to other wild tiles.

Example:

A – Tiles placed correctly.

B – Tile placed incorrectly because it's not adjacent to any other tile and it's not on any of the starting slots.

C – Tile placed incorrectly because it is outside the cathedral plan.

D – Tile placed incorrectly because 2 wild tiles are adjacent.



Note: In very rare cases, the player taking a Place Vault action may not be able to place a new Vault onto the board (if all 3 available tiles are wild and the only spaces to place them touch wild tiles). In this case, the players discard all 3 Vault tiles from the board's Vault spaces and replace them with 3 new ones from the stack of Vault tiles next to the Game board.

GAMEPLAY

ACTION: PLACE BUILDER ()

This action may only be resolved immediately after the Place Vault action.

The player places one of their own Builder pawns on the Vault tile they just placed during their previous action. The Builder may not be placed on any other tile.

The player must also have a Builder pawn available. If all 5 of the player's Builders are already in the Cathedral, then the player may not perform the Place Builder action until they have an available Builder in their supply.

Note: A Vault tile may never have more than one Builder on it.

ACTION: EXECUTE ORDER

The player takes one of the 3 Order tiles from the board's Order spaces and executes the Order (once), then immediately discards the tile to the discard pile.

Orders let you add, move, or remove Builders, remove Vaults from the Cathedral, etc. Detailed descriptions of the individual Orders appear on page 6 and 7.

Immediately draw a new Order tile from the top of the stack near the Game board, placing the new Order tile onto the recently emptied Order space.

PAID ORDERS FOR THE OPPONENT

In addition, some of the Orders have the option of a paid Order for your opponent:



Order tile with the option of a paid Order for an opponent.

These Order tiles have a Coin icon and a box with symbols representing the specific paid Order.

When a player executes such an Order, their opponent may give them a Coin, if they have one, and immediately execute the tile's paid Order immediately (outside their turn). The paid Order is always executed **after** the tile's main Order.

Note: Performing a paid Order during your opponent's turn does not mean that you will have fewer actions on your next turn.

REFILLING ORDER AND VAULT SPACES

The 3 Order and 3 Vault spaces must each always have a tile.

Whenever a player takes a Vault tile from the board, it must immediately be replaced by a new one.

To do this, take the Order tile on the space directly above it, turn it over to its Vault side, and place it on the empty Vault space.



Whenever an Order tile is taken from an Order space (whether to execute the Order or to be flipped and moved to a Vault space), it must be immediately replaced by a new one.

Empty tile spaces are refilled in this manner immediately after resolving the action related to removing the tile.

TILE STACK EXHAUSTION

If the tile stack runs out, reshuffle all the discarded tiles to create a new stack.

The game immediately ends once the stack has run out a second time and an empty space cannot be refilled.

Note: Because of this, the game may end before the third and final scoring. If this happens, the third scoring is immediately resolved after the game ends.

GAMEPLAY

MOVEMENT OF THE QUEEN ALONG THE SCORE TRACK

The Queen pawn starts the game to the left of the first space of the Scoring board. It moves forward during the game, indicating the passage of time, and initiates scoring.

Whenever a player adds a Vault with a Crown symbol to the Cathedral, move the Queen pawn one space forward.

Whenever the Queen pawn enters a scoring space, marked with a Crown symbol, the player's turn ends immediately, regardless of if they have resolved 3 actions, and scores are calculated.



Tile with crown symbol



Score space with crown symbol

SCORING POINTS

Points are scored immediately whenever the Queen pawn is moved onto a space marked with a Crown.

Scoring points automatically ends the player's turn (even if the player has not yet performed three actions).

The third scoring automatically ends the game.

During scoring, players check the areas formed by Vaults and calculate the points earned for them.

AREAS

Vaults in the Cathedral are connected into areas defined by the tile colors.

An area is a connected group of adjacent tiles of a single color (red, yellow, green, or blue).

There may be more than one area of the same color as long as none of an area's tiles are orthogonally adjacent to any tiles of the other area.

A single tile that is not adjacent to any other tile of the same color is an area of itself (with just one tile).

Areas with the same color but touching diagonally are not adjacent and therefore not connected.

WILD TILES AND AREAS

Two-color tiles are wild. **A wild tile is treated as a tile of both colors at the same time**, so it may belong to two different areas simultaneously.

If a wild tile belongs to two areas of different colors simultaneously, it does not connect them into one single area.

Note: Unlike regular Vaults, a single wild tile does not form an area of itself, and may only be part of an area if it is orthogonally adjacent to a tile of a matching color.



Example: The illustration shows three areas: green (A) with 2 spaces, blue (B) with 5 spaces, and red (C) with 1 space. Wild (D) belongs to the green (A) and blue (B) areas. The green area (A) with wild (D) has 2 spaces, and the blue area (B) with wild (D) and wild (E) has 5 spaces. Wild (E) connects two adjacent blue areas into one blue area (B), because blue is one of the two colors of wild (E). Red area (C) has 1 space, with no wild tiles. Wild (E) does not belong to the red area (C), because it does not match the color. Wild (E) is not itself a yellow area because a single wild tile does not create a one-tile area. Wild (F) is green and yellow, but it is not part of any yellow or green area. Wild (F) is not connected to the green area (A) because it is not adjacent to any tile of this area.

GAMEPLAY

CHECKING MAJORITIES

When scoring points in each area, players check who has the majority and how many points the area is worth.

The player who has more Builders in the area receives 1 point for each tile in the area.

The player who has fewer Builders in the area receives 1 point for each of their Builders in the area.

If the players have the same number of Builders in the area, they both receive zero points.

Note: When checking the values and majorities of the areas, players take into account Promotions and Stained Glass (described further on page 6 and 7).

Ignore areas with no Builders.

SCORE TRACK

Players mark the points they earn by advancing their pawn on the Scoring board equal to the points they gain.

If a player's pawn passes the 30 space, place the player's "30+" token in one of the slots on the left side of the Scoring board and continue marking their score with their player pawn from the beginning of the Scoring board. If a player's pawn passes the 30 space again, the player's pawn again returns to the beginning of the Scoring board, and their token is flipped to its "+60" side face up.

CONTINUING PLAY AFTER SCORING POINTS

- 1. Remove Builders and Promotion tokens.** After scoring points, players remove all their Builders and Promotion tokens from the Cathedral—these return to the players' supply
- 2. Remove Cathedral tiles.** After scoring, part of the Cathedral is considered to be finished. Therefore, before continuing play, discard the two rows of the Cathedral tiles nearest to the board (and remove any Stained Glass on those discarded tiles). Then slide the remaining tiles, without changing their relative arrangement, until they touch the board. Also remove all Scaffolding tiles, regardless of their location. Stained Glass tokens are not removed—they stay on all tiles that were not discarded.
- 3. Continue play.** After resolving these steps, the next turn belongs to the opponent of the player whose turn initiated scoring.

GAME END

The game ends immediately in one of two ways, whichever occurs first: either after the third scoring or after the second time the tile stack is depleted and a new tile must be placed. In the latter case, points are scored one final time.

The winner is the player with the most points at the end of the game. In case of a tie, the players share the victory.

ORDER DESCRIPTIONS

ORDER: PROMOTE



The player may Promote one of their Builders already in the Cathedral. To indicate this, the player takes one of their Promotion tokens, turns the desired side face up to show the Builder's new rank, and places it under the Builder. A description of each rank is shown on page 7.

A previously Promoted Builder may also be Promoted to another rank by replacing their Promotion token with a new one from the player's supply.

A promotion token is always placed together with a Builder. If a Promoted Builder is removed from the board, then their promotion token is also removed—these tokens return to the player's supply.

The number of Promotion tokens is limited—if a player has no Promotion tokens in their supply, then they cannot Promote any more Builders.

Paid Order for the opponent (Cost: 1 coin): The opponent may also Promote one of their Builders, but must choose a different type of Promotion than the player who executed the Promote Order.

ORDER: MOVE BUILDER



The player moves one of their Builders from one tile to an adjacent Vault tile.

Note: Each tile can have at most one Builder.

ORDER: RECRUIT



The player places a Builder on any unoccupied Vault tile in the Cathedral.

Paid Order for the opponent (Cost: 1 coin): The opponent may place one Builder on an unoccupied tile adjacent to a tile where they already have a Builder.

ORDERS & RANKS

ORDER: CONFUSE



The player removes one of their Builders from a tile and returns it to their supply.

Then the player must move one of their opponent's Builders to an adjacent unoccupied Vault tile, like a Move Builder Order. If the opponent has no Builder on the board (or all the opponent's Builders cannot be moved) then this order may not be selected.

Paid Order for the opponent (Cost: 1 coin): The opponent (instead of the active player) may decide which of their Builders is moved and where (like a Move Builder Order). The opponent may not cancel the movement of their Builders—the opponent only selects which of their Builders is moved and where.

ORDER: STAINED GLASS



The player places a Stained Glass token on any tile where they have a Builder.

When scoring points, each Stained Glass token adds 2 points to the value of its area, regardless of which player has the majority.

The value from Stained Glass is added to the area's value AFTER accounting for other modifiers (i.e.: architect doubling).

Each tile may have at most one Stained Glass token.

Stained Glass tokens remain in play as long as the tiles they are on remain in play.

Note: The supply of Stained Glass tokens is considered unlimited—if they run out during play, additional tokens may be used as substitutes.

ORDER: SCAFFOLDING



The player places 2 Scaffolding tiles in the Cathedral according to the rules for the Place Vault action (ignoring rules about color). Scaffolding tiles serve as obstacles to placing Vault tiles.

Scaffolding has no color and belongs to no area. Vaults and Builders may not be placed on Scaffolding, and Scaffolding may not be discarded or moved. Scaffolding tiles remain in play until the next scoring, after which they are all removed.

Note: The supply of Scaffolding tiles is considered unlimited—if they run out during play, additional tiles may be used as substitutes.

ORDER: DISASTER



The player discards a Vault from the Cathedral. A Vault may be discarded only if it has no Builder.

RANKS



ARCHITECT – when scoring points in an area with an Architect, the reward for the player with a majority is doubled. This is true even if the Architect's owner is not receiving the points. (A poorly placed Architect may benefit the opponent!)

If an area has several Architects, their effects are not cumulative—the area's value is doubled only once.



MASTER MASON – A Master Mason counts as two Builders when calculating majorities.



STRONGMAN – if there is a tie when checking for player majority of an area, a player with a Strongman in the area wins the tie. Two Strongmen in the same area cancel each other.



JESTER – During scoring, a Vault tile with a Builder Promoted to a Jester becomes a wild tile with one extra color. Thus, the Jester may change a single-color tile into a wild one, and a wild tile into three-color tile. A Vault tile with a Jester may be adjacent to wild tiles.

The color of a Jester is chosen by the player who owns it. The color is set directly before scoring points.

If each player Promoted one of their Builders to a Jester then the color of each Jester is chosen in secret without telling the other player about it. For example, players may discreetly take a discarded Cathedral tile of the desired color and then reveal them at the same time.

Note: If the choice of Jester's color leads to forming an area of only one wild tile then it does not score any points because a single wild tile doesn't create a one-tile area.

EXPANSION & CREDITS

FESTUM FATUORUM EXPANSION

The Feast of Fools—Festum Fatuorum—a medieval festival for the young ones begins! Today they will chose from among their own citizens, a mock pope, archbishop, bishop, or abbot, and parody the high ceremonies in profane and extravagant celebrations. Dare you join them?

This mini expansion for Basilica consists of 8 new Cathedral tiles and 14 Altar tokens.

PREPARATION

Mix all the new Cathedral tiles with those from the base game. Before you start the game, you may discard 6 random tiles from the previously shuffled stack and place them back in the box without looking at them.

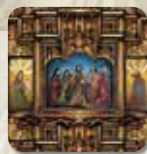
ORDER: ALTAR

The player takes two Altar tokens and places them on 2 different Vault tiles of their choice in the Cathedral (1 Altar per tile). Each Stained Glass token on the tile with an Altar is worth twice as many points (during scoring, each Stained Glass with an Altar adds 4 points to the area's value). Each Vault tile with an Altar is protected from the effects of a Disaster Order. Each Builder on a Vault tile with an Altar is protected from the effects of the Confuse Order (thus the opponent cannot move such a Builder).

Altar tokens cannot be placed on Scaffolding tiles.



Altar order



Altar token

CREDITS

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