

RULES BOOKLET

PNP EDITION

BETA TESTING VERSION 5.4

BY HAAKON HOEL GAARDER

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INTRODUCTION



You are the founder of a new village during the middle ages, in the years after a great plague. The loss of so many people has created big problems for the survivors. Many of the people the villagers used to depend on for essential things like food, shelter and clothes are gone. Craftsmen find themselves without suppliers of raw materials, traders have lost their customers and many have lost their farms and workshops as they escaped the plague.

The roads are full of refugees seeking a new beginning. They come to you, hoping to settle down on your land and make a living. Your grain farm is the ideal starting point for a village, reliably providing food for many people.

You must choose wisely who you allow to settle with you, as your food and resources are limited. The people on the road have valuable and unique skills, but they all in turn rely on other people with very specific crafts to be able to work. Raw materials, tools and services must be provided by other people from the road.

If you manage to find people that can work together to make a profit, while increasing your food surplus and capacity for building new houses, your village will be prosperous.

GAME RULES

Overview of the game

The game is played over several rounds until all the face-down stacks on the *Road* have been emptied.

Each round is divided into 2 phases carried out in order:

1. the *Draft Phase*: players draft villagers from the road.

2. the *Build Phase*: players play villagers from their hand into their *Villages*.

In addition there are 2 *Market Phases* in the game, where players earn *Gold*. Whoever has the most *Gold* at the end of the game is the winner.

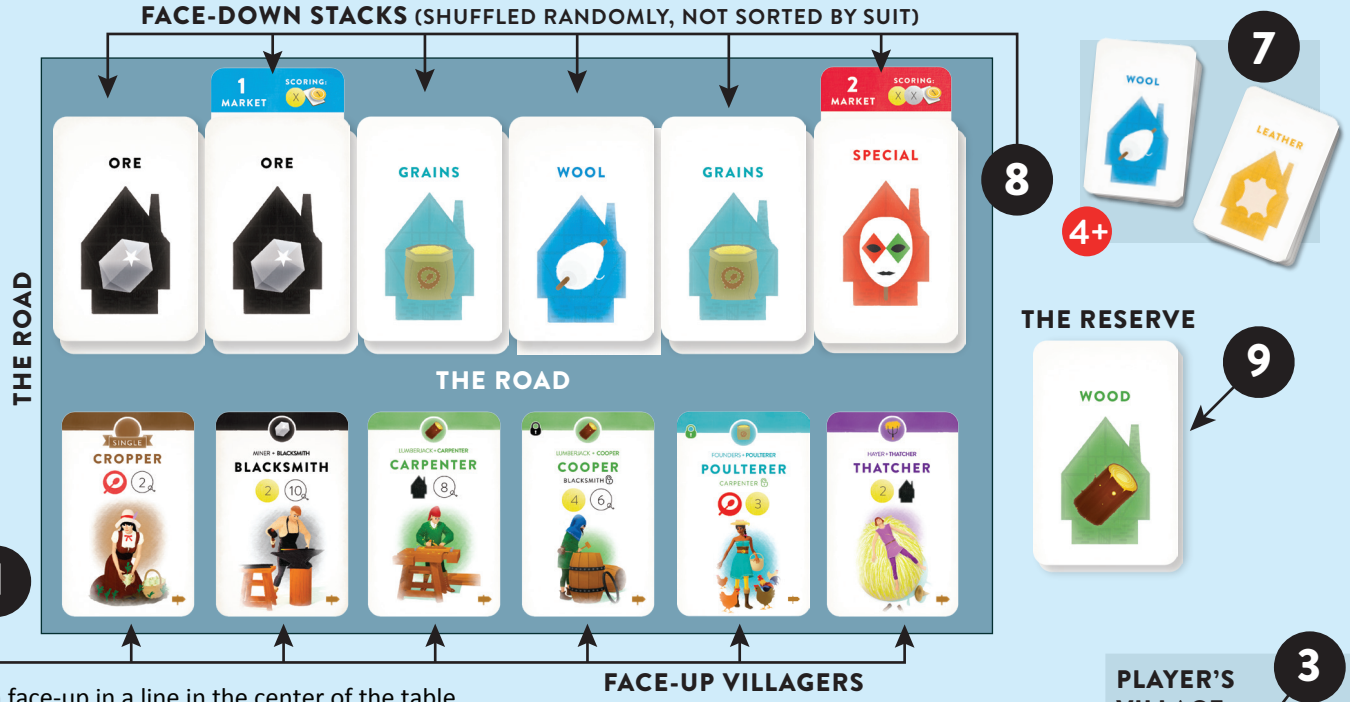
Full rules follow on page 4. But first, let's take a look at the villager cards and game setup.

You can safely ignore me. I'm just an old man rambling about thematic stuff. Did you know that most of the food consumed in a village is harvested from the grain fields around the village? Everyone has to pitch in working these fields. A few villagers manage to produce more food than they eat themselves through husbandry, fishing or planting of their own crops. This creates a food surplus, allowing the village to take in new people that they did not plant grains for in the season.



GAME SETUP





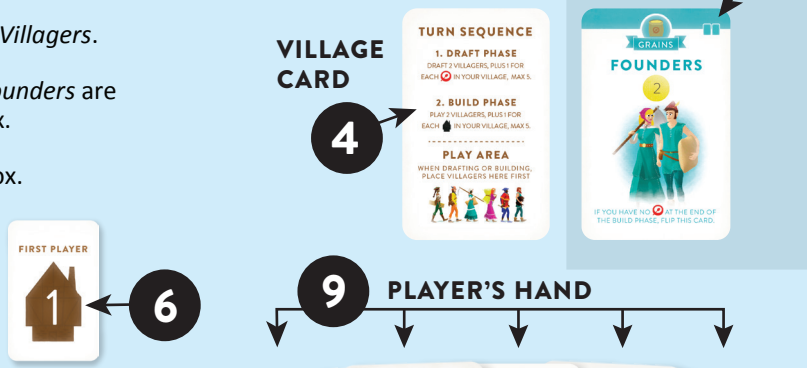
CARRY OUT THESE 9 STEPS IN EXACT ORDER

1. Find the 6 *Starting Road Villagers* marked with ➡ and place them face-up in a line in the center of the table.
2. Find the 8 *Hayers*, 8 *Lumberjacks* and 8 *Miners* and place them face-up in separate stacks. These are called the *Basic Villagers*.
3. Give each player a *Founders* card, place these with the **2 gold side up** in front of the players. The areas around the *Founders* are reserved for each player to place villagers in and are called *Player Villages***.** Return any remaining *Founders* to the box.
4. Give each player a *Village Card*. This is placed next to the *Player Village***.** Return any remaining *Village Cards* to the box.
5. Give each player 6 coins. Place the rest of the coins in an area next to the *Road.* This is the *Bank*.
6. Give the *First Player Card* to the player who has lived in the same place the longest.
7. If it's a 2 or 3 player game: remove the cards marked with 4+, those are the *Wool* and *Leather* suits.
8. Shuffle the rest of the cards and form 6 face-down stacks each with twice as many cards as there are players in the game. In a 5 player game for example you would make 6 stacks with 10 cards in each. Line these stacks up above the *Starting Road Villagers*. Add the *Number 1 Market Card* beneath the second stack, and the *Number 2 Market Card* beneath the sixth stack.
9. From the remaining cards deal a number of cards face-down to each player depending on player count:

   4-5 players: 5 cards. 3 players: 6 cards. 2 players: 7 cards.

   These are the *Player Hands*. Place the rest of the cards in a stack next to the road, this is called the *Reserve*. **Take note of the different rules for 2 players on page 5.**

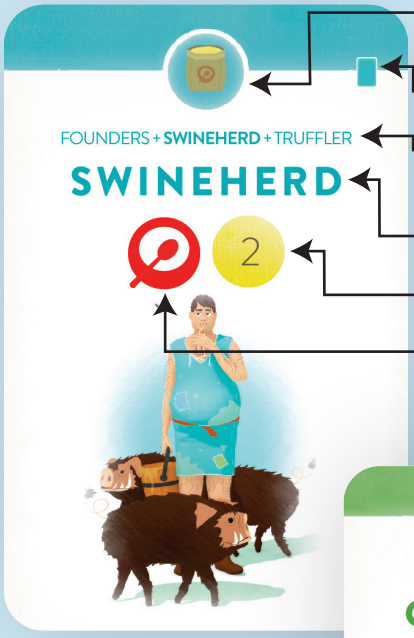
That's it, the game is now ready to be played.







VILLAGER ANATOMY



Suit Symbol. Tells you which of the 10 suits this villager belongs to. Most villagers need to be placed together with other villagers from the same suit.

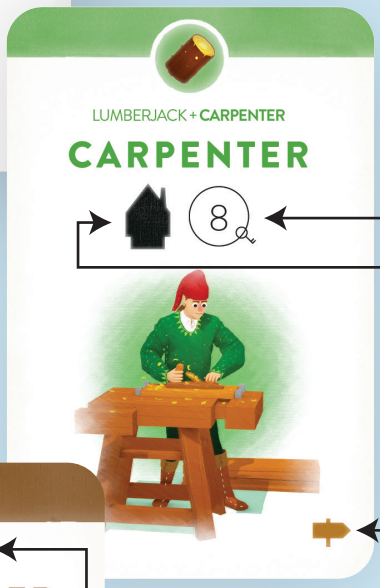
Card Stacking Clue. Shows how many villagers can be placed on top of this one. In this case just one.

Production Chain Text. Tells you what villagers this one has to be placed on top of, and what villagers can be placed on top of this one, if any.

Villager Name. The name of the villager.

Gold symbol. This tells you how much *Gold* this villager earns in the *Market Phases*. *Gold* are victory points in this game.

Food symbol. Each of these lets you draft an extra villager in the *Draft Phase*.



Keyring. Tells you how many other villagers this one can *unlock* with the *Padlock Mechanic(see page 8)*.

Builder symbol. Each of these allows you to place an extra villager in the *Build Phase*.

Padlock. Shows you that this villager has a *Padlock(see page 8)*.



Sign. Tells you this villager is one of the 6 villagers placed face-up on the *Road* at the beginning of the game. Only matters when setting up the game, and when packing up.

Banner. Tells you the name of the suit, also a hint that this villager can go straight onto the table with no other villagers underneath(see page 6).

Unlocking Symbol. Names the villager that unlocks the *Padlock* on this one(see page 8).

Silver Formula. Describes a conditional amount of points this villager will earn you in the *Second Market Phase(see page 10)*.

Descriptive text. Explains in plain text what the villager does.

Card backs. These show what suit the villager belongs to. Useful when you draft face-down villagers or want to guess what the other players have in their hands.





In my search for gold I've travelled all over the land. Over time I've noticed something strange. There seems to be exactly two people of each occupation on the road. We live in interesting times my friend. You don't happen to know a chandler do you?

The Draft Phase

In this phase players take turns drafting villagers from the *Road* Ⓐ. They may draft any of the face-up villagers from the *Road*, or the top card from any of the face-down stack**s. You can draft 2 villagers, plus 1 for each *Food* in your village** Ⓑ**.** This is called your *Drafting Limit.* If you have 1 *Food* for example, you can draft 3 villagers. **You can never draft more than 5 villagers, even if you have 4 or more *Food*.**

The villagers you draft are placed face-up on your *Village Card* Ⓒ**.** If the card you draft has a coin (placed, not printed) on it, take the coin to your supply. **When drafting from the face-up cards, replace the card with the top card of the leftmost stack** Ⓓ**.** Do not draft or move the *Market Cards* Ⓔ, these should remain in their place until the *Market Phase***.** When a stack is emptied, the stack is no longer in the game. Near the end of the game when all stacks are emptied, use cards from the *Reserve* instead to replace the face-up cards on the *Road*. If both all stacks on the *Road* and the *Reserve* is empty, no new cards are dealt.

Draft <u>one</u> villager, then the next player in clockwise order drafts a villager. The player with the First Player Card goes first. Keep drafting in rounds until you have as many villagers on your *Village Card* as your *Drafting Limit,* then take your new cards up to your hand**.** When all players have drafted up to their limit, continue with the next step, *Updating The Road.*

Draft Phase example



It's the player's turn to draft, for the second time this round. She drafts a Hunter, placing him on her Village Card. She takes the coin that was on the Hunter to her supply.



She replaces the spot on the Road with the top card of the leftmost stack, turning it face up. The next player now gets to draft. Also, as a Market Card was revealed, there will be a Market Phase this round(see page 10).



It's the player's turn to draft again. For her third draft she takes a face-down Wool card. After committing to that card by placing it on the Village Card, she flips it over. Turns out it's a Tailor.



The player has now drafted up to her limit of 3, as she has 1 Food. She immediately takes her new villagers to her hand.

Updating the Road

After all players are done drafting do the following:

1. Discard any villagers on *the Road* with coins on them Ⓐ Ⓑ *.

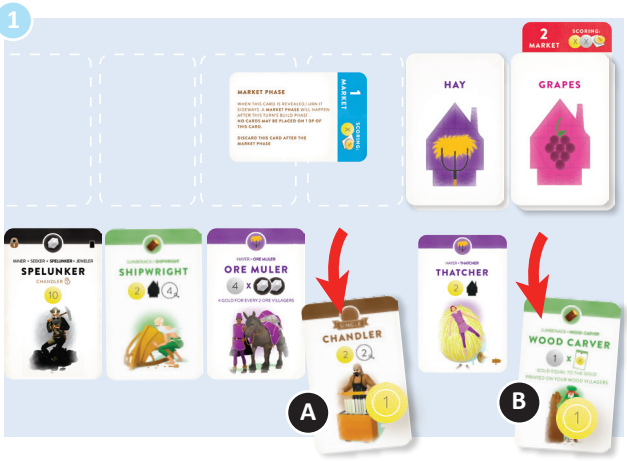
2. Deal new cards to replace the discarded villagers as you would when drafting, except that you deal cards from the *Reserve* Ⓒ instead. If the *Reserve* is empty, deal cards from the leftmost stack on *the Road* instead Ⓓ. This can trigger a *Market Phase* like regular drafting. If the *Reserve* and all stacks on *the Road* are empty, no new cards are dealt.

3. Put a coin on each of the face-up villagers on *the Road*.

4. Start the *Build Phase*.

***In a 2 player game, do not place coins on the villagers on *The Road*. Instead discard all the face-up villagers on *The Road* in step 1, then deal 6 new cards in step 2. Then skip step 3 and go right to step 4. See example in bottom right corner below.**

Updating the Road example



As the drafting phase is finished, the 2 villagers on the road with coins on them are discarded. The coins are returned to the Bank.



The discarded cards are replaced with new cards from the Reserve.



Finally coins are placed on all the face-up villagers on the road.

Updating the Road in a 2 player game



In a 2 player game all face-up cards on the road are discarded, and coins are never placed on them.

When I first showed up around here no one wanted me. "We don't need no shirtless men with starved cows" they said. Then I offered them all my savings, that surely changed their mind. Now I herd cows full time, and they even took in a milk maid. Hopefully a tailor will show up before winter, so that I can buy a shirt.



The Build Phase

In this phase players take turns placing villagers from their hands into their own *Villages*. Once a villager has been placed, you cannot pick it up again. **The players can place 2 villagers, plus one extra for each *Builder* in their village at the beginning of the *Build Phase* A.** If you have 2 *Builders* at the start of the build phase for example you can place 4 villagers in your *Village* B in the *Build Phase*. This is called your *Build Limit*. **You can never play more than 5 villagers, even if you have 4 or more *Builders*.**

Each player finishes all their actions in the *Build Phase* before passing to the next player. Put all the villagers you intend to use on your *Village Card*, before you place them in your *Village*. This makes it easy for everyone to keep track of how many villagers you're placing, making sure you don't go over your *Build Limit*.

Production chains

If the villager has a *Production Chain Text* on top of the card D, it must form part of a *Production Chain* when placed. Any villagers listed before the villagers own name must be placed beneath it in the order listed. A *Cartwright* for example, must be placed on top of a *Lumberjack* and *Wheeler*. **When placing cards on top of each other, place them so that everything below the name of the card beneath is covered up E. Once a card has been covered by another, the symbols below its *Villager Name* F are no longer in play. I**f you cover a *Swineherd* with a *Truffler* for example, you can no longer use the *Food* on the *Swineherd.*

The *Production Chain* does not have to be finished right away. You could for example place a *Lumberjack* and *Wheeler* in turn one, then place the *Cartwright* on top in a later turn. The cards have to be placed in order though, you have to play the first card in a chain first, then the second and so on.

The first villagers in a *Production Chain* can have up to 2 villagers on top of them, creating 2 branches in the same *Production Chain* G . The card stacking clue in the top right corner of of every *Basic Villager* reminds us of this. A *Lumberjack* for example can have a *Carpenter* and a *Wheeler* on top, and the *Wheeler's Production Chain* might later be extended with a *Cartwright*.

You are allowed to have 2 or more of the same villager in your village if you wish.

Build Phase example



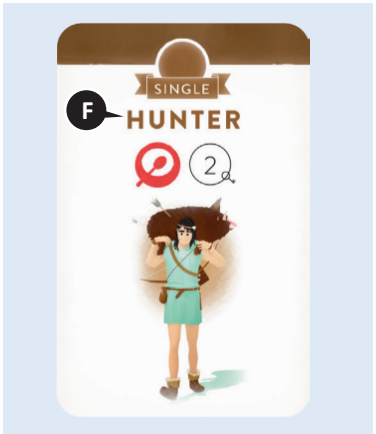
The player wants to play the Cartwright in her hand. She sees she'll also need a Lumberjack and Wheeler to do so.



The player can play 3 cards, as she has 1 Builder. She chooses to play the Wheeler, Cartwright and Hunter.



The player places the Wheeler on the Lumberjack shared with the Carpenter, then she places the Cartwright on top of the Wheeler. Finally she places the Hunter on its own.



Like all cards in the Single suit, the Hunter has no production chain text, and can therefore be placed on its own. The banner at the top of the card is another clue, all cards with this can go straight onto the board with nothing below them.

Getting *Basic Villagers*

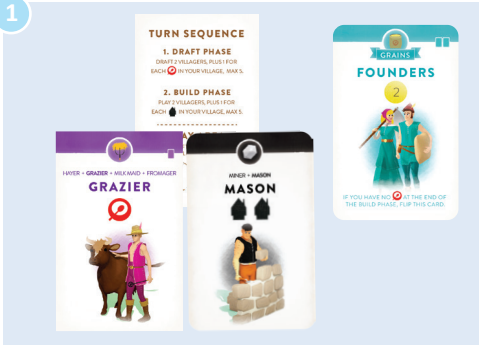
In the *Build Phase* you can also get *Basic Villagers*. Those are *Lumberjacks, Hayers and Miners*. All the villagers in the *Hay*, *Ore* and *Wood* suits need to be placed on top of these.

To get a *Basic Villager*, first return a villager from your hand to one of the face-down stacks on the *Road*Ⓐ, then take a *Basic Villager* of your choice and place in your *Village*Ⓑ. You can do this up to three times per *Build Phase*. You don't have to show the other players the fronts of the returned cards. If the face-down stacks on the *Road* are all empty (as they will be in the last *Build Phase*), discard the returned villagers instead.

Basic Villagers* do not count towards your *Build Limit* when placed in your *Village,* and neither do they count towards your maximum *Build Limit* of 5 Villagers. They have nothing to do with your *Build Limit!

Getting Basic Villagers example

1



The player wants to play a Mason and a Grazier. She'll need a Hayer and a Miner to do so.



The player returns 3 villagers from her hand to various stacks on the Road.



This allows her to immediately take 3 Basic Villagers. She takes a Hayer and two Miners and place them in her village. These Basic Villagers do not count towards her Build Limit of 2 cards.



Finally the player completes her Build Phase by placing her Mason on one of her Miners, and the Grazier on her Hayer.



Not everyone will get to work with what they were initially trained for. Every youth wants to be something exciting like a hunter, prospector or sheriff. The reality is that there's not that much demand for those occupations. But there's always room for another hayer, miner or lumberjack. Me? I wanted to be a cordwayner, a slopdrudge or maybe a creelman. But the village that took me in needed a lumberjack, so that's my life now. I'm OK.

Padlocks

When placing a villager with a *Padlock* Ⓐ, you must first unlock it. Check if you or any other player has the villager named next to the *Unlocking Symbol* in their village. This is called the *Unlocking Villager* Ⓑ.

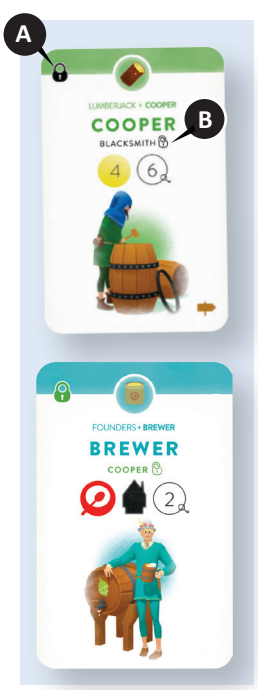
-If no one has the *Unlocking Villager,* you must pay 2 coins to the *Bank* to unlock the villager you're placing.

-If another player has it, pay the *Unlocking Villager* by placing 2 coins from your supply on it. If several copies of the *Unlocking Villager* are available, you get to choose which one you pay.

-If you have the *Unlocking Villager* in your own village, pay the unlocking villager with 2 coins from the Bank instead (much better than paying the Bank or another player!).

You cannot choose to pay the *Bank* if the *Unlocking Villager* is present in another players village. Also note that you could use a villager you just placed in the current build phase to unlock another villager you're playing. See example below.

Unlocking Padlocks example



The player wants to play a Cooper and a Brewer. They both have Padlocks on them.

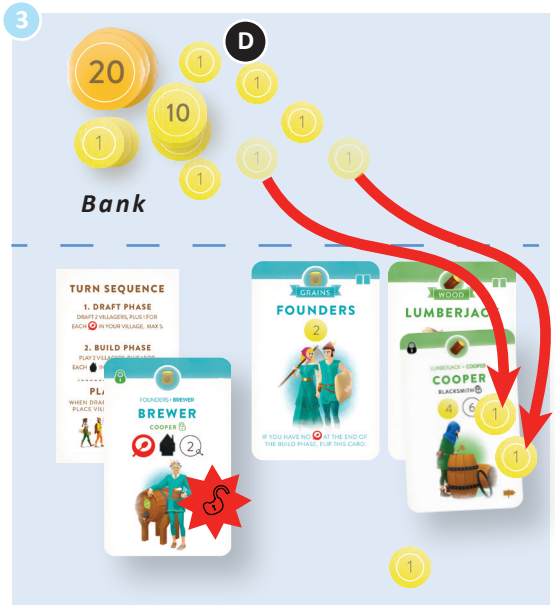


The player gives another player's Blacksmith 2 coins from her own supply. This unlocks the Cooper.



The player then places the Cooper, as it is now unlocked.





Next the player has to unlock the Brewer with a Cooper. As she has a Cooper herself that she just placed, she unlocks the Brewer by paying her own Cooper two coins from the Bank.



Finally the player places the unlocked Brewer.



The player aid sums up the padlock rules.

Playing the red *Special* Villagers

You can also play the red coloured *Special* villagers on your turn in the *Build Phase*. These give you powerful special actions. **Their rules are printed on the cards.** Some *Special cards*, for example the *Courier*, can be played at other times. This is explained on the card itself.

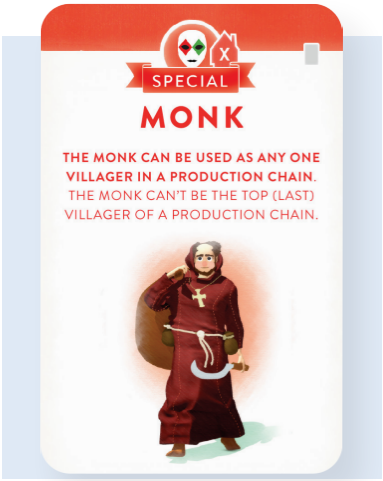
Special* villagers do not count towards your *Build Limit(see page 6). They do count towards the maximum cap of 5 villagers played in each *Build Phase* though(see page 6).

Using Special villagers example

1



Though the player only has 1 builder and so has a Build Limit of 3, she can use as many special cards as she wants, as long as she's playing no more than 5 villagers in total. She's going to place the Tailor and the Weaver. In addition she's going play 3 red cards, a Monk, a Weaver, a Tinner and a Smuggler.



The Monk is sort of a joker in this game. He can be used to represent any villager in a production chain, as long as he's not the one on top of the chain.



The Tinner is very useful as she can unlock any padlock for free.

2

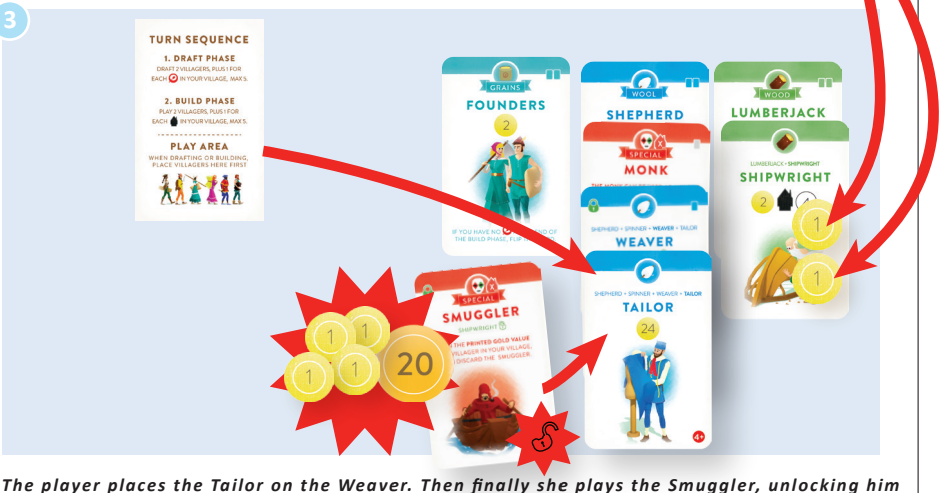


The player places the Monk on the Shepherd, using him as a Spinner, then places her Weaver on top. Instead of paying a Carpenter she uses a Tinner to unlock the padlock on the Weaver.



The Smuggler is great in combination with a high value villager. But you only get to use him once.

3



The player places the Tailor on the Weaver. Then finally she plays the Smuggler, unlocking him with her Shipwright. She uses the Smuggler on the Tailor, immediately earning 24 gold!

End of the Build Phase

When all players are done with their *Build Phase*, check if any players have no *Food* in their *Village*. **Players with no *Food* in their village after the build phase have to flip their Founders card over to the other side that has one *Food* on it.**

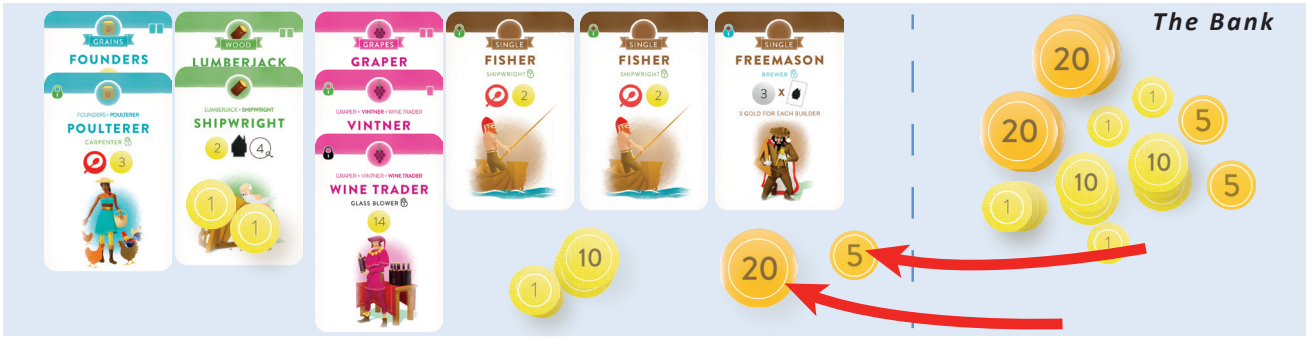
Then start *Preparing for a new Draft Phase* (see page 11), unless a *Market Phase* is triggered.

The First Market Phase

When the second stack on *The Road* with the *First Market Card* at the bottom of it is emptied during the draft phase, *The First Market Phase* happens after that turn's Build Phase (See illustration 2 on page 4).

In the *First Market Phase* all players earn as much *Gold* as printed on the cards in their *Village*, plus as much as the coins placed on them. **Only the top card of each *Production Chain* is included, *Gold Symbols* covered by other cards do not earn you any *Gold*.** Each player in turn order takes the *Gold* they earned from the *Bank* and places it in their supply. ***Silver Symbols* do not give you any gold in the *First Market Phase*.** When all players are done earning their *Gold*, the *First Market Phase* is over. Discard the *First Market Card* and start *Preparing For a New Draft Phase*.

First Market Phase example



It's the player's turn in the Market Phase. All she has to do is add up the numbers on the visible Gold symbols in her Village, plus the coins on her villagers. She ignores the Freemason as his silver value only scores in the Second Market Phase. She earns a total of 25 Gold. She takes 25 Gold worth of coins from the Bank and adds them to her supply. Then the next player scores.

The Second Market Phase

When all face-down stacks on *The Road* have been emptied and the *Second Market Card* has been revealed, *The Second Market Phase* happens after that turn's *Build Phase*. **It is resolved exactly like the *First Market Phase*, except this time *Silver Symbols* are also scored.**

Silver Symbols

Some cards have *Silver Symbols* on them and a description of a conditional amount of Gold to be earned Ⓐ. This *Gold* is earned in the *Second Market Phase*. The rules for each of these villagers are written on the cards. **Only your own villagers are scored in this way. Those owned by other players are not taken into account**. A *Food Seller* for example only scores *Food* symbols in your own *Village*. The reason these have *Silver* instead of *Gold* symbols is because **some card effects only affect *Gold* and not *Silver***. A *Wood Carver* for example doubles the value of the *Shipwright's* Gold, but it does not double the value of the *Log Rafter*. Only the symbols on the top cards of each *Production Chain* are included in the calculation. **Note that cards like the *Log Rafter*, *Ore Muler* and *Locksmith* do score cards covered by other cards; Its just the symbols below the *Villager Names* that are inactive, like *Food, Builders* and *Gold*. <u>The *Suit Symbols* and *Padlocks* on top of the cards are always included for scoring purposes.</u>**

Some *Special* and *Silver* scoring villagers also specify that they earn as much as the **printed *Gold* value**, this is to tell you **not to include any coins** placed on the villagers when you calculate it Ⓑ. For example a *Smuggler* used to score a *Cartwright* will not score more than 9 *Gold*, even though the *Cartwright* can have up to an additional 4 coins on it.

Second Market Phase with Silver Symbols example



The player has 2 Food Sellers. Each of them earns 3 Gold for each Food symbol in her Village. So together they earn 12 Gold. In addition she has 4 Gold printed on her Villagers, and 4 coins on the Carpenter. She earns 20 Gold in total.

Preparing for a new Draft Phase

After the *Build Phase* and possibly the *First Market Phase* is over, pass the *First Player Card* to the next player clockwise. Then start a new *Draft Phase*.

End of the Game

After the Second *Market Phase* has been resolved, the game is over. The winner is the player with the most coins in his supply. **Coins on villagers are not included.** If two or more players are tied for the win the player with the most cards left in his *Hand* is the winner.

Card Clarifications

Apprentice: This guy can swap places with any villager in any *Village* that is covered by another card in its *Production Chain*.

Monk: The *Monk* can be used as any card, as long as you don't make him the top card of a *Production Chain*. This means he will always be placed at the same time as another villager, with the *Monk* below the other, taking the role as one of the villagers in the *Production Chain*. The *Production Chain* he is used in must have all the other cards in correct order. 2 *Monks* can be used in the same *Production Chain*.

Monks and Apprentices: These do not act as the cards they are replacing, they are simply villagers with no symbols printed on them, except their suit symbol. Their purpose is to be placed below other villagers. The next villager in the Production Chain must always be on top of the Monk or Apprentice. If, for any reason, a Monk or an Apprentice becomes the top card of a Production Chain, it returns back to the hand of the player whose village it was in.
If an Apprentice or Monk is the bottom card of a *Production Chain*, it can have 2 cards on top. They must be of the same suit. *Monks* and *Apprentices* keep their original red suit after placement, and so cannot be scored as other suits with villagers like the *Horse Trader* or *Timber Rafter.*

Tinner: The *Tinner* can unlock several cards even if they have different unlockers. It does not matter if you or some other player has the *Unlocking Villagers*, they can be unlocked for free by the Tinner as long as they're played in the same *Build Phase*. Players are allowed to mix and match, unlocking some villagers with the Tinner and some without her (to get coins into your village for example).

Courier: The *Courier* has to be played during another players turn in the *Draft Phase*. It has to be played before the player whose turn it is has picked a card. (A good way of enforcing this can be to say that once the player has touched the card he is picking up, the *Courier* cannot be played.) Once you have announced you're using the *Courier*, the other player must wait for you to pick a villager before continuing their turn. The card obtained by the *Courier* goes straight to your *Hand*, and so does not count towards your *Food Limit*.

The most successful villages are made by people with an open mind. You never know who's going to show up on the road. Maybe that brilliant plan you have is just not destined to happen. Not all grapes can become wine. But it's still food you know? Keep your eyes open, and try something else. And maybe take in a monk and a tinner, just to be safe.



Drafting starting Hands variant

Instead of dealing out the starting Hands randomly, try drafting them instead. Start by dealing the starting hands as per the rules in the setup, except you give each player one extra card. Then all players pick a card from this hand, and pass the rest to the player on their left. Repeat this process until there is only one card left to pass. Return this card to the bottom of the *Reserve*. All players have now picked their full number of cards, and the game can begin.

This variant give players more strategic control. But keep in mind that it gives players that have played the game before an extra advantage over those playing for the first time.