CUT THE 2 HORIZONTAL LINES FIRST,
THEN CUT THE 5 VERTICAL LINES

FOLD ALONG
THE DASHED
LINE BEFORE
CUTTING

1 MARKET

SCORING:

MARKET PHASE

WHEN THIS CARD IS REVEALED, TURN IT SIDEWAYS. A **MARKET PHASE** WILL HAPPEN AFTER THIS TURN'S BUILD PHASE.
NO CARDS MAY BE PLACED ON TOP OF THIS CARD.

DISCARD THIS CARD AFTER THE MARKET PHASE

2 MARKET

SCORING:

MARKET PHASE

WHEN THIS CARD IS REVEALED, TURN IT SIDEWAYS. A **MARKET PHASE** WILL HAPPEN AFTER THIS TURN'S BUILD PHASE.
NO CARDS MAY BE PLACED ON TOP OF THIS CARD.

DISCARD THIS CARD AFTER THE MARKET PHASE

FIRST PLAYER



3-5 PLAYERS
END OF DRAFT PHASE

WHEN ALL PLAYERS ARE DONE DRAFTING AND HAVE TURNED OVER THEIR VILLAGE CARD, DO THE FOLLOWING:

1. DISCARD ANY VILLAGERS ON THE ROAD WITH COINS ON THEM

2. REPLACE THE DISCARDED VILLAGERS WITH NEW ONES FROM THE UNUSED STACK.

4. PLACE A 1-VALUE COIN ON ALL FACE-UP VILLAGERS ON THE ROAD

5. START THE BUILD PHASE

1 MARKET

SCORING:

MARKET PHASE

WHEN THIS CARD IS REVEALED, TURN IT SIDEWAYS. A **MARKET PHASE** WILL HAPPEN AFTER THIS TURN'S BUILD PHASE.
NO CARDS MAY BE PLACED ON TOP OF THIS CARD.

DISCARD THIS CARD AFTER THE MARKET PHASE

2 MARKET

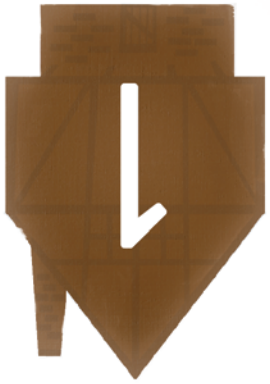
SCORING:

MARKET PHASE

WHEN THIS CARD IS REVEALED, TURN IT SIDEWAYS. A **MARKET PHASE** WILL HAPPEN AFTER THIS TURN'S BUILD PHASE.
NO CARDS MAY BE PLACED ON TOP OF THIS CARD.

DISCARD THIS CARD AFTER THE MARKET PHASE

FIRST PLAYER



3-5 PLAYERS
END OF DRAFT PHASE

WHEN ALL PLAYERS ARE DONE DRAFTING AND HAVE TURNED OVER THEIR VILLAGE CARD, DO THE FOLLOWING:

1. DISCARD ANY VILLAGERS ON THE ROAD WITH COINS ON THEM

2. REPLACE THE DISCARDED VILLAGERS WITH NEW ONES FROM THE UNUSED STACK.

4. PLACE A 1-VALUE COIN ON ALL FACE-UP VILLAGERS ON THE ROAD

5. START THE BUILD PHASE

2 PLAYERS
END OF DRAFT PHASE

WHEN BOTH PLAYERS ARE DONE DRAFTING AND HAVE TURNED OVER THEIR VILLAGE CARD, DO THE FOLLOWING:

1. DISCARD ALL FACE-UP VILLAGERS ON THE ROAD

2. REPLACE THE DISCARDED VILLAGERS WITH NEW ONES FROM THE UNUSED STACK.

3. START THE BUILD PHASE

CUT THE 2 HORIZONTAL LINES FIRST,
THEN CUT THE 5 VERTICAL LINES

FOLD ALONG
THE DASHED
LINE BEFORE
CUTTING

MINER + **BLACKSMITH**

BLACKSMITH

2 10



SINGLE

CROPPER

2



LUMBERJACK + **CARPENTER**

CARPENTER

8



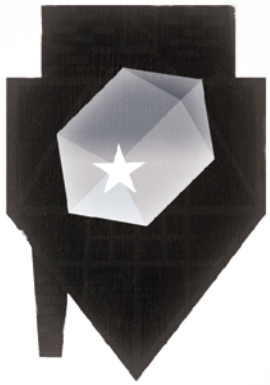
LUMBERJACK + **COOPER**

COOPER

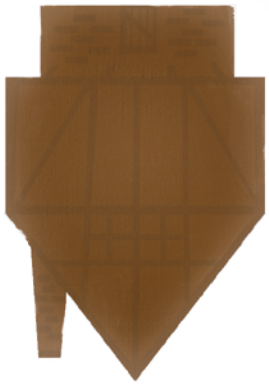
BLACKSMITH

4 6





ORE



SINGLE



WOOD



WOOD

CUT THE 2 HORIZONTAL LINES FIRST,
THEN CUT THE 5 VERTICAL LINES

FOLD ALONG
THE DASHED
LINE BEFORE
CUTTING

MINER + **BLACKSMITH**

BLACKSMITH

2 10



ORE

SINGLE

CROPPER

2



SINGLE

LUMBERJACK + **CARPENTER**

CARPENTER

8



WOOD

LUMBERJACK + **COOPER**

COOPER

BLACKSMITH

4 6



WOOD

CUT THE 2 HORIZONTAL LINES FIRST,
THEN CUT THE 5 VERTICAL LINES

FOLD ALONG THE DASHED LINE BEFORE CUTTING

FOUNDERS + **POULTERER**

POULTERER

CARPENTER

3



FOUNDERS + **POULTERER**

POULTERER

CARPENTER

3



HAYER + **THATCHER**

THATCHER

2



HAYER + **THATCHER**

THATCHER

2

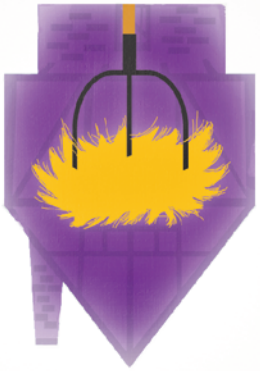




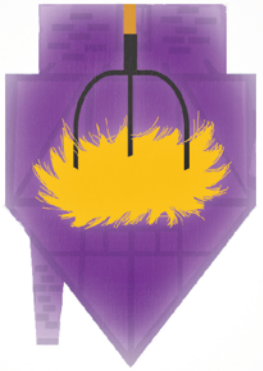
GRAINS



GRAINS



HAY



HAY

CUT THE 2 HORIZONTAL LINES FIRST,
THEN CUT THE 5 VERTICAL LINES

FOLD ALONG THE DASHED LINE BEFORE CUTTING

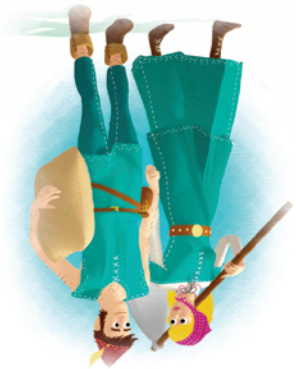
GRAINS

FOUNDERS

2



IF YOU HAVE NO AT THE END OF THE BUILD PHASE, FLIP THIS CARD.



FOUNDERS

GRAINS

TURN SEQUENCE

1. DRAFT PHASE

DRAFT 2 VILLAGERS, PLUS 1 FOR EACH IN YOUR VILLAGE, MAX 5.

2. BUILD PHASE

PLAY 2 VILLAGERS, PLUS 1 FOR EACH IN YOUR VILLAGE, MAX 5.

PLAY AREA

WHEN DRAFTING OR BUILDING, PLACE VILLAGERS HERE FIRST



VILLAGERS

X

GOLD

EARNS YOU GOLD DURING THE MARKET PHASES.

X

SILVER

EARNS YOU A CONDITIONAL AMOUNT OF GOLD DURING THE SECOND MARKET PHASE.

PADLOCK

NAMES A VILLAGER YOU NEED TO GIVE 2 GOLD TO UNLOCK THIS CARD(SEE THE BACK OF THIS PLAYER AID FOR MORE INFO).

X

KEYRING

TELLS YOU HOW MANY PADLOCKS THIS VILLAGER MIGHT POSSIBLY UNLOCK.

PADLOCKS EXPLAINED

=UNLOCKER

UNLOCKER IS IN OTHER PLAYER'S VILLAGE:
PAY THE VILLAGER 2 GOLD FROM YOUR SUPPLY.

UNLOCKER IS IN YOUR VILLAGE:
PAY THE VILLAGER 2 GOLD FROM THE BANK.

UNLOCKER IS NOT IN ANY VILLAGE:
PAY 2 GOLD TO THE BANK.