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.

GRAINS

FOUNDERS

2



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



FOUNDERS

GRAINS



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



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

VILLAGERS

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

FOLD ALONG
THE DASHED
LINE BEFORE
CUTTING

WOOD

LUMBERJACK





WOOD

WOOD

LUMBERJACK





WOOD

LUMBERJACK





WOOD

LUMBERJACK





WOOD

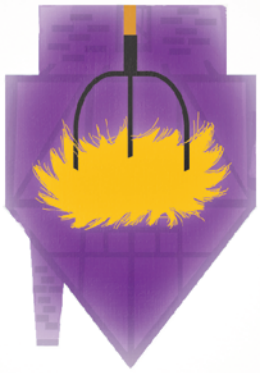
CUT THE 2 HORIZONTAL LINES FIRST,
THEN CUT THE 5 VERTICAL LINES

FOLD ALONG
THE DASHED
LINE BEFORE
CUTTING

HAY

HAYER





HAY

HAY

HAYER



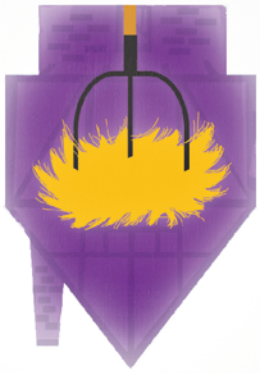


HAY

HAY

HAYER



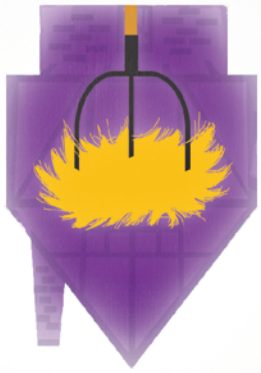


HAY

HAY

HAYER





HAY

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

FOLD ALONG
THE DASHED
LINE BEFORE
CUTTING

ORE

MINER



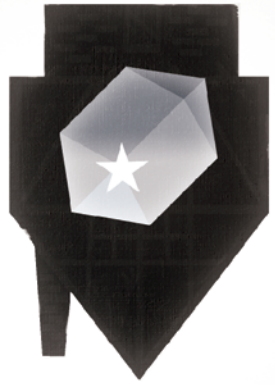


ORE

ORE

MINER



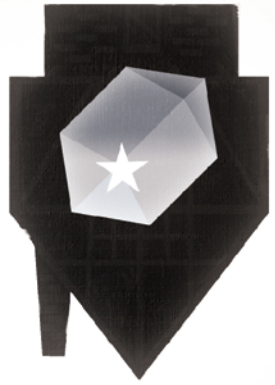


ORE

ORE

MINER



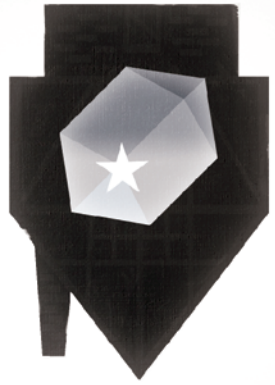


ORE

ORE

MINER





ORE

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

FOLD ALONG THE DASHED LINE BEFORE CUTTING

LUMBERJACK + WHEELER + **CARTWRIGHT**

CARTWRIGHT

9 2



LUMBERJACK + **LOG RAFTER**

LOG RAFTER

1 x

1 GOLD FOR EVERY WOOD VILLAGER



LUMBERJACK + **WOOD CARVER**

WOOD CARVER

1 x x

GOLD EQUAL TO THE GOLD
PRINTED ON YOUR WOOD VILLAGERS



LUMBERJACK + **SHIPWRIGHT**

SHIPWRIGHT

2 4





DOOM



DOOM



DOOM



DOOM

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

HAYER + **HORSE TRADER**

HORSE TRADER

3 x

3 GOLD FOR EVERY 2 HAY VILLAGERS



HAY

HAYER + **BED BUILDER**

BED BUILDER

CARPENTER

4



HAY

HAYER + **ORE MULER**

ORE MULER

4 x

4 GOLD FOR EVERY 2 ORE VILLAGERS



HAY

HAYER + GRAZIER + MILK MAID + **FROMAGER**

FROMAGER

15



HAY

FOLD ALONG
THE DASHED
LINE BEFORE
CUTTING

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

FOLD ALONG
THE DASHED
LINE BEFORE
CUTTING

MINER + SEEKER + **SPELUNKER** + JEWELER

SPELUNKER

CHANDLER

10



ORE

MINER + **SEEKER** + SPELUNKER + JEWELER

SEEKER



ORE

MINER + **MASON**

MASON



ORE

MINER + SEEKER + SPELUNKER + **JEWELER**

JEWELER

BLACKSMITH

20



ORE

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

SPECIAL

APPRENTICE

REPLACE ANY **NON-TOP VILLAGER** IN **ANY VILLAGE** WITH THE APPRENTICE, THEN **TAKE THE REPLACED VILLAGER TO YOUR HAND**.



SPECIAL

COURIER

PLAY WHEN IT'S **ANOTHER PLAYER'S TURN** IN THE **DRAFT PHASE**. TAKE A VILLAGER FROM THE ROAD **DIRECTLY TO YOUR HAND**. THEN DISCARD THE COURIER.



MINER + **GLASS BLOWER**

GLASS BLOWER

BLACKSMITH

4 2



MINER + **LOCKSMITH**

LOCKSMITH

BLACKSMITH

2 X

2 GOLD FOR EACH PADLOCK



FOLD ALONG THE DASHED LINE BEFORE CUTTING



SPECIAL



SPECIAL



ORE



ORE

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

SPECIAL

MONK

THE MONK CAN BE USED AS ANY ONE VILLAGER IN A PRODUCTION CHAIN. THE MONK CAN'T BE THE TOP (LAST) VILLAGER OF A PRODUCTION CHAIN.



SPECIAL

PEDDLER

CARTWRIGHT

EVERY BUILD PHASE: EARN **HALF (ROUNDING UP) THE PRINTED GOLD VALUE** OF A VILLAGER IN YOUR VILLAGE.



SPECIAL

SMUGGLER

SHIPWRIGHT

EARN THE **PRINTED GOLD VALUE** OF A VILLAGER IN YOUR VILLAGE, THEN DISCARD THE SMUGGLER.



SPECIAL

TINNER

UNLOCK **ANY PADLOCKS** ON ANY VILLAGERS PLAYED TOGETHER WITH THE TINNER FOR FREE, THEN DISCARD THE TINNER.



FOLD ALONG THE DASHED LINE BEFORE CUTTING



SPECIAL



SPECIAL



SPECIAL



SPECIAL

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

FOLD ALONG THE DASHED LINE BEFORE CUTTING

FOUNDERS + **SWINEHERD** + TRUFFLER

SWINEHERD

2



GRAINS

FOUNDERS + **BREWER**

BREWER

COOPER

2



GRAINS

FOUNDERS + SWINEHERD + **TRUFFLER**

TRUFFLER

HUNTER

8

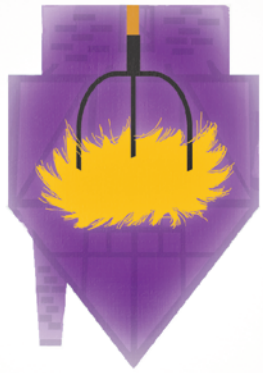


GRAINS

HAYER + **GRAZIER** + MILK MAID + FROMAGER

GRAZIER





HAY

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

FOLD ALONG
THE DASHED
LINE BEFORE
CUTTING

GRAPES

GRAPER



GRAPER + **VINTNER** + WINE TRADER

VINTNER

COOPER

5



GRAPER + VINTNER + **WINE TRADER**

WINE TRADER

GLASS BLOWER

14



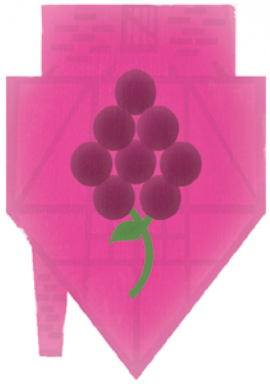
SINGLE

FISHER

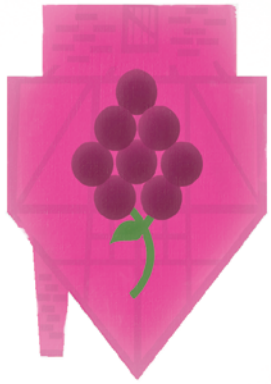
SHIPWRIGHT

2





GRAPES



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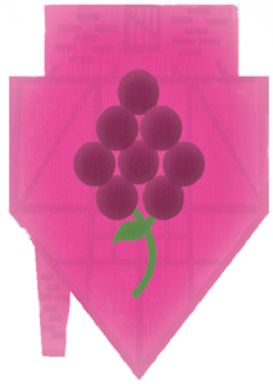
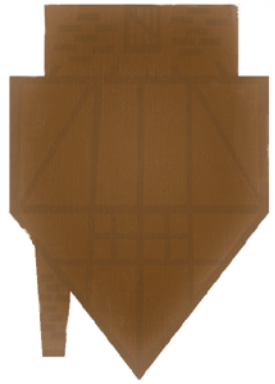


GRAPES



SINGLE

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

FOLD ALONG
THE DASHED
LINE BEFORE
CUTTING

SINGLE

HUNTER

2



SINGLE

PRIEST

2 x

2 GOLD FOR EVERY 2 **SINGLE** VILLAGERS



SINGLE

CHANDLER

2 2



SINGLE

FOOD SELLER

CROPPER

2 x

2 GOLD FOR EACH FOOD



SINGLE

SINGLE

SINGLE

SINGLE

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

FOLD ALONG
THE DASHED
LINE BEFORE
CUTTING

SINGLE

AGENT

1 x

1 GOLD FOR EACH COIN ON ONE OF
THE VILLAGERS IN YOUR VILLAGE



SINGLE

BEEKEEPER

CARPENTER

3



SINGLE

WATTLER



SINGLE

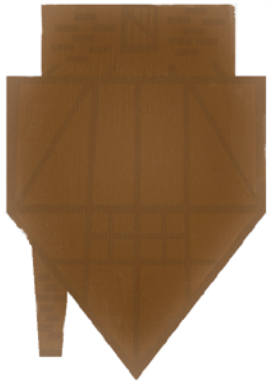
FREEMASON

BREWER

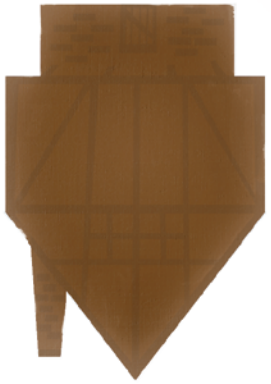
3 x

3 GOLD FOR EACH BUILDER





SINGLE



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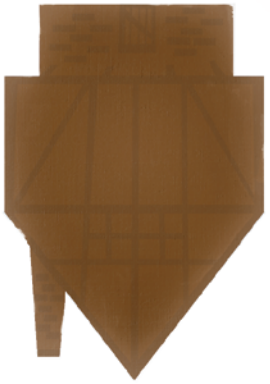
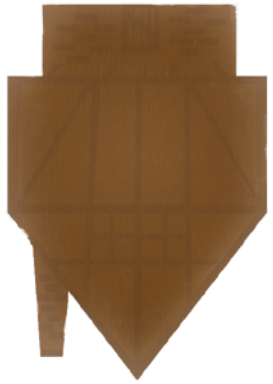


SINGLE



SINGLE

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

FOLD ALONG THE DASHED LINE BEFORE CUTTING

GOLD
EARNS YOU GOLD DURING THE MARKET PHASES.

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).

KEYRING
TELLS YOU HOW MANY PADLOCKS THIS VILLAGER MIGHT POSSIBLY UNLOCK.

GOLD
EARNS YOU GOLD DURING THE MARKET PHASES.

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).

KEYRING
TELLS YOU HOW MANY PADLOCKS THIS VILLAGER MIGHT POSSIBLY UNLOCK.

HAYER + GRAZIER + **MILK MAID** + FROMAGER

MILK MAID

COOPER



LUMBERJACK + **WHEELER** + CARTWRIGHT

WHEELER

3



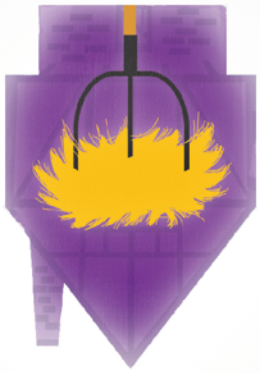
PADLOCKS EXPLAINED

=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.



HAY



WOOD

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

FOLD ALONG
THE DASHED
LINE BEFORE
CUTTING

SHEPHERD + SPINNER + WEAVER + **TAILOR**

TAILOR

24



4+



TOOM

SHEPHERD + SPINNER + **WEAVER** + TAILOR

WEAVER

CARPENTER

12



4+



TOOM

SHEPHERD + **SPINNER** + WEAVER + TAILOR

SPINNER

4



4+



TOOM

WOOL

SHEPHERD



4+



TOOM

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

FOLD ALONG
THE DASHED
LINE BEFORE
CUTTING

LEATHER

TANNER



4+

LEATHER

TANNER + SADDLER

SADDLER

5



4+

LEATHER

TANNER + COBBLER

COBBLER

BLACKSMITH

6



4+

LEATHER