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

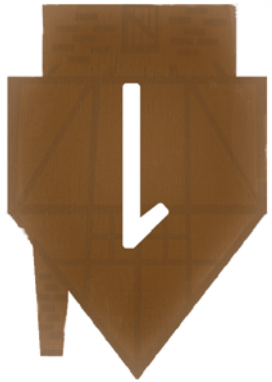
SCORING:

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



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

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

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

GRAINS

FOUNDERS + **POULTERER**

POULTERER

CARPENTER

3

GRAINS

HAYER + **THATCHER**

THATCHER

2

HAY

HAYER + **THATCHER**

THATCHER

2

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.

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

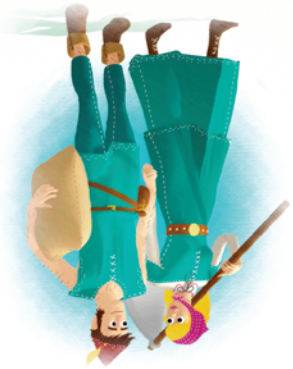
WHEN DRAFTING OR BUILDING,
PLACE VILLAGERS HERE FIRST

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.



FOUNDERS

GRAINS

VILLAGERS

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.