

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.

## 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.

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### PLAY AREA

WHEN DRAFTING OR BUILDING,  
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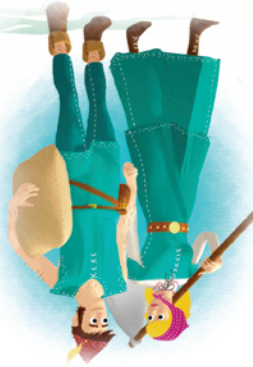




GRAINS

FOUNDERS



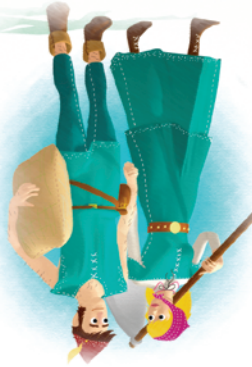




GRAINS

FOUNDERS





VILLAGERS

VILLAGERS

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



LUMBERJACK



LUMBERJACK



LUMBERJACK



LUMBERJACK



FOLD ALONG  
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WOOD



WOOD



WOOD



WOOD

CUT THE 2 HORIZONTAL LINES FIRST,  
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HAYER



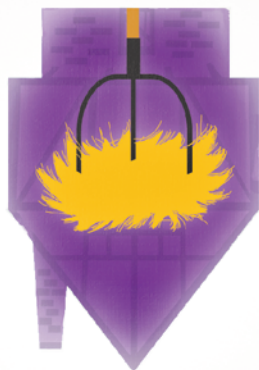
HAYER



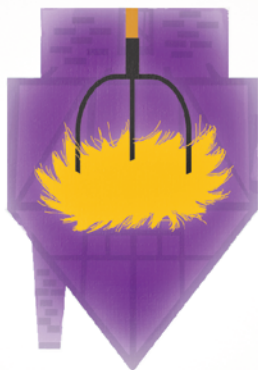
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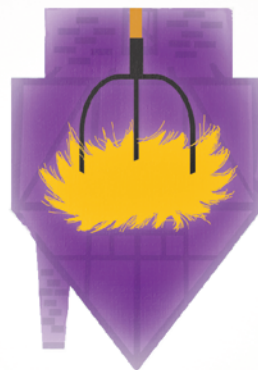
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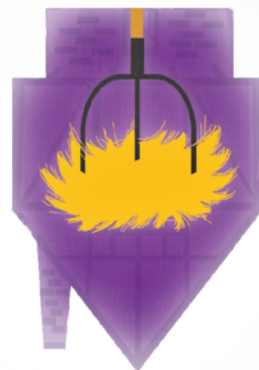
HAY



HAY



HAY



HAY

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**MINER**



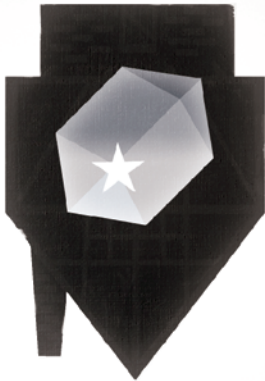
**MINER**



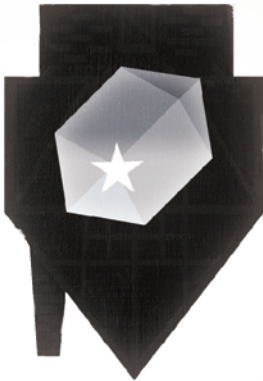
**MINER**



**MINER**



**ORE**



**ORE**



**ORE**



**ORE**



CUT THE 2 HORIZONTAL LINES FIRST,  
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LUMBERJACK + WHEELER + CARTWRIGHT

# CARTWRIGHT



LUMBERJACK + LOG RAFTER

# LOG RAFTER



1 GOLD FOR EVERY WOOD VILLAGER



LUMBERJACK + WOOD CARVER

# WOOD CARVER



GOLD EQUAL TO THE GOLD  
PRINTED ON YOUR WOOD VILLAGERS



LUMBERJACK + SHIPWRIGHT

# SHIPWRIGHT



FOLD ALONG  
THE DASHED  
LINE BEFORE  
CUTTING



WOOD



WOOD



WOOD



WOOD

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



HAYER + HORSE TRADER

**HORSE TRADER**



3 GOLD FOR EVERY 2 HAY VILLAGERS



HAYER + BED BUILDER

**BED BUILDER**

CARPENTER



HAYER + ORE MULER

**ORE MULER**



4 GOLD FOR EVERY 2 ORE VILLAGERS

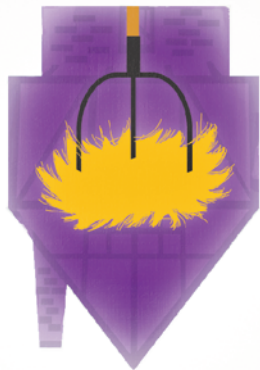


HAYER + GRAZIER + MILK MAID + FROMAGER

**FROMAGER**



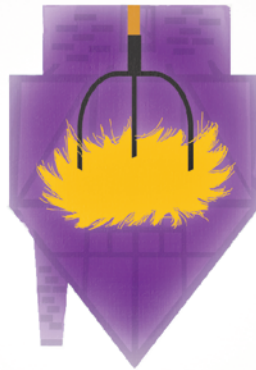
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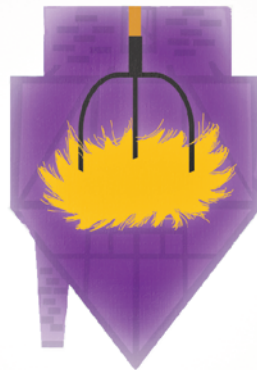
**HAY**



**HAY**



**HAY**



**HAY**

CUT THE 2 HORIZONTAL LINES FIRST,  
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MINER + SEEKER + SPELUNKER + JEWELER

**SPELUNKER**

CHANDLER

10

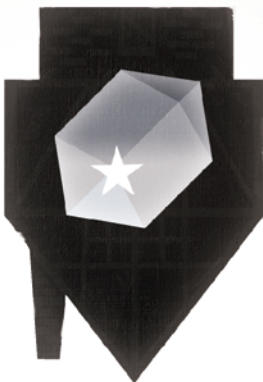


**ORE**



MINER + SEEKER + SPELUNKER + JEWELER

**SEEKER**



**ORE**



MINER + MASON

**MASON**



**ORE**



MINER + SEEKER + SPELUNKER + JEWELER

**JEWELER**

BLACKSMITH

20



**ORE**

FOLD ALONG  
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CUT THE 2 HORIZONTAL LINES FIRST,  
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## APPRENTICE

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



## 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



MINER + LOCKSMITH

## LOCKSMITH

BLACKSMITH



2 GOLD FOR EACH PADLOCK



SPECIAL



SPECIAL



ORE



ORE

FOLD ALONG  
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CUTTING

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.



FOLD ALONG  
THE DASHED  
LINE BEFORE  
CUTTING



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.



SPECIAL



SPECIAL



SPECIAL



SPECIAL

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FOUNDERS + SWINEHERD + TRUFFLER

**SWINEHERD**



FOUNDERS + BREWER

**BREWER**

COOPER



FOUNDERS + SWINEHERD + TRUFFLER

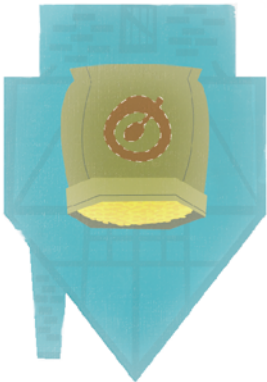
**TRUFFLER**

HUNTER

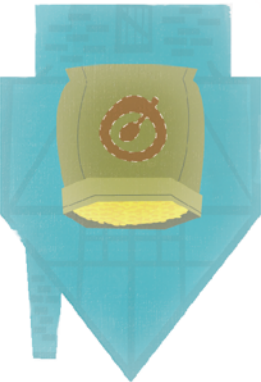


HAYER + GRAZIER + MILK MAID + FROMAGER

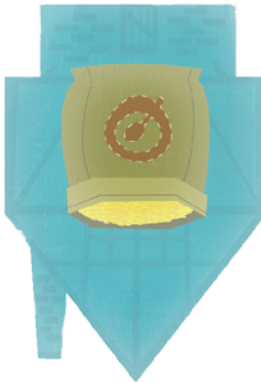
**GRAZIER**



**GRAINS**



**GRAINS**



**GRAINS**

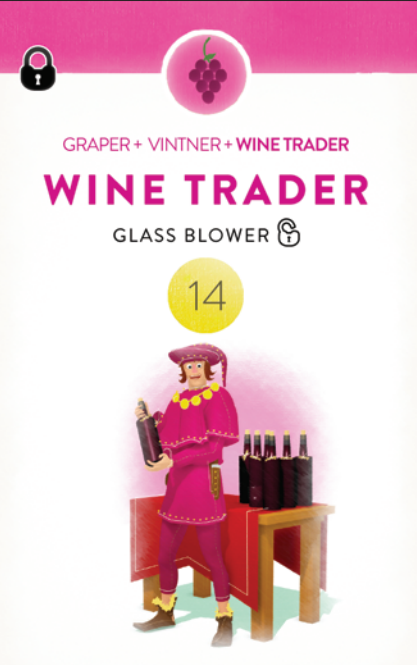
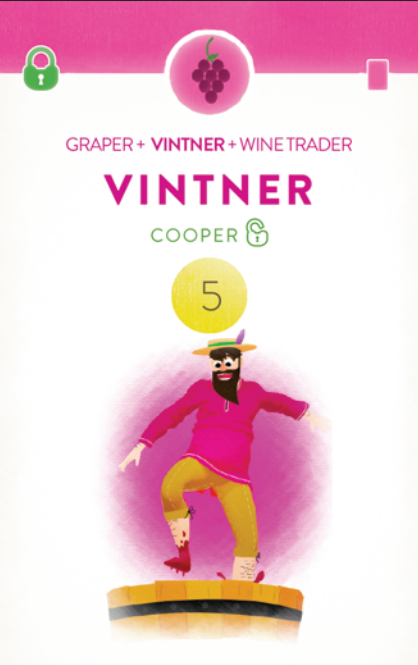
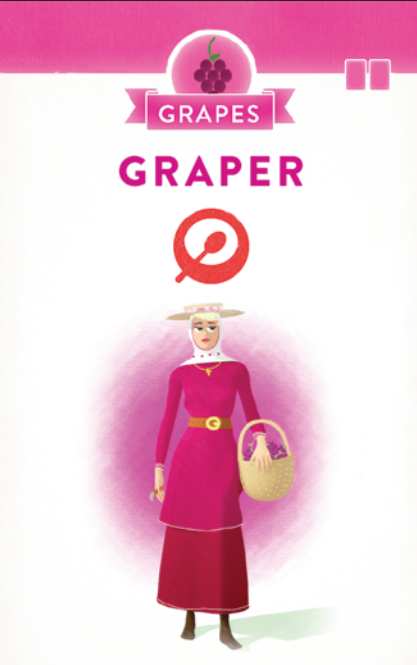


**HAY**



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CUT THE 2 HORIZONTAL LINES FIRST,  
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SINGLE  
HUNTER



SINGLE  
PRIEST



2 GOLD FOR EVERY 2 SINGLE VILLAGERS



SINGLE  
CHANDLER



SINGLE  
FOOD SELLER

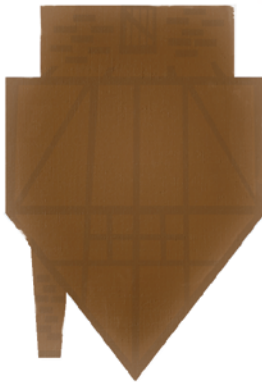
CROPPER



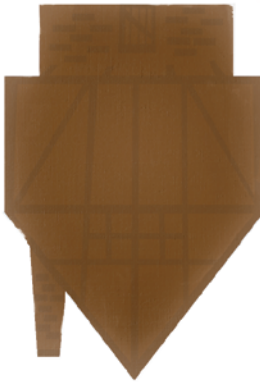
2 GOLD FOR EACH FOOD



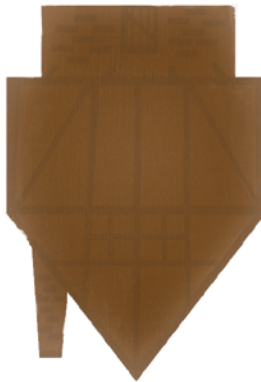
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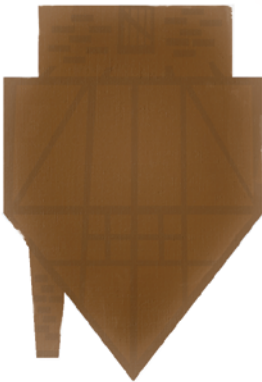
SINGLE



SINGLE



SINGLE



SINGLE

CUT THE 2 HORIZONTAL LINES FIRST,  
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SINGLE  
AGENT



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



SINGLE  
BEEKEEPER

CARPENTER



SINGLE  
WATTLER



SINGLE  
FREEMASON

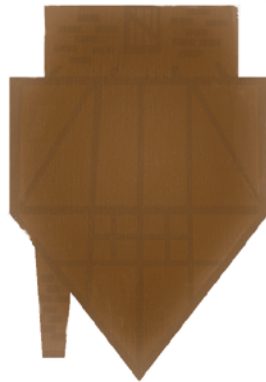
BREWER



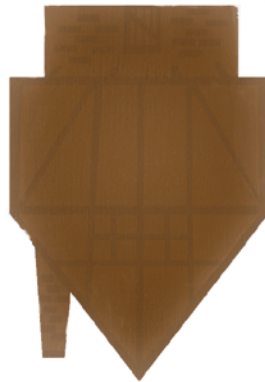
3 GOLD FOR EACH BUILDER



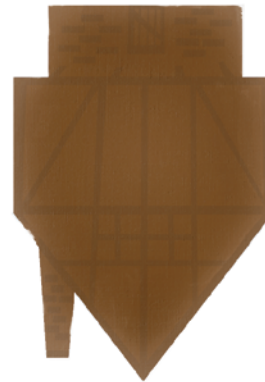
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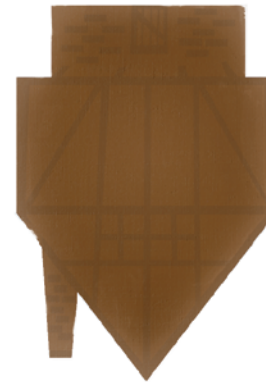
SINGLE



SINGLE



SINGLE



SINGLE

CUT THE 2 HORIZONTAL LINES FIRST,  
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**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  
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HAYER + GRAZIER + MILK MAID + FROMAGER

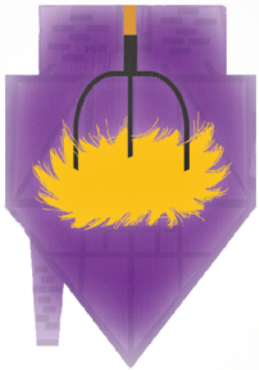
**MILK MAID**

COOPER



LUMBERJACK + WHEELER + CARTWRIGHT

**WHEELER**



**HAY**



**WOOD**

FOLD ALONG  
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CUTTING

**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.

**PADLOCKS EXPLAINED**

 = UNLOCKER

UNLOCKER IS IN OTHER  
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SHEPHERD + SPINNER + WEAVER + TAILOR

**TAILOR**

24



4+



SHEPHERD + SPINNER + WEAVER + TAILOR

**WEAVER**

CARPENTER

12



4+



SHEPHERD + SPINNER + WEAVER + TAILOR

**SPINNER**

4



4+



**SHEPHERD**



4+



**TOOM**



**TOOM**



**TOOM**



**TOOM**

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| <div><div><div><div><div><div></div><div>LEATHER</div></div><div>TANNER</div><div><div>4+</div></div></div><div><div>LEATHER</div></div></div></div></div> | <div><div><div><div><div><div></div><div>TANNER + SADDLER</div></div><div>SADDLER</div><div>5</div><div><div>4+</div></div></div><div><div>LEATHER</div></div></div></div></div> | <div><div><div><div><div><div></div><div>TANNER + COBBLER</div></div><div>COBBLER</div><div>BLACKSMITH </div><div>6</div><div><div>4+</div></div></div><div><div>LEATHER</div></div></div></div></div> |
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