

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.

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





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



FOLD ALONG
THE DASHED
LINE BEFORE
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HAYER



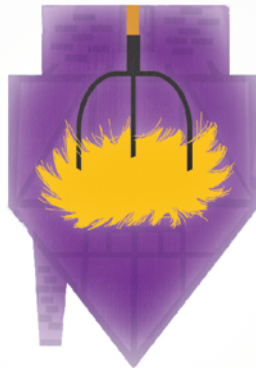
HAYER



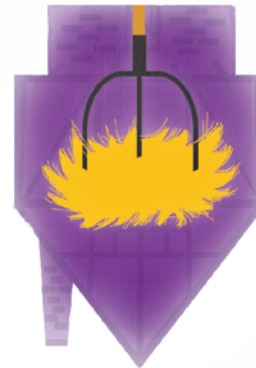
HAYER



HAY



HAY



HAY



HAY

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MINER



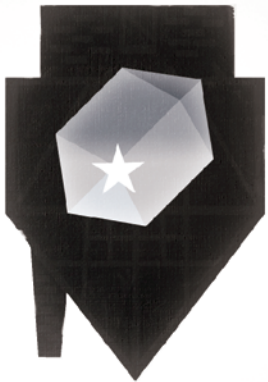
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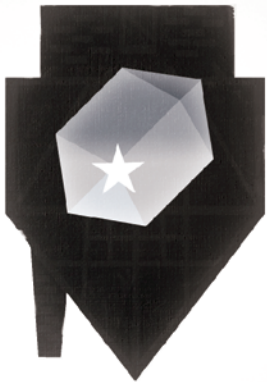
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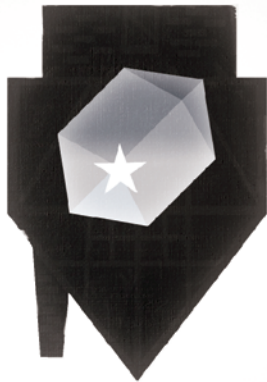
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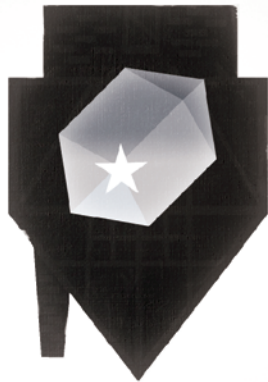
ORE



ORE



ORE



ORE

CUT THE 2 HORIZONTAL LINES FIRST,
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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

GOLD EQUAL TO THE GOLD
PRINTED ON YOUR WOOD VILLAGERS



LUMBERJACK + SHIPWRIGHT

SHIPWRIGHT

2 4



FOLD ALONG
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LINE BEFORE
CUTTING



WOOD



WOOD



WOOD



WOOD

CUT THE 2 HORIZONTAL LINES FIRST,
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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



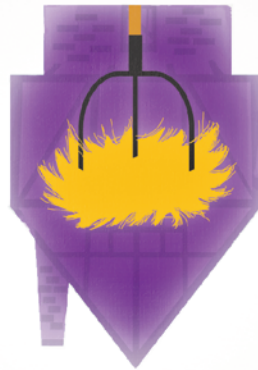
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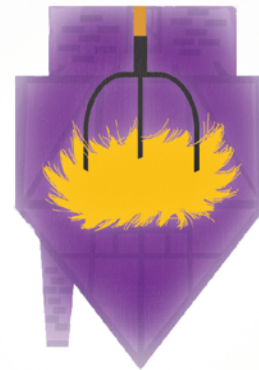
HAY



HAY



HAY



HAY

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

SPELUNKER

CHANDLER

10

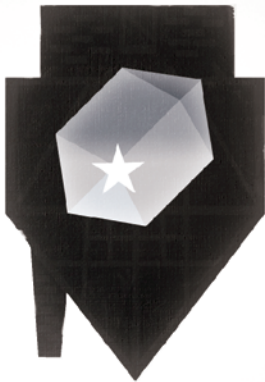


ORE



MINER + SEEKER + SPELUNKER + JEWELER

SEEKER



ORE



MINER + MASON

MASON



ORE

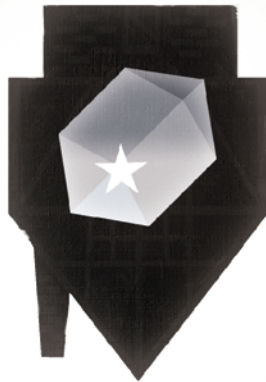


MINER + SEEKER + SPELUNKER + JEWELER

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.



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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

CUT THE 2 HORIZONTAL LINES FIRST,
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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.



PEDDLER

CARTWRIGHT

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



SMUGGLER

SHIPWRIGHT

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



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

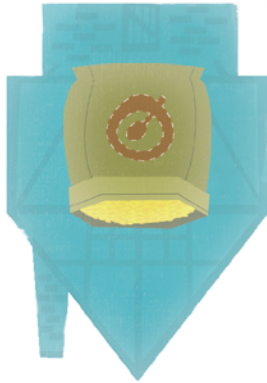
GRAZIER



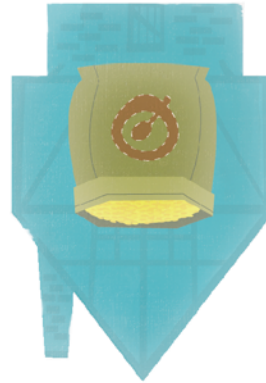
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GRAINS



GRAINS



GRAINS



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GRAPES

GRAPER







GRAPER + VINTNER + WINE TRADER

VINTNER

COOPER 

5





GRAPER + VINTNER + WINE TRADER

WINE TRADER

GLASS BLOWER 

14





SINGLE

FISHER

SHIPWRIGHT 

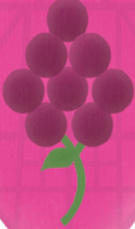


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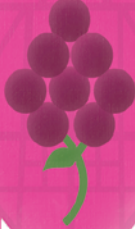




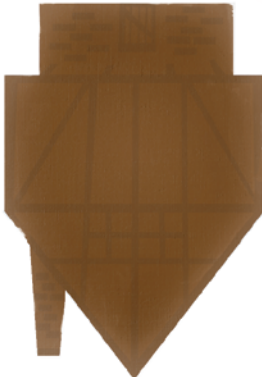
GRAPES



GRAPES



GRAPES



SINGLE

CUT THE 2 HORIZONTAL LINES FIRST,
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SINGLE
HUNTER



SINGLE
PRIEST



2 GOLD FOR EVERY 2 SINGLE VILLAGERS



SINGLE
CHANDLER



LOCKED SINGLE
FOOD SELLER

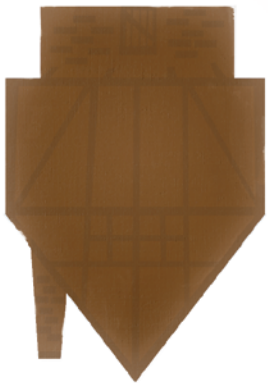
CROPPER



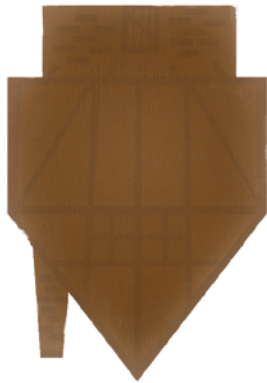
2 GOLD FOR EACH FOOD



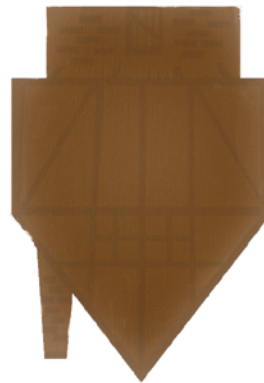
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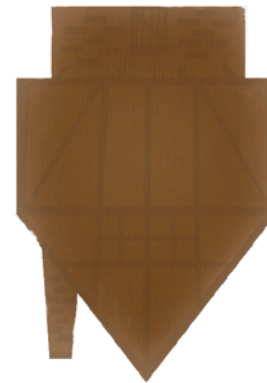
SINGLE



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



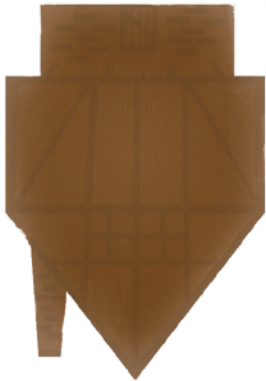
SINGLE
FREEMASON
BREWER



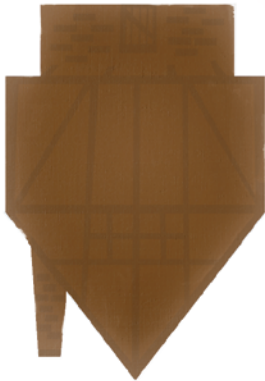
3 GOLD FOR EACH BUILDER



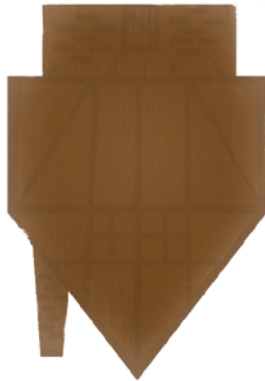
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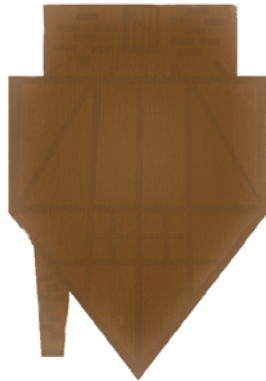
SINGLE



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
AMOUNT OF GOLD DURING
THE SECOND MARKET PHASE.



PADLOCK
NAMES A VILLAGER YOU
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KEYRING
TELLS YOU HOW MANY
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MIGHT POSSIBLY UNLOCK.



HAYER + GRAZIER + MILK MAID + FROMAGER

MILK MAID

COOPER



LUMBERJACK + WHEELER + CARTWRIGHT

WHEELER



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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
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,
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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+



WOOL

SHEPHERD



4+



TOOM



TOOM



TOOM



TOOM

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TANNER



TANNER + SADDLER
SADDLER



TANNER + COBBLER
COBBLER
BLACKSMITH



LEATHER



LEATHER



LEATHER