

VILLAGERS

RULEBOOK

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SINISTER FISH GAMES



INTRODUCTION

You are the founder of a new village during the middle ages, in the years after a great plague. The loss of so many people has created big problems for the survivors. Many of the people the villagers used to depend on for essential things like food, shelter and clothes are gone. Craftsmen find themselves without suppliers of raw materials, traders have lost their customers and many have lost their farms and workshops as they escaped the plague.

The roads are full of refugees seeking a new beginning. They come to you, hoping to settle down on your land and make a living. Your grain farm is the ideal starting point for a village, reliably providing food for many people. You must choose wisely who you allow to settle with you, as your food and resources are limited.

The people on the road have valuable and unique skills, but they all in turn rely on other people with very specific crafts to be able to work. Raw materials, tools and services must be provided by other people from the road.

If you manage to find people that can work together to make a profit, while increasing your food surplus and capacity for building new houses, your village will be prosperous.



GAME CONTENTS



5 Village Square cards



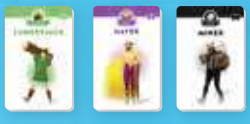
5 Player Aid Cards



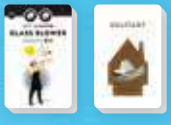
5 Founders



6 Starting Road Villagers



30 Basic Villagers:
Lumberjacks, Miners and Hayers



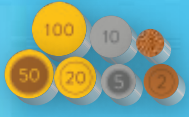
94 Other villagers



2 Market Cards

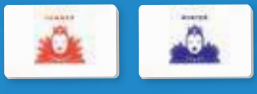


First Player Card and
End of Draft Phase Card

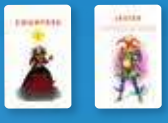


150 Coins

FOR SOLO MODE ONLY



24 Event Cards



Countess Card and Jester Card

GAME SETUP

1. Find the 6 *Starting Road Villagers* marked with ➡ and place them face-up in a line in the centre of the table. This is the *Road*.
2. Find the 10 *Hayers*, 10 *Lumberjacks* and 10 *Miners* and place them face-up in separate stacks.
3. Give each player a *Founders* card and place it with the 2 *Gold* side facing up. The *Founders* card forms the start of each *Village*.
4. Give each player a *Village Square* and place it next to their *Village*.
5. Give each player 8 *Gold**, this is their starting *Supply*. Place the rest of the *Gold* in an area next to the *Road* to form the *Bank*.
6. Give the *First Player Card* to the player who has lived in the same place the longest.
7. If it's a 2 or 3 player game: remove the cards marked with 4+, those are the *Wool* and *Leather* suits.



8. Shuffle the rest of the cards and form 6 face-down stacks each with twice as many cards as there are players in the game. In a 5 player game for example you would make 6 stacks with 10 cards in each. Line these stacks up above the *Starting Road Villagers*.

9. Add the *First Market Card* beneath the second stack, and the *Second Market Card* beneath the sixth stack. The *Road* is now complete.

10. From the remaining cards deal 5 cards face-down to each player. These are the *Player Hands*.

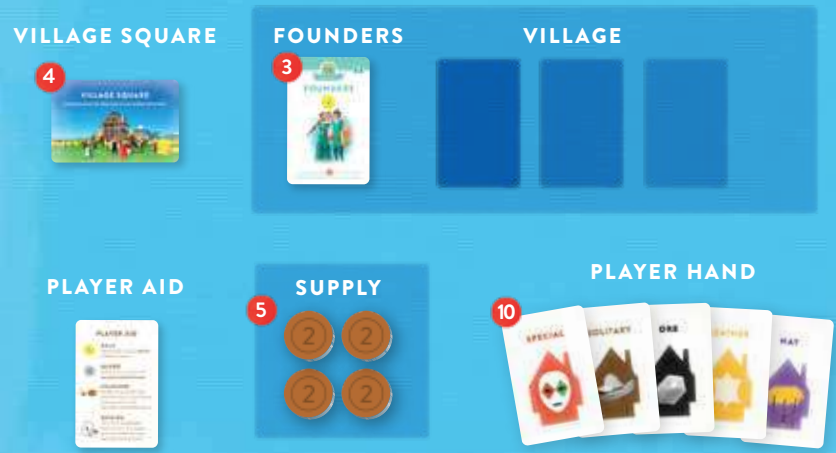
11. Place the rest of the cards in a stack next to the *Road*, this is called the *Reserve*.

Take note of the different rules for 2 players on page 11.

That's it, the game is now ready to be played.

**Gold* is the collective term for the currency used in the game, no matter what colour the coins are.

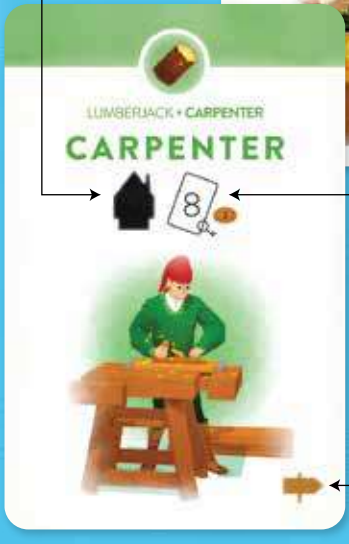
GIVE ALL PLAYERS THIS:



VILLAGER ANATOMY







Food Symbol: Each of these lets you draft an extra villager in the *Draft Phase* (see page 8).

Builder Symbol: Each of these allows you to place an extra villager in the *Build Phase* (see page 12).

Suit Symbol: Tells you which of the 9 suits this villager belongs to. Most villagers need to be placed on top of specific villagers of the same suit.

Card Stacking Hint*:* Shows how many villagers can be stacked on top of this one if any. In this case just one.

Production Chain Text: Tells you what villagers this one has to be placed on top of, and what villagers can be placed on top of this one, if any (see page 12).

Villager Name: The occupation of the villager.

Gold Symbol: This tells you how much *Gold* this villager earns in the *Market Phases*. *Gold* is victory points in this game.

Banner: Tells you the name of the suit. Only villagers that can go straight onto the table with no other villagers underneath have banners.

Padlock: Shows you that this villager has a *Padlock* (see page 15).

Unlocking Symbol: Names the villager that unlocks the *Padlock* on this one (see page 15).

Silver Formula: Describes a conditional amount of points this villager will earn you in the *Second Market Phase* (see page 20).

Keyring Symbol: Tells you how many other villagers this one can unlock with the *Padlock Mechanic* (see page 15).

Signpost Symbol: Tells you this villager is one of the 6 villagers placed face-up on the *Road* at the beginning of the game. Only matters when setting up the game, and when packing up.

Card backs: These show what suit the villager belongs to. Useful when you draft face-down villagers or want to guess what the other players have in their hands.

Discard Symbol: Tells you this card is discarded after playing (see page 17).



GAME RULES

The game is played over several rounds until all the face-down stacks of villager cards on *the Road* (A) have been emptied. Each round is divided into 2 phases carried out in order:

1. *The Draft Phase:* players draft villagers from the *Road*.

2. *The Build Phase:* players play villagers from their hand into their *Villages* (B).

In addition there are 2 *Market Phases* in the game, where players earn *Gold*. Whoever has the most *Gold* (C) at the end of the game is the winner.

THE DRAFT PHASE

In this phase players take turns to take (or "draft") villagers from the *Road*. They may draft any of the face-up villagers from the *Road*, or blindly draft the top card from any of the stacks.

You must draft 2 villagers, plus 1 for each *Food* in your *Village*. This is called your *Drafting Limit*. If you have 1 *Food* for example, you must draft 3 villagers. **You can never draft more than 5 villagers, even if you have 4 or more *Food*.**

Draft one villager, then the next player in clockwise order drafts a villager. The player with the *First Player Card* goes first. The villagers you draft are placed face-up on your *Village Square* (D). Keep drafting in rounds until you have as many villagers on your *Village Card* as your *Drafting Limit*, then take your new cards up to your hand. When all players have drafted up to their limit, continue with the next step, *Updating The Road*.

If the card you draft has a coin (placed, not printed) on it, take the coin to your *Supply*. When drafting from the face-up cards, replace the card with the top card of the leftmost stack (E).

Do not draft or move the *Market Phase Cards* (F), these should remain in their place until the *Market Phase*. **When a stack is emptied, the stack is no longer in the game.**

Near the end of the game when all stacks are emptied, use cards from the *Reserve* instead to replace the face-up cards on the *Road*. Players may draft face-down cards from the top of the *Reserve* only when all other stacks are empty. If the *Reserve* and all stacks are empty, no cards are replaced.



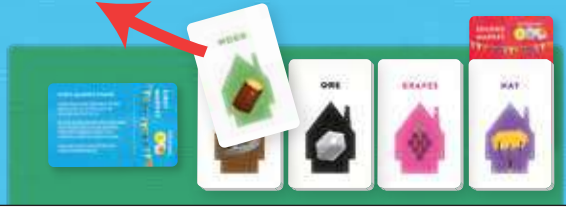
DRAFT PHASE EXAMPLE



1 *The player takes a villager from the Road to their Village Square. The coin on it goes to their Supply.*

2 *The villager is replaced with the top card of the leftmost stack. After this it's the next player's turn to draft.*

3 *As the player has 1 food in their Village, their Drafting Limit is 3. When the player receives their third card, they must pick their new cards up to their hand and stop drafting.*

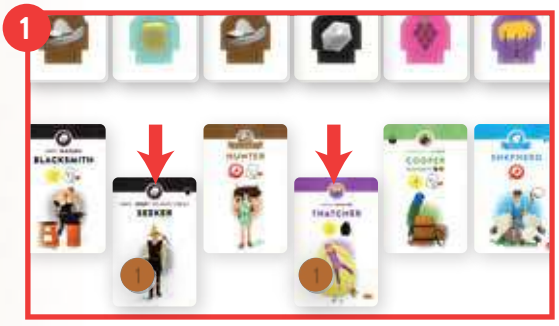


You can take a top card from one of the stacks instead of a face-up villager. Though you draft the card face-down you flip it over and place it face-up on your Village Square for everyone to see.

UPDATING THE ROAD

After all players are done drafting do the following*:

1. Discard any villagers on the *Road* with coins on them.



2. Deal new cards to replace the discarded Villagers **from the *Reserve***. If the *Reserve* is empty, deal cards from the leftmost stack on the *Road*.



3. Put 1 *Gold* on each of the face-up villagers on the *Road*.



4. Start the *Build Phase*.

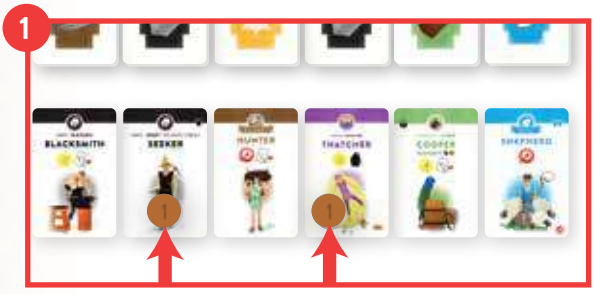
***In a 2 player game, this works differently.** See the next page. This is the only difference between 2 player and the higher player counts.



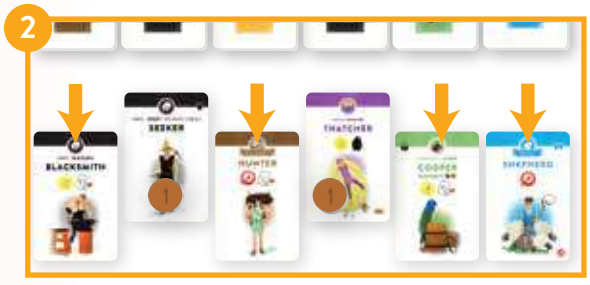
UPDATING THE ROAD IN 2 PLAYER GAMES

After both players are done drafting do the following:

1 Each player **in reverse turn order** may choose to place 1 *Gold* **from the *Bank*** on a villager on the *Road*. You are allowed to place *Gold* on the same villager, or not place any *Gold* if you wish.



2 Discard all face-up villagers on the *Road* with no coins on them.



3 Deal new cards to replace the discarded Villagers **from the *Reserve*.** If the *Reserve* is empty, deal cards from the leftmost stack on the *Road*.



4 Start the *Build Phase*.

Cards with coins on them can stay several rounds, and coins can accumulate on the same villager.

BUILD PHASE

In this phase players take turns placing villagers from their hands into their own *Villages*. Once a villager has been placed, you cannot pick it up again.

The players can by default place 2 villagers, plus **one extra** for each *Builder* **in their *Village*** at the **beginning** of the *Build Phase.* If you have 2 Builders in your *Village* for example you can place 4 villagers. This is called your *Build Limit*. **You can never place more than 5 villagers, even if you have 4 or more Builders.** You can play fewer villagers than your *Build Limit* if you wish.

Each player finishes all their actions in the *Build Phase* before passing to the next player.

At the beginning of your *Build Phase*, **tell the other players** how many Villagers you're allowed to place. Put all the villagers you intend to use on your *Village Square* card, before you place them in your *Village*. This makes it easy for everyone to keep track of how many villagers you're placing, making sure you don't go over your *Build Limit*.

PRODUCTION CHAINS

If a villager has a *Production Chain Text* (A) on top of the card, it must form part of a *Production Chain* when placed. Any villagers listed before the villagers own name must be placed beneath it **in the order listed**. A *Cartwright* for example, must be placed on top of a *Lumberjack* and *Wheeler*.



When placing cards on top of each other, place them **so that everything below the name of the card beneath is covered up**. Once a card has been covered by another, the symbols **below** its *Villager Name* are no longer in play. If you cover your *Founders* with a *Swineherd* for example, you can no longer use the *Food* or *Gold* on the *Founders*.

The *Production Chain* does not have to be finished right away. You could for example place a *Lumberjack* and *Wheeler* in turn one, then place the *Cartwright* on top in a later turn. The cards have to be placed in order though, you have to play the first card in a chain first, then the second and so on.

The first villagers in a *Production Chain* can have up to 2 villagers on top of them, creating 2 branches in the same *Production Chain*. A *Lumberjack* for example can have a *Carpenter* and a *Wheeler* on top, and the *Wheeler's Production Chain* might later be extended with a *Cartwright*.

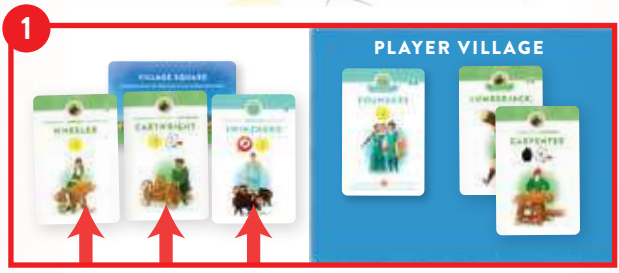
You are allowed to have 2 or more of the same villager in your village if you wish.



BUILD PHASE EXAMPLE

The player wants to play their Cartwright. As the Production Chain Text shows, it must be placed on top of a Lumberjack and a Wheeler.





1 *The player has a Wheeler in their hand, and a Lumberjack already placed in the Village, so getting the Cartwright out will not be a problem. They decide to play the Wheeler and Cartwright. As the player has one Builder in their Village, they may also play a third card. They decide to play the Swineherd, as it can be placed on top of the Founders already in the Village. The player places these 3 cards on their Village Square, to show the other players what is going on.*



2 *The player places the three cards into the Village. The Swineherd goes on top of the Founders as its Production Chain Text demands. The Wheeler goes on top of the Lumberjack already used by the Carpenter, they now share his lumber production. Finally the Cartwright goes on top of the Wheeler.*

Villagers that form the start of a Production Chain like the Founders, Lumberjacks and Shepherds can have 2 villagers placed on top of them, branching out into two different (or identical) businesses.



GETTING BASIC VILLAGERS

In the ***Build Phase*** you can also get *Basic Villagers*. Those are *Lumberjacks*, *Hayers* and *Miners*. All the villagers in the *Hay*, *Ore* and *Wood* suits need to be placed on top of these. To get a *Basic Villager*, first return a villager from your hand to one of the stacks on the *Road*, then take a *Basic Villager* of your choice and place in your *Village* . You can do this up to **three times** per *Build Phase*. You don't have to show the other players the fronts of the returned cards.

If the stacks on the *Road* are all empty (as they will be in the last *Build Phase*), return villagers to the top of the *Reserve* instead. If that is empty as well, discard the returned villagers.

Basic Villagers **do not count towards your *Build Limit*** when placed in your *Village*, and neither do they count towards your maximum *Build Limit* of 5 villagers. They have nothing to do with your *Build Limit!*

GETTING BASIC VILLAGERS EXAMPLE



1 ***The player returns 3 villagers to the stacks of their choice on the Road. Then they place 3 Basic Villagers of their choice into their Village.***

2 ***The player then does their 3 Build Actions, placing a Blacksmith on the new Miner, a Grazier on one of the Hayers, and finally a Chandler. The Chandler is a Solitary Villager and so does not go on top of any other villager.***



PADLOCKS

When playing a villager with a *Padlock* (A), you must first unlock it. Check if you or any other player has the villager named next to the *Unlocking Symbol* **in their *Village***. This is called the ***Unlocking Villager*** (B).



-If you have *the Unlocking Villager* **in your own *Village*, place 2 Gold from the *Bank*** on that villager.

-If **another** player has the *Unlocking Villager,* **place 2 Gold from your *Supply* on it**.

-If **no one** has the *Unlocking Villager*, you must **pay 2 *Gold* to the *Bank*** to unlock the villager you're placing.

If several copies of the *Unlocking Villager* are available, **you get to choose** which one you pay. You **cannot** choose to pay the *Bank* if the *Unlocking Villager* is present in another player's *Village.* Also note that you could use a villager you just placed in **the current *Build Phase*** to unlock another villager you're playing. See example below.

UNLOCKING PADLOCKS EXAMPLE

The player is going to place a Cooper, Brewer, and a Fisher in their Village. They all have Padlocks.





1 *First the player places the Cooper. The Unlocking Villager on the Cooper is the Blacksmith, so the player pays another player's Blacksmith 2 Gold.*



2 *Next the player places the Brewer. This one is unlocked by the Cooper, so the player pays his own recently placed Cooper 2 Gold from the Bank.*



3 *Finally the player places the Fisher, it requires that a Shipwright gets paid. There are no Shipwrights in any Village, so the player pays 2 Gold from their Supply to the Bank.*



THE KEYRING SYMBOL



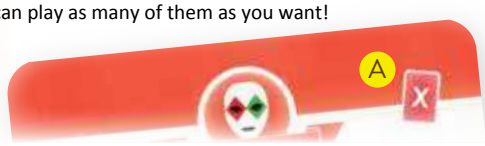
The number in the Keyring Symbol A *tells you how many villagers there are in the game that have to pay this Villager gold to be unlocked.*

The Blacksmith for example can potentially unlock 10 villagers and accumulate up to 20 Gold in this way.

PLAYING SPECIAL VILLAGERS

You can also play the red *Special villagers* on your turn **in the *Build Phase***. These give you powerful special actions. Their rules are printed on the cards.

Special Villagers that have a *Discard Symbol* (A) are discarded immediately after use, they **do not** count towards your *Build Limit*. You can play as many of them as you want!



Special Villagers that **do not** have the *Discard Symbol*, like the *Monk*, **do** count towards your *Build Limit* as they are placed in Villages when played.

Special Villagers **cannot** be used to steal **another player's Founders.**

SPECIAL VILLAGERS EXAMPLE

The player will play a Monk and a Jeweler. This brings them to their Build Limit of 2 villagers. In addition they will play a Smuggler and a Tinner. These two will be discarded after use and so do not count towards the Build Limit.



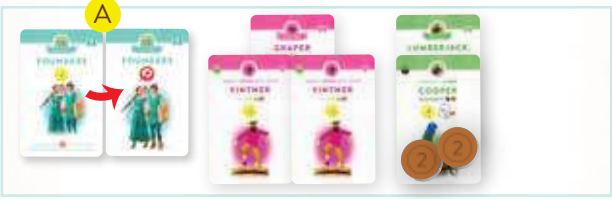
(1) ***The Monk is kind of a "wild" villager in this game, so the player uses him to take the place of a Spelunker between the Seeker and Jeweler.***



(2) ***Next he uses the Tinner to unlock the Padlock on the Jeweler, as it lets you unlock any Padlocks for free.*** (3) ***The player also plays the Smuggler to earn half the value of the Jeweler, immediately earning 10 gold. The Smuggler also has a Padlock, the player uses the Tinner to unlock it for free. Finally the player discards the Tinner and Smuggler.***

END THE BUILD PHASE

When all players are done with their *Build Phase*, check if any players have **no *Food*** in their ***Village***. Players with no *Food* in their *Village* **after** the *Build Phase* **have to** flip their *Founders Card* Ⓐ over to the other side that has one *Food* on it. Once flipped to that side, the *Founders* can never be flipped back to the side with *Gold* on it.



The player has no Food in their Village, and must flip their Founders over to the Food side.

Finally the player with the *First Player Card* passes it to the player on their left, and the *Build Phase* is over. Start the next *Draft Phase,* unless a *Market Phase* is triggered.

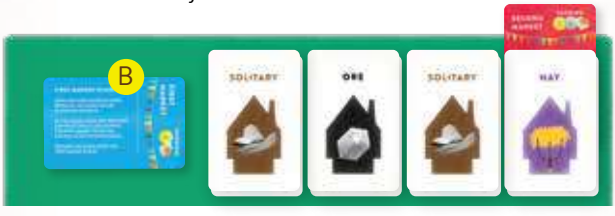
FIRST MARKET PHASE

When the two first (leftmost) stacks on the *Road* are emptied, *The First Market Phase* happens **after** that turn's *Build Phase*. The First Market Phase Card Ⓑ is a reminder of this.*

In the *First Market Phase* all players earn as much *Gold* as printed on the cards in their *Village*, plus as much as the coins placed on them. **Do not pick up the coins placed on the cards**, as they will be scored again in the *Second Market Phase***.**

Only the top card of each *Production Chain* is included, *Gold Symbols* covered by other cards do not earn any Gold.

Each player in turn order takes the *Gold* they earned from the *Bank* and places it in their *Supply*. *Silver Symbols* **do not** give you any *Gold* in the *First Market Phase*. When all players are done earning their *Gold*, the *First Market Phase* is over. Discard the *First Market Card* and start the next *Draft Phase*.



The first two stacks have been emptied, meaning there will be a Market Phase at the end of this round. The Market Card has been turned to the side to remind players not to place cards on it .

*Unless the players have played in a very unusual way (exclusively drafting face-down cards) the *First Market Phase* will happen in the round when the *First Market Phase Card* is revealed on the *Road*.

FIRST MARKET PHASE EXAMPLE



It's the player's turn in the Market Phase. All they have to do is add up the numbers on the visible Gold symbols in their Village, plus the coins on the villagers. They ignore the Freemason as his Silver Symbol only scores in the Second Market Phase. They earn a total of 23 Gold. They take 23 Gold from the Bank and add it to their Supply.
Note that the coins on the villagers are not removed, as they will be scored again in the Second Market Phase.

Your first market huh? Don't go overboard trying to make gold. It's often better to play the long game and focus on building and getting food. I really got my village going when I started offering free drinks. And did you know, the Shipwright is also a decent house builder?



SECOND MARKET PHASE

When all stacks on the *Road* have been emptied *The Second Market Phase* happens after that turn's *Build Phase*. It is resolved **exactly** like the *First Market Phase*, **except** this time ***Silver Symbols* are also scored**. In this final scoring phase, coins placed on villagers can be scored by simply moving them to each player's *Supply*. But make sure to score the *Silver Symbols* **before** moving the coins as it can impact the scoring of cards like the *Agent*.

SILVER SYMBOLS

Some cards have *Silver Symbols* Ⓐ on them and a description of a conditional amount of *Gold* to be earned. The rules for each of these villagers are written on the cards. **Only your own villagers** are taken into account when scoring these. A *Grocer* for example only scores *Food Symbols* in your own Village.



The reason these have *Silver* instead of *Gold Symbols* is because some card effects only affect *Gold* and not *Silver*. A *Wood Carver* for example scores the value of the Shipwright's *Gold Symbol*, but it does not score the value of the Log Rafter's *Silver Symbol*.

Only *Food*, *Builders* and *Gold Symbols* on the **top villagers of each *Production Chain*** are included in the *Silver* scoring. The *Suit Symbols* and *Padlocks* on top of the cards are always included for scoring purposes though, even when not on the top cards of *Production Chains.*

Some *Special* and *Silver* scoring villagers also specify that they earn as much as the printed *Gold* value, this is to tell you not to include any coins placed on the villagers when you calculate it. For example a *Wood Carver* used to score a *Cartwright* will not score more than 9 *Gold*, even though the *Cartwright* can have up to an additional 4 *Gold* in coins placed on it.

END OF THE GAME

After the *Second Market Phase* has been resolved, the game is over. The winner is the player with the most *Gold* in their *Supply*. If two or more players are tied for the win the player with the fewest villagers in their *Village* is the winner.



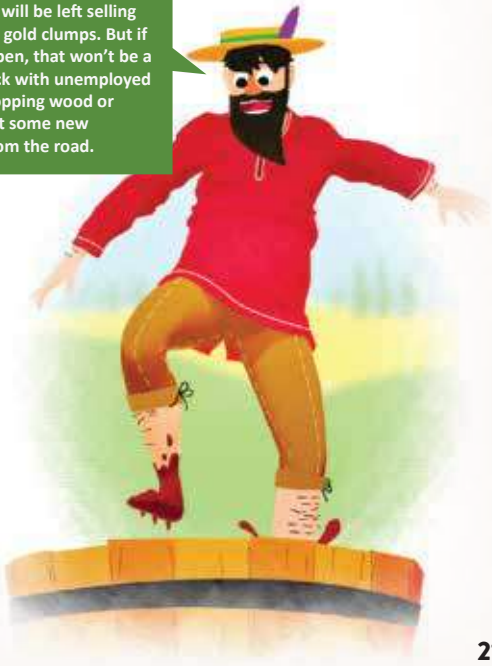
SECOND MARKET PHASE WITH SILVER SCORING EXAMPLE



The player has 2 Grocers. Each of them earns 3 Gold for each Food symbol in the Village. So they earn 9 Gold each. In addition there are 4 Gold printed on the villager cards in the Village. The player takes a total of 22 Gold from the Bank (9+9+4). Finally the coins on the Carpenter are moved to the Supply to be included in the final scoring.

Now all that remains is to count up the Gold in the Supply and compare the score with the other players to determine the winner of the game.

Sometimes you won't get that one villager you're hoping for, and will be left selling unbottled wine or raw gold clumps. But if you keep your mind open, that won't be a problem. Why get stuck with unemployed villagers, get them chopping wood or something. And recruit some new interesting villagers from the road.



SOLO MODE

The Countess is the last living relative of the oppressive Royal Family that used to rule the land. Using her vast fortune and army of soldiers she seeks to restore the nobility to their former glory days, with herself as Queen. She will use everything in her arsenal to stop the local villagers from organizing on their own. What she lacks in goodwill from the people and economic skills she makes up for with bribery, dirty tricks and violence.

The *Solo Mode* is a way of playing Villagers with just one player. It uses two decks of events and some simple rules changes to simulate playing against an evil Countess. Though you have the advantage of controlling what villagers will end up in each *Village*, you must react to disastrous *Events* every round, adapting your strategy around them.

SETUP

Set up the game like a 2 player game, except:

1. Remove all cards from the *Special* suit.

2. There are 5 cards in each stack on the road instead of 4.

3. Place the *Jester* card next to your *Village Square*.

4. Shuffle the *Winter Events* and the *Summer Events* in separate stacks and place them face-down on the table. Deal the top *Summer Event* face-up next to the *Road*. **This *Event* card will be in play the first round of the game.**

5. Replace one player with *The Countess*:

-The *Countess Card* forms the start of her *Village* instead of a *Founders* card. Place it with the side showing 4 *Gold* facing up.

-*The Countess* has 1 gold in her *Supply*.

-*The Countess* does not have a hand of cards.



SOLO MODE RULES

The *Solo Mode* follows the same rules as a 2 player game, but as there is only one player playing there are some additional rules for each phase:

DRAFT PHASE

Whenever you draft a card from the *Road*, also place a face-up villager of your choice from the *Road* into the *Countess Village* (*The Countess* builds in the *Draft Phase!*). This is done **before** dealing new face-up cards to the *Road* from the *Stacks*.

The villagers placed into the *Countess Village* **ignore** the rules for *Production Chains*, every villager is placed **separately**.

The Countess **ignores** the *Padlock* mechanic when villagers are placed into her *Village*. You still have to pay her villagers to unlock any villagers **you** play with *Padlocks*, as per the normal rules for *Padlocks*. She counts as another player in that regard.

Resolve the *End of Draft Phase* as you would in a 2-player game, except *The Countess* does not place *Gold* on any villager on the *Road*. If *The Countess* for any reason gets a villager you placed *Gold* on during the end of a *Draft Phase*, she gets the coin(s) placed on it to her *Supply*.

EVENT PHASE

After finishing the *Build Phase*, resolve the *Event Phase.* If there is a *Market Phase* in the current round, it is resolved **after** the *Event Phase*. Carry out the following steps in order:

1. Resolve all the face-up *Events*. Carry out the effects stated on the cards. You can resolve them **in any order** you like. Discard the *Events* as you resolve them. Some *Events* have rules that apply in a specific phase of the game instead of being resolved in the *Event Phase*. **These cards are also discarded in this phase.**

2. When all *Events* have been resolved, *The Countess* takes the top card of the *Reserve* and places it in her village. This is is done just like in the *Draft Phase*, ignoring the normal rules for *Production Chains* and *Padlocks*.

Depending on the *Gold/Silver* value of this villager, a number of new *Event* cards will be dealt:

-If the villager has a value of 10 *Gold* or more, deal 1 *Event* card.

-If the villager has a value between 1 and 9 *Gold*, deal 2 *Event* cards.

-If the villager is worth 0 gold, deal 3 *Event* cards.

If the villager has a *Silver Symbol*, calculate its current *Gold* value and deal *Event* cards according to the rules above. Example: If the villager is an *Ore Muler* that is currently worth 9 *Gold* because *The Countess* has 6 *Ore Symbols* in her village, you deal 2 *Event* cards.



SOLO DRAFT PHASE EXAMPLE

The player drafts a villager, then places a face-up villager from the Road into the Countess Village. After this, two new cards will be dealt from the leftmost stack on the Road. As the player has 1 Food, this process must be done 3 times this round.



END OF EVENT PHASE EXAMPLE



The Countess gets a Truffler at the end of the Event Phase. It's worth 8 Gold, so 2 new Event cards are dealt.

SWITCHING FROM SUMMER TO WINTER EVENTS

Events are dealt face-up from the *Summer Events* deck until the *First Market Phase* **has been resolved**. In the rounds **after** it has been resolved, they're dealt from the *Winter Events* deck.

THE JESTER

The *Jester* belongs to the player and can be played at any time. As described on his card, he allows you to immediately discard an *Event*. He cannot be used to discard an *Event* that has already been resolved or is in the middle of being resolved (when *The Countess* gets a face-down card from the *Conscription* event for example, you cannot discard the *Event* after looking at the card!). He is discarded after use, so can only be used once. The *Jester* is not in the player's hand, and so cannot be traded in for a *Basic Villager*.

MARKET PHASES

The Countess scores exactly like a player in the *Market Phases* (including *Silver Symbols* in the *Second Market Phase*). The *Gold* on the *Countess Card* is included in the scoring.

THE FINAL ROUND

In the final round, when the *Second Market Phase* (and the end of the game) has been triggered, the Countess does **not** place the top card of the *Reserve* into her *Village*.

WINNING THE GAME

You win if you have more *Gold* than *The Countess* in your *Supply* at the end of the game.

BEGINNER MODE

For a more forgiving game (recommended if playing for the first time!), make the following changes:

1: Only deal 1 *Event* each round, regardless of what villager *The Countess* gets at the end of the *Event Phase*.

2: Flip the *Countess Card* over to the side that has no *Gold* on it.

3: Remove the "*It was you" Event card* from the *Winter Events*.

HARD MODE

For a more challenging game, make the following changes:

1: Deal 2 *Event* cards at the beginning of the game instead of 1.

2: Remove the *Jester* from the game.

3: Remove the *"It was you" Event* from the *Winter Events*.

4: Give *The Countess* 10 starting *Gold* instead of 1.



ADDITIONAL SOLO MODE RULES

If you want to get a solo game going quickly, you can skip reading the rules on this page and just start playing, then look things up here while playing.

RUNNING OUT OF EVENTS

If you manage to run out of *Events* in a deck (*Summer* or *Winter*), shuffle the discarded *Events* and create a new stack from them.

EVENTS IN OTHER PHASES

Most events do nothing until they are resolved in the *Event Phase*. The text on these events all start with the word **Event** in bold letters. Other events affect specific phases of the game, specified in bold letters on the cards. These events have an effect that will remain in play **during the specified phase of the upcoming round**. The *Rats* event for example will affect the upcoming *Draft Phase*. If you get an event like this at the beginning of the game, it will be in play during the first round.

EVENTS AFFECTING THE ROAD

Some *Events* let *The Countess* take villagers from the *Road*. If it's a face-up card, replace it with one from the leftmost *Stack* as you would in the *Draft Phase*. Cards being acquired from *The Road* in the *Event Phase* can trigger the *Market Phases* (and the end of the game!).

TOP VILLAGERS

Several events refer to *Top Villagers*. A *Top Villager* is a villager with no other villagers placed on top of it. This includes any villagers with no cards beneath them, like *Solitary* villagers for example.

VILLAGERS WITH COINS

Sometimes *The Countess* will steal villagers from your *Village*. If they have any coins placed on them, they will go to **your** *Supply*.

THE FOUNDERS

Your *Founders* **cannot** be removed from your *Village* by *Events*.

RUNNING OUT OF GOLD

Many events make you pay gold to the *Bank* or *The Countess*. If you don't have enough *Gold* to pay, you simply pay as much as you can. If you run completely out of *Gold* you don't have to pay anything.

KICKSTARTER EXPANSION PACK

The expansions in the Kickstarter Expansion Pack are not recommended for use with this solo mode, as they're not balanced for it. Having said that, it can be fun to houserule and add parts of the expansions anyway. Perhaps you want an easier game and give yourself a *Scoundrel* and a *Saint*. And maybe try to compete with *The Countess* for a *Development* or two?

CLARIFICATIONS

Apprentice: The *Apprentice* can swap places with any villager in any *Village* that is covered by another card in its *Production Chain*. He can be used in other player's *Villages*, or in your own. The card he swaps places with must then be placed in your *Village* immediately, following the normal rules for placing *Villagers*. Using the *Apprentice* only uses up **one** build action, **not** two. Though the *Apprentice* cannot be used to steal another player's *Founders* (as stated in the rules for Special Villagers), he **can** be used on **your own** *Founders,* if they have at least one card placed on top of them. If you do you can choose which side of them you place face-up.

Monk: The *Monk* can be used as any villager, as long as you don't make him the top card of a *Production Chain*. This means he will always be placed at the same time as another villager, with the *Monk* below the other, taking the role as one of the villagers in the *Production Chain*. The *Production Chain* he is used in must have all the other cards in correct order. 2 *Monks* can be used in the same *Production Chain*.

Monks and Apprentices: These **do not** act as the cards they are replacing, they are simply villagers with no symbols printed on them, except their *Suit Symbol*, they belong to the *Special* suit. Their purpose is to be placed below other villagers. The next villager in the *Production Chain* must always be on top of the *Monk* or *Apprentice*. If for any reason, a *Monk* or an *Apprentice* becomes the top card of a *Production Chain*, it returns back to the hand of the player whose village it was in.

If an *Apprentice* or *Monk* is the **bottom card** of a *Production Chain*, it can have 2 cards on top. They must be of the same suit.

Tinner: The *Tinner* can unlock several cards even if they have different unlockers. It does not matter if you or some other player has the *Unlocking Villagers*, they can be unlocked for free by the *Tinner* as long as they're played in the same *Build Phase*. Players are allowed to mix and match, unlocking some villagers with the *Tinner* and some without her (to place coins on your own villagers for example).

Agent: The *Agent* scores as much as the *Gold* value of the **coins placed on one of your villagers.** You choose which one.

Peddler: The *Peddler* gives you 3 gold for every 2 *Gold Symbols*, **not** every 2 *Gold*. If for example the only *Gold Symbols* in your *Village* are on two *Jewelers*, each giving 20 *Gold*, a *Peddler* will score just 3 *Gold*.

Wood Carver: This one scores the **total value of all *Gold Symbols*** on your *Wood Villagers*. If you have 1 *Cartwright* and a *Cooper* for example your *Wood Carver* will earn 13 *Gold*.

Ore Muler, Horse Trader, Log Rafter, Priest: These include their own *Suit Symbols* when scored. Some villagers have two *Suit Symbols*, this makes them more valuable when scoring these.

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ROUND SUMMARY

DRAFT PHASE

Players take turns drafting villagers one at a time up to their *Drafting Limit* (2+1 for each *Food*, max 5). Players **must** draft up to their *Drafting Limit.*

BUILD PHASE

Each player in turn does all their actions for the *Build Phase*:

-Place villagers into their *Villages* up to their *Build Limit* (2+1 for each *Builder*, max 5). Players may **choose to** play fewer villagers than their *Build Limit* if they wish. *Padlocks* must be unlocked (see page 15).

-Return villagers to the stacks on the *Road* in exchange for *Basic Villagers* (max 3).

-Play *Special* villagers. Those that are discarded do not count towards the *Build Limit*.

At the end of the *Build Phase*, *the First Player Card* is passed clockwise to the next player.

MARKET PHASES

If a *Market Phase* is triggered, it happens after the *Build Phase*:

-When the first two stacks on the *Road* are emptied, the *First Market Phase* happens. The *Gold* in each *Village* (both printed and placed as coins) is scored. Coins are not removed from villagers, and *Silver Symbols* are not scored.

-When all stacks on the *Road* are emptied, the *Second Market Phase* happens. The *Gold* in each *Village* (both printed and placed as coins) is scored, as well as *Gold* earned from *Silver Symbols*.

VILLAGER SUITS



Wood, Hay, Ore: All villagers in these suits are parts of production chains starting with the *Basic Villagers*. These make up almost half the villagers on the *Road*. Tip: focus on one of these suits.



Grapes, Wool and Leather: There are just a few villagers in each of these suits, and instead of starting with *Basic Villagers* the first cards in their production chains must be drafted from the *Road*. Tip: if you've started collecting these, draft more of them face-down.



Grains: These villagers form production chains starting with the *Founders*. Remember you can only have 2 villagers on top of the *Founders*! Tip: all of these provide *Food*.



Solitary: These villagers do not form *Production Chains*, instead they can be placed on their own.



Special: These have special rules. Remember that those that are discarded don't cost any build actions to use. Tip: if you don't know what to draft from the *Road*, draft a face-down *Special*, it will probably be useful.