Expedition to Newdale

A game by Alexander Pfister
in the "Oh my Goods!" universe
for 1-4 players of ages 12 and up
Playing time: 90 minutes

"These were difficult times, indeed. Yet, what happened to us on our way to Newdale was beyond our wildest expectations!"

(Cody LaMarque, member of the Great Expedition)

Game Idea

The "Oh my Goods!" saga continues—this time, as a board game.

Immerse yourselves over the course of several scenarios in an overarching story full of adventure. Each game represents one chapter. You can play the chapters in sequence—as a **campaign**—or on their own.

Various maps with different events, game elements, objectives, and actions challenge you to adapt your strategy to the given conditions and use them to your advantage.

Previously on "Oh my Goods!" …

Five years have passed since the Red Feast. When the King's death was made public, Rob the Builder claimed the throne for himself and was officially crowned King soon after. Sam Merz, former mayor of Canyon Brook, and the Order of the Hooded Ones have gone underground. There is still brittle peace between the Crown and the North; the latter is only slowly recovering. Rabbit, leader of the rebellion, remains the central figure in the North.

Thanks to his skill, Nate Welton, a former assistant of yours, made it to Guild Master in no time and has since become one of the King's most influential advisers.

Chris Chart, Bishop of Longsdale, is still in possession of the old book, which he has finally read. He, too, is convinced the Ice Giants will return within the next couple of years, which would mark the end of the shattered state. He convinces the King to send an expedition to the new harbor in Canyon Brook and, from there, over the sea to the land of the Ice Giants in hopes of averting the threat with diplomacy or even warfare, if it comes to that. Nate Welton, the King's hand, will accompany you on your journey.



Welcome! My name's Nate Welton. If you recall, we worked together a long time ago. Now I'm the King's hand and I've been ordered by His Majesty to accompany you on this expedition.

If you know "Oh my Goods" already, you will recognize many of the game mechanics, but brace yourselves for a surprise or two!

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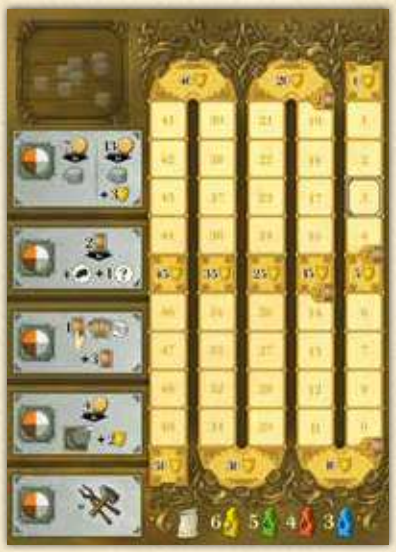
If you have any damaged or missing parts, please contact us at:
parts.asmodeena.com

Components

Game boards:



3 double-sided game boards *(A to F)*



1 action board with victory point track

In player colors:

4 double-sided player boards
(1 each; front side for chapters I-VII, reverse side for chapter VIII)



Cardboard pieces:



40 bonus tiles
(2-3 each of 15 different types)



4 “compensation” progress tiles *(1 each)*



4 “range” progress tiles *(1 each)*



12 “5 goods” chits



1 winner’s cup



4 bridge tiles
(1 each; for chapters IIIa and IVa)



4 victory point markers
(1 each; front: 0+, back: 50+)

Wooden pieces:

22 figures comprising:



18 assistants
(6x yellow, 5x green, 4x red, 3x blue)



4 black Hooded Ones *(for chapters V and VII)*



ca. 50 good markers



44 houses
(11 each)



16 action tokens
(4 each)



4 ship tokens
(1 each)

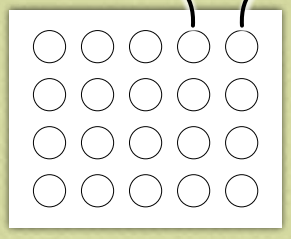
Additionally:

1 bag



1 Chronicle
(12 pages)





1 sticker sheet for the action and ship tokens

220 cards:

140 building cards comprising:

4 “Coal Mine” starting buildings



136 general buildings
(97x without number, 39x with number)



6 character cards
(P01-P06; from chapter II on)



17 sailor cards *(for chapter VIII)* comprising:

4 captains



13 other sailors



20 chapter cards comprising:



10 cards for
2-4 players



10 cards for
the solo game

28 event cards comprising:

12 events for rounds 1-3
(#100-111)



14 events for rounds 4-6
(7x #10, 3x #11, 1x #12-15)



2 events for round 7
(#1-2)



1 “Final Scoring” overview card



6 secret objectives



2 side objectives
(A01-A02; for chapters II and IIIa/b)



We assume you will play the chapters, one after the other, as a **campaign**. The following setup instructions and rules focus on chapter I but they apply to all chapters. The changes in setup for later chapters are shown in the table on page 16. Additional rules for the individual chapters are described in the **Chronicle**.

The **solo game** is played according to the same rules with a few exceptions; these are mentioned where appropriate, in blue.

Setup

1. Place the appropriate **game board** on the table. *(In chapter I, use game board A.)* Return the other game boards to the game box.

2. Place the **action board** next to the game board.

# of players	1	2	3	4
# of bonus tiles	7	14	21	28

3. Shuffle the **bonus tiles** face down and count a number of them according to the table. Return the rest to the game box.

   Reveal one bonus tile after the other and place it **face up** on a **bonus space** of the game board, starting with bonus space #1, then #2, etc. If you reveal a bonus tile that is already present on a bonus space, place it on top of the existing tile. If all bonus spaces are occupied when you reveal a new bonus tile, return the tile to the game box. Continue revealing bonus tiles until all have been placed or returned to the box.

   After all bonus tiles have been placed, any leftover unoccupied bonus spaces remain empty.

4. Place the **good markers** and the **"5 goods" chits** in a **general supply**.

5. Take the **general buildings <u>without number</u>** and shuffle them, forming a **face-down draw pile** next to the game board. Leave a little space for a face-up **discard pile**. *(The numbered building cards will be introduced during the course of the campaign. Until then, leave them in the game box.)*

6. Form an event deck comprising 7 face-down event cards, placing it next to the game board:
   - Place **event card #1** *("Final Round")* at the bottom of the deck.

     Solo game: Use event card #2 instead.
   - Shuffle the **event cards #10** and place three of them at random on top of the first card.

     Solo game: Use the three event cards #11 instead.
   - Finally, shuffle **event cards #100, #101,** and **#102** and place them on top of the deck.

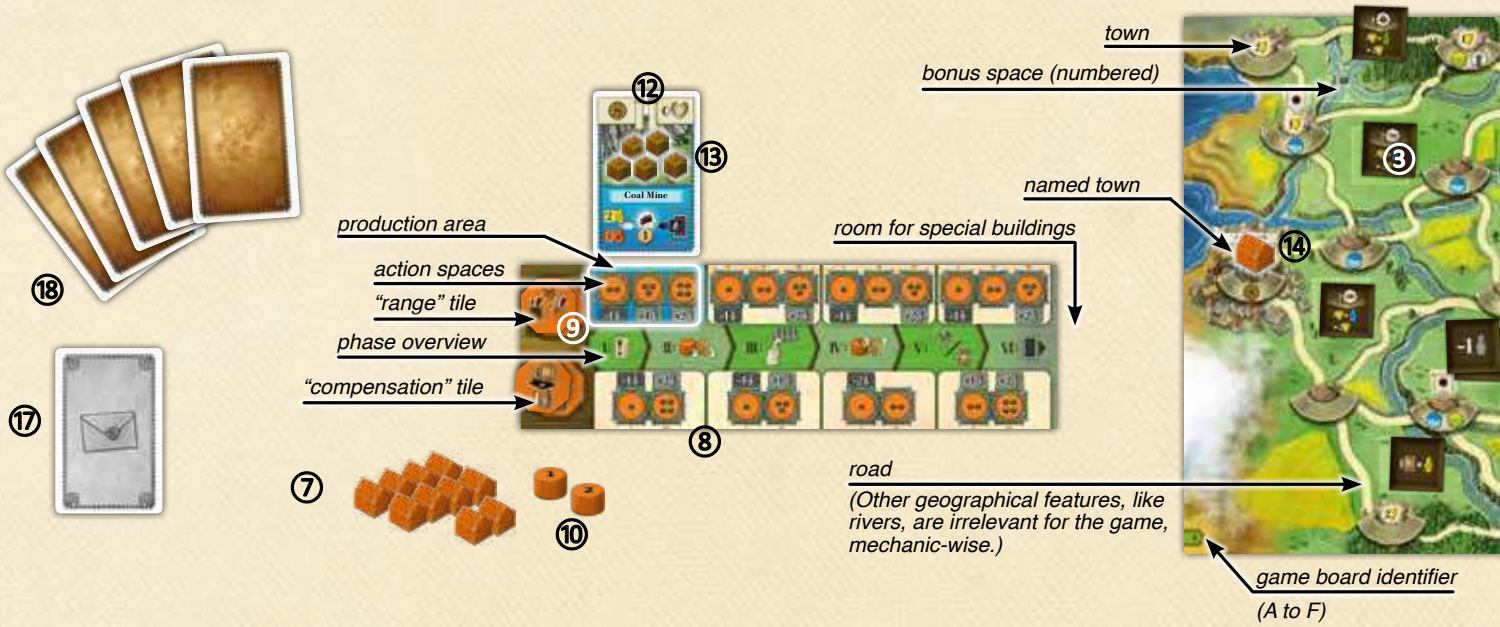
   Return unused event cards to the game box.



7. Choose each a **player color** *(brown, gray, orange, white)* and take the components in that color:
   - 1 player board
   - 1 each of the "range" and "compensation" progress tiles
   - 4 action tokens
   - 1 victory point marker
   - 11 houses

Note: *Components in your color not mentioned here are only used in later chapters.*

Additionally, take a "Coal Mine" starting building each and return the remaining Coal Mines to the game box.



8. Turn your **player board** to the front side *(the reverse is only used in chapter VIII)* and place it in front of you. Leave enough room around your player board for cards.

9. Place the **"range" and "compensation" progress tiles** on the corresponding spaces of your player board.

10. Place **action tokens #1 and #2** next to your player board; place action tokens #3 and #4 on the designated space on the action board.

11. Place your **victory point marker**, "0+" side facing up, on the "3" space of the victory point track.

12. Place your **Coal Mine** above the appropriate space of your player board *(top left, blue background)*.

13. Place **5 good markers** from the general supply on your Coal Mine.

14. Place one of your **houses** on the **starting town** of the game board, marked S. *(In chapter I, this is Longsdale.)* Keep the remaining ten houses of your color in a personal supply.



15. Put the **assistants** *(not the Hooded Ones!)* into the bag. *(The Hooded Ones are only used in chapters V and VII.)*

16. Determine a **starting player** at random and give them the bag. *(The bag will always mark the current starting player.)*

17. Shuffle the **secret objectives** and deal each player one at random. Keep your secret objective hidden from the other players, placing it face down to the left of your player board. *(You can look at it at any time.)* Return the remaining secret objectives to the game box, without looking at them.

18. Deal each player a hand of **8 cards** from the draw pile. You must then choose and discard **3 cards** from your hand, placing them in the discard pile. *(You start the game with 5 cards in hand.)*

19. Shuffle the **available character cards** *(check the table on page 16 to find out which ones are available in each chapter)* and place a number of them **face up** on the table equal to the number of players. Return the rest to the game box.

    Beginning with the player to the right of the starting player and in anti-clockwise order, each player takes a character card and places it **face up** in front of them. *(The starting player must take the remaining card.)*

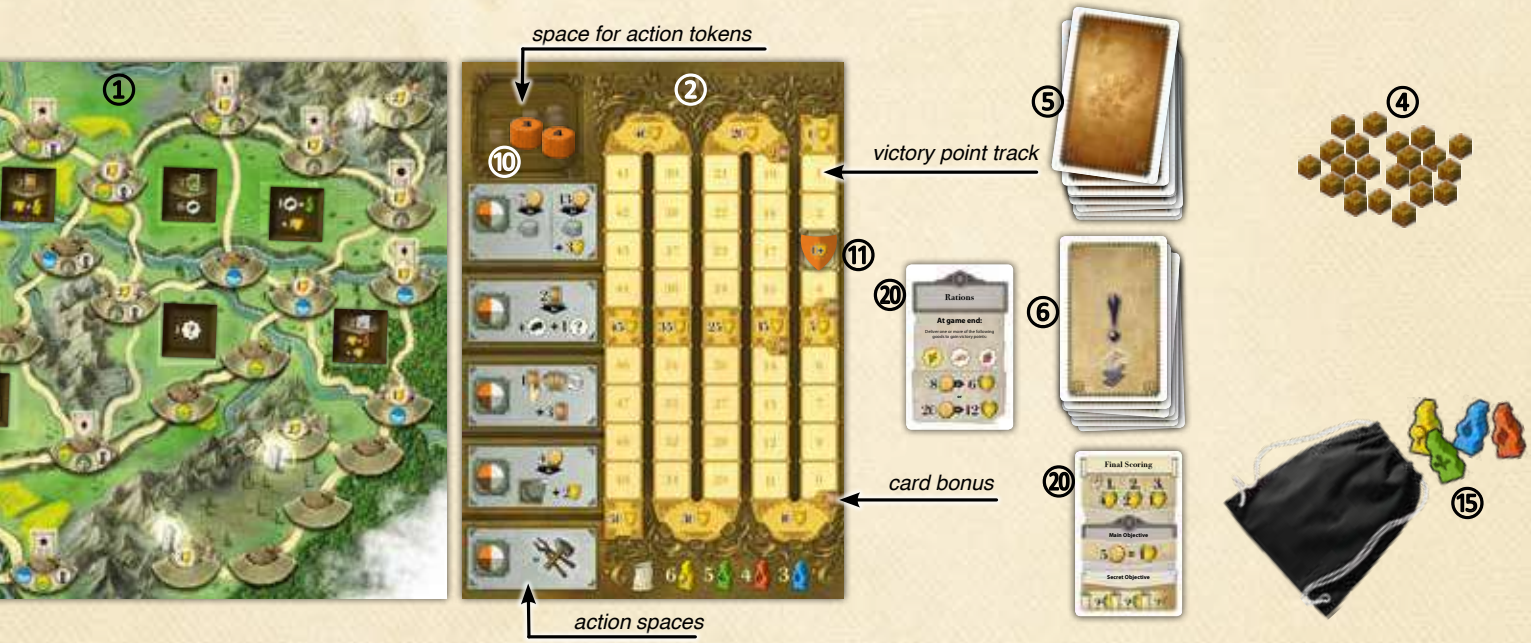
    Solo game: Select one from two character cards.

We suggest you not use the character cards in chapter I.



20. Place **chapter card I** for 2-4 players *(or the solo game, if applicable)* and the **"Final Scoring" overview card** next to the event deck. *(The solo game chapter card is marked with the symbol.)*

    Finally, the starting player reads the "Previously" and "Main Objective" sections of chapter I in the Chronicle to the other players. The main objective is also printed on the chapter card; leave it face up for the entire game.



Course of Play

A chapter goes over **7 rounds**. Each round comprises **6 phases**, which must be played in the given order.

Phases I to III are usually played simultaneously; phases IV to VI are **always** played in turn order, beginning with the starting player and in clockwise order. The individual phases are explained on the following pages in detail. *(You can find a phase overview in the middle of your player board.)*

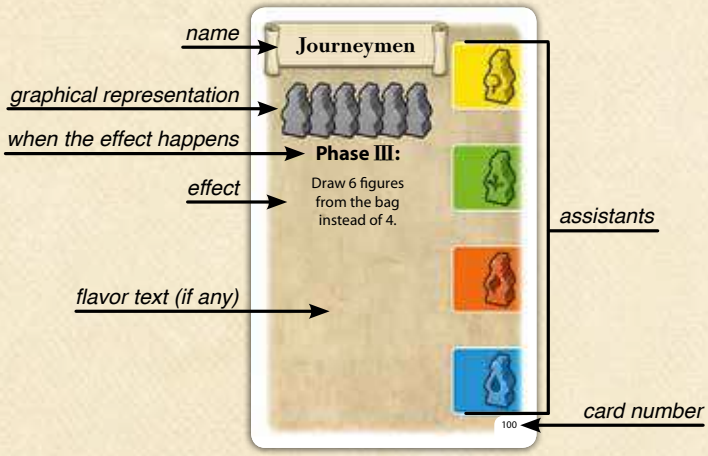
Phase I: Event
Phase II: Planning
Phase III: Assistants
Phase IV: Actions
Phase V: Building
Phase VI: Special Buildings

After 7 rounds, there is a **final scoring** *(see page 13)*. Then the player with the most victory points wins.

PHASE I: Event

The starting player reveals the top card of the event deck and reads it aloud, afterward placing it face up next to the event deck.

Carry out the effect of the event at the given point in time *(e.g., immediately—as noted by the ϟ symbol—or in the appropriate phase).*



PHASE II: Planning

Simultaneously, place your available action tokens on action spaces. *(At the start, you have access to only tokens #1 and #2.)*

Note: *If someone insists, place your action tokens in turn order, starting with token #1.*

There are action spaces on the action board and on your player boards. The following rules apply:

- Only you can use the action spaces on your player board.
- You can place at most one action token in each production area of your player board.



You can use your production buildings only once per round.

- Action spaces on the action board can be used by all players, i.e., multiple players can place their action tokens on the same action space.
- **BUT:** You can place at most one action token on each action space.
- It is explicitly allowed to place an action token on an action space whose action you cannot carry out.



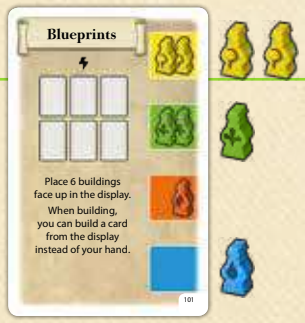
For instance, you could place token #1 on the Building action and token #2 in an empty production area in order to immediately produce in the newly built building. (See pages 8-12 for details on Building and Production.)

Phase II ends when all action tokens have been placed.

PHASE III: Assistants

The starting player draws **4 figures** from the bag, one after the other and without looking, placing them next to the depicted assistants on the current event card.

The assistants from the bag and the printed ones together form the **labor market** of the current round, i.e., the total number of assistants available that round *(e.g., for production, see page 11).*



PHASE IV: Actions

Beginning with the starting player and in clockwise order, remove your action token #1 from its action space and immediately carry out the action of that space. Proceed in the same fashion with action token #2 and—if available—action tokens #3 and then #4.

If an action consists of multiple parts, carry out the individual parts one after the other, from left to right and from top to bottom. Parts that you cannot or do not want to carry out are ignored. **If you cannot or do not want to carry out all parts of the action, you get 1 card from the draw pile instead, adding it to your hand.**



Example: *This action space lets you exchange your hand and then draw additional cards. You can decline the exchanging part (declining the other makes no sense) but you may not draw first and then exchange your hand.*

PHASE V: Building

Beginning with the starting player and in clockwise order, you can build **exactly one** building. *(This Building action does not require an action token. See pages 8-10 for details on Building.)*

If you cannot or do not want to build, instead draw 2 cards.

PHASE VI: Special Buildings

Beginning with the starting player and in clockwise order, carry out the effects of all the special buildings you built, in any order and **only once** per building. If you have multiple special buildings with the same name, you can use each of them once.

Note: *Only some special buildings have an effect that can be used in phase VI. These buildings say "VI" next to the effect. For a detailed explanation of all special building effects, see page 15.*



Example: *The Writing Room provides an additional card in phase VI of each round.*

End of Round

The round ends after all six phases have been played. Check whether the current event card has instructions for the end of the round and carry them out, if needed.

Then remove the current event card from play and return all assistants in the labor market to the bag, passing it to the next player in clockwise order, who becomes the new starting player.

If this was round 7, the game ends now. Otherwise proceed with phase I of the next round.

The Victory Point Track

Keep track of your victory points by moving your victory point marker on the victory point track accordingly. You can gain victory points during the course of the game and during the final scoring.

 *victory points gained immediately*

 *victory points gained during the final scoring*



Whenever you pass a certain **threshold** *(after 5, 10, 15, and 20 victory points)* during the course of the game, you immediately get **2 cards** from the draw pile into your hand.

Once you have more than 50 victory points, turn your victory point marker to the other side *(showing "50+")* and place it at the start of the victory point track accordingly. *(You do not get any cards for passing the thresholds with the "50+" side up.)*



Example: *Bernadette has 54 victory points and is about to gain two more. Even though she passes a threshold, she will not get any bonus cards.*

Actions on the Action Board



Building Action

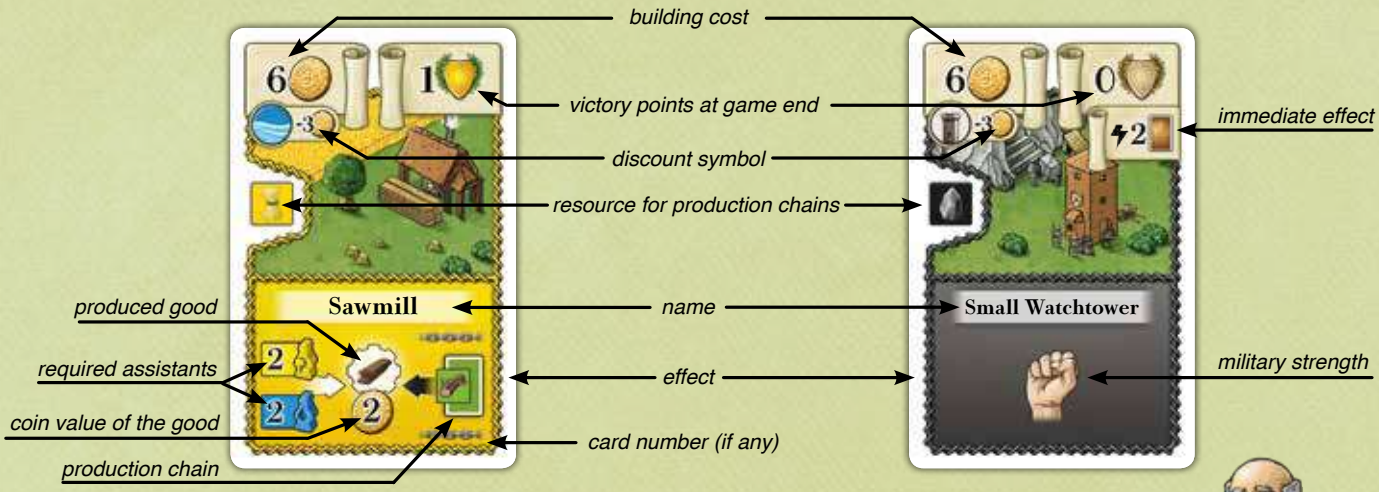
Building is a central action in this game: You need buildings to get access to valuable goods and special effects and to expand on the game board; a large part of your final score will be from buildings.

Building Card Features

There are two types of building cards: production buildings and special buildings.

Production buildings produce goods when activated with an action token.

Special buildings do not require an action token to use their effect.



Having more military strength than your opponents is worth bonus points at the end of the game. In later chapters, military strength may prevent negative points.



Each round, there are two times at which you can build a building:

- If you place an action token on the appropriate action space in phase II, you can build a building in phase IV.
- Each player can build a building in phase V—without the need for an action token.

Building comprises the following steps:

Selecting a Building Card

Normally, you build cards from your hand. Some events put building cards into a common display that all players have access to. Instead of building a card from hand, you can build one from the common display.

Paying the Building Cost

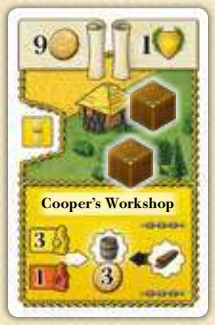


The **building cost** is printed at the top left of the building card. Depending on the town on the game board in which you build the building *(see page 9)*, some buildings may offer a **discount** on the building cost. If available, the discount is printed below the building cost.

Pay the—potentially discounted—building cost by returning **good markers** from your buildings to the general supply. It is allowed to use different goods to pay a cost. Each good marker on a building card represents the depicted good and has the indicated **coin value**.

Example #1: *The 5 good markers on your Coal Mine that you received during setup each represent 1 coal with a coin value of 1. In other words, you start with 5 coins.*





Example #2: *This Cooper's Workshop holds 2 barrels with a coin value of 3 for a total of 6 coins.*

Important! You do not get any change if the total value of goods spent exceeds the cost! *(In particular, you are not allowed to exchange high-value goods for low-value ones—or vice versa.)*

These payment rules do not only apply to Building but whenever you have to pay a cost.

Placing the Building Card

Place **production buildings** in an **unoccupied** production area of your player board *(as you did with the Coal Mine during setup)*. Each production area can have at most one building. If you have no unoccupied production areas left, you cannot build any more production buildings.



Place **special buildings** to the right of your player board. You can have any number of special buildings there.

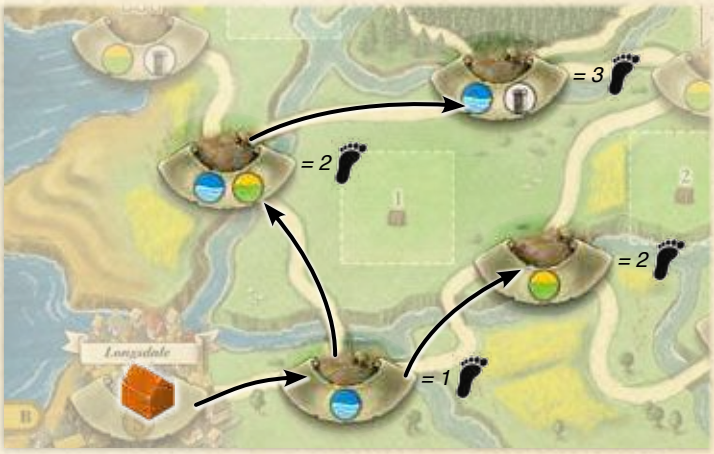


Placing a House

Whenever you build a building, you must also place a house from your personal supply on the game board, in a town in which you do not have a house yet. This town may be **at most 2 steps** away from a town in which you already have a house. *(All players start with a house in the starting town.)* The distance between neighboring connected towns is 1 step.

> ***Note:*** *You can increase your initial **range** of 2 steps to a maximum of 3 steps by removing the "Range" progress tile from your player board with the appropriate action (see "Progress Action" on page 10).*

Each town can hold multiple players' houses but only one house per player.



Important! The number of houses in your personal supply is limited. Once you have placed all of your houses, you cannot take the Building action any longer.

Placing a house in a particular town can be accompanied by a range of bonuses: a **discount**, an **opening bonus**, as well as a **bonus tile**.



Discount: If the town and building card feature the same discount symbol, you get a discount of 3 coins on the building cost.





Example: *Placing a house in the depicted town reduces the building cost of this building to 6-3=3 coins.*

Some terrain suits certain buildings better than others.



Opening bonus: Some towns provide a victory point bonus for the first player to place a house there. Immediately mark these victory points on the victory point track *(see page 7)*.

Tip: Place the house on the depicted bonus to indicate it has been taken.

Bonus tile: If you use only 1 step when placing a house, you may get a bonus tile from **exactly one** adjacent bonus space, if available. A bonus space is considered **adjacent** to a town if the town is part of the smallest "ring" of towns and roads surrounding the bonus space. If more than one bonus space qualifies, you must choose one. If all adjacent bonus spaces are empty, you do not get a bonus tile.



Example: *For this house, you can choose a bonus tile from bonus spaces 7 and 8 (if available; the illustration does not show any bonus tiles).*

If your maximum range is 3 steps, you also get a bonus tile when using *(1 or)* 2 steps. Only if you use 3 steps will you not get a bonus tile.

Place the bonus tiles you gain face up in front of you until you use them. You may use each bonus tile **once per game** if it is your turn, including immediately after you get them. You can use multiple bonus tiles at the same time. Once used, remove the bonus tile from play. *(For an explanation of all bonus tile effects, see page 14.)*

> ***Note:*** *When playing simultaneously, it is every player's turn. If necessary, you should use your bonus tiles in turn order (clockwise, beginning with the starting player).*

Bonus tiles cannot be used during the final scoring.



Secret Objective

Your secret objective card shows two objective symbols: the first one *(e.g., a star)* is different from what other players have; the second one *(Mystical Place)* is the same for all players. During the final scoring, you get 2 victory points for each house in a town with the respective objective symbol.



Progress Action

Pay 4 coins and remove either the "range" or "compensation" progress tile on your player board form play. Additionally, gain 2 victory points that you must mark on the victory point track immediately *(see page 7).*



Range: Removing this progress tile increases your building range from 2 to 3 steps *(see page 9)*.

Compensation: Removing this progress tile reduces the number of cards you need to discard for missing assistants from 3 to 2 cards *(see page 11)*.



Cards Action

This action comprises two parts. If you want to carry out both parts, you must do so in the following order:

Exchanging cards: Keep **exactly one** card in hand and discard the rest. Draw a number of cards from the draw pile equal to the number of discarded cards. If you have at most one card in hand, you cannot use this part of the action.

Drawing cards: Regardless of whether or not you exchanged cards, draw 3 *(additional)* cards and add them to your hand. *(There is no hand size limit.)*

> ***Example:*** *Amy has 7 cards in hand. She can either discard 6 of them and draw 6+3=9 cards, or keep her hand and simply draw 3 new cards.*

If the draw pile runs out, shuffle the discard pile to form a new draw pile. *(In the extremely unlikely case that both draw and discard piles are empty, all players must discard half of their hand, rounded down.)*



Black Market Action

Discard 2 cards from hand and take 5 good markers from the general supply. Place 4 of them on your Coal Mine and the fifth one on a production building of your choice *(including the Coal Mine).*

> ***Note:*** *Some special buildings produce goods (Corn Farm, Vineyard). You can place the fifth good on one of those.*



Growth Action

Pay either 7 or 13 coins and take action token #3 and #4, respectively, which you can use from the next round on **until the end** of the game. If you paid 13 coins, you also gain 3 victory points that you must mark on the victory point track immediately *(see page 7).*

> ***Note:*** *You can buy action token #4 before #3. In phase IV, your #4 will only move after all other #3s.*

Actions on the Player Board

There are eight production areas on your player board, of which one is occupied with your Coal Mine producing coal. To get access to other goods, you need to build additional production buildings in the remaining production areas.

Production Action

In order to produce goods, place an action token below/above the appropriate production building in phase II.

Goods can be produced in two ways: via **assistants** and via **chaining**. When removing an action token from a production area in phase IV, you may produce goods in the former or latter way, or both.

Keep in mind that you can place at most one action token in each production area!



Production via Assistants

This way of producing goods requires assistants of certain colors be present in the labor market. The required assistants are printed on the building card. Whether or not the building will successfully produce goods also depends on which action space in the production area of this building you occupied.



- When producing goods **sloppily**, the printed requirement is **decreased** by 1 or 2 assistants. *(It is possible to reduce the required number of assistants of one color to 0.)*



- When producing goods **orderly**, the labor market must comprise at least the printed number of assistants.



- When producing goods **extraordinarily**, the printed requirement is increased by 1 or 2 assistants of matching color.

The higher the production quality the more goods will be produced. Conversely, you run a higher risk of failing. *(Note that you must plan your production before you know the exact quantities of assistants in the labor market.)*



Example: *Sloppy production in the Flour Mill requires at least 2 yellow and 1 red or, alternatively, 1 yellow and 2 red assistants to produce 1 good. Extraordinary production requires 4 yellow and 2 red, 3 yellow and 3 red, or 2 yellow and 4 red assistants to produce 3 goods.*

If **successful**, i.e., the labor market comprises at least the required assistants, the building produces the number of goods depicted on the action space you occupied. To indicate the produced goods, take an equal number of good markers from the general supply and place them on the building.

Otherwise your production attempt **fails** and the building produces no goods, **unless** you decide to **compensate** the missing assistants with cards.



Compensation: You can save a failed production attempt by discarding 3 cards from hand **for each** missing assistant *(see "Compensation" progress tile)*. If you removed the corresponding progress tile, you need to pay only 2 cards per missing assistant *(see "Progress Action" on page 10)*.

Tip: The "Post Office" special building expands the labor market for you, which is another way to compensate missing assistants (see page 15).





IMPORTANT! The labor market does not "deplete" over the course of a round. All players have access to the full range of assistants in the labor market during each action they take. Cards discarded to compensate for missing assistants, however, only count for that one building.

Producing via Chaining

Regardless of whether or not you successfully produced goods via assistants, you can also *(or alternatively)* use the **production chain** of the building *(provided you placed an action token in its production area).*

There are three types of production chains:

- **Resource:** Discard one or more cards from hand showing the depicted resource and place an equal number of good markers from the general supply on the building.



Example: *The Spinning Mill produces yarn from cotton.*

- **Single good:** Move one or more good markers of the depicted type from the appropriate production building onto this one.



Example: *The Butchery produces meat from cattle.*

- **Set of goods:** Move one or more good markers of the depicted types by placing one on this building and returning the other to the general supply. You must move an equal number of both goods.



Example: *The Weaving Mill produces fabrics from yarn and coal.*

Chaining bonus: Whenever you produce at least one good via chaining, you get **exactly one** additional good on the production building **after** you complete chaining in it. *(It does not matter how many goods you produced; you will only ever get 1 bonus good per action from chaining.)*

IMPORTANT! You are not required to use all eligible resources and goods for chaining.

Unlike the other components, good markers are not supposed to be limited. Use the provided "5 goods" chits, if need be, to indicate 5 units of a given good. If you run out of both good markers and "5 goods" chits, please use something else as replacement.



Production failure and no chaining: If you did not produce any goods, neither via assistants nor via chaining, the action is considered not taken and you can draw the usual 1 card.

The Character Cards

The character card chosen during setup provides a one-time benefit in the game. It is governed by the same rules as the bonus tiles. Your character card is not considered in your hand *(because it is literally not in your hand).*

Game End

The game ends after 7 rounds. At the end of round 7, immediately before scoring, you get the opportunity to use **all production chains of all of your production buildings**. During this **final production**, you may use your buildings in any order but you do not get any **chaining bonus**. *(The event card of the final round reminds you of the final production.)*

This is your last chance to use your bonus tiles and cards. They are worth nothing after this.



Final Scoring

After final production, proceed with the final scoring in the following order:

1. **Military strength comparison:** Determine your military strength *(i.e., the total of fists on the special buildings you built)* and award victory points among all players **with at least one fist** as follows:
   - The player with the greatest strength gains 4 victory points.
   - The player with the second greatest strength gains 2 victory points.
   - The player with the third greatest strength gains 1 victory point.

   In case of a tie, all tied players gain the higher value and the lower one is not awarded.

   Example: Amy and Bernadette each have 2 fists; Penny has no fists. Consequently, Amy and Bernadette each get 4 victory points and the second place is not awarded. If Penny had at least one fist, she would have gained 1 victory point for third place.

2. **Main Objective:** As shown on the chapter card, you get victory points for having certain goods. There are two options of which you must choose only one. Discard good markers of one or more of the depicted types with a total coin value of at least the required amount and return them to the general supply.

3. **Remaining goods:** Total the coin value of your remaining goods and gain 1 victory point for every 5 coins you have left.

4. **Secret objective:** Score your secret objective. Gain 2 victory points for each town with the appropriate objective symbol in which you have a house.

5. **Building cards:** Finally, score the buildings you built. *(Leftover bonus tiles, character cards, and cards in hand are worthless.)*

The player with the **most points wins**. In case of a tie, the tied player who sits furthest away from the final starting player wins. *(Notice that the starting player changes even at the end of round 7!)*

The winner shall celebrate their victory by taking the **winner's cup** and putting it away with the rest of their playing pieces for the next chapter. The winner of the previous chapter is **last in turn order** at the start of the next chapter. *(Consequently, in the next chapter, that player will pick a character card first.)*

If you like, let the winner name an unnamed town on the current game board (e.g., with a sharpie). They have made a lasting impression in that town.



Preparing the Next Chapter

After completing a chapter, read the "Epilogue" section of the current chapter in the Chronicle; it tells you what happens next.

Reset the entire game state and set up the next chapter with respect to any changes required by it, as described in the Chronicle and the table on page 16. *(Apart from the winner's cup, you take nothing with you into the next chapter.)*

Shuffle any new buildings that have been introduced by events into the draw pile. Newly introduced character cards remain in the pool of available characters.

Appendix

Bonus Tile Index



3x

Only once, when taking the "Growth" action, you can pay *(up to)* 4 coins less. *(The cost cannot drop below 0 coins.)*



3x

Only once, when building a building, you can pay *(up to)* 4 coins less. *(The cost cannot drop below 0 coins.)*



3x

Only once, when producing goods, this will compensate one missing assistant. *(Applies to exactly one production building.)*



3x

Only once, place 1 good marker from the general supply on a building **of your choice**, capable of producing goods.



3x

Only once, draw a number of cards equal to the number of **yellow** assistants in the labor market.



3x

Only once, place a number of good markers from the general supply on your Coal Mine equal to the number of **green** assistants in the labor market. Additionally, **immediately** gain 1 victory point.



3x

Only once, discard 2 cards from hand showing wood and place 6 good markers from the general supply on your Coal Mine.



3x

Only once, discard any 2 cards from hand and **immediately** gain a number of victory points equal to the number of **yellow** assistants in the labor market.



2x

Only once, discard 4 ore and **immediately** gain a number of victory points equal to the number of **green** assistants in the labor market **plus** 2 additional victory points.



2x

Only once, discard 3 coal and **immediately** gain a number of victory points equal to the number of **red** assistants in the labor market **plus** 1 additional victory point.



3x

Only once, discard 2 yarn and **immediately** gain a number of victory points equal to the number of **red** assistants in the labor market **plus** 1 additional victory point.



3x

Only once, discard 2 cards from hand showing cotton and **immediately** gain a number of victory points equal to the number of **red** assistants in the labor market **plus** 1 victory point.



2x

Only once, discard 3 planks and **immediately** gain a number of victory points equal to the number of **blue** assistants in the labor market **plus** 2 additional victory points.



2x

Only once, discard 3 clay and **immediately** gain a number of victory points equal to the number of **blue** assistants in the labor market **plus** 2 additional victory points.



2x

Only once, discard 3 cattle and **immediately** gain a number of victory points equal to the number of **blue** assistants in the labor market **plus** 2 additional victory points.

Reminder: *Assistants from Post Offices, Deck-Hands, and character cards count towards the labor market.*

Character Card Index

P01 Nate Welton

In turn order, each player draws **3 cards** into their hand. Your opponents must each discard **2 of those cards**. *(You may keep all of them.)* Afterward, remove Nate from play.



P02 Rabbit

Draw **2 figures** from the bag and place them on Rabbit. Until the end of this round, these figures count towards the labor market **for you only**. Afterward, return them to the bag and remove Rabbit from play. Hooded Ones *(in ch. V and VII)* do nothing for you. You can, however, imprison them *(in ch. VII)*.



P03 Enoch Brubak

Place **2 good markers** from the general supply on your **Coal Mine**. Afterward, remove Enoch from play.



P04 Onyx

Look into the bag and draw an **assistant** of your choice, placing it on Onyx. Until the end of this round, the assistant counts towards the labor market **for you only**. Afterward, return it to the bag and remove Onyx from play.



P05 Gunda *(from ch. IVa/b on)*

When **building** a building, you can pay *(up to)* 3 coins less. *(The building cost cannot drop below 0 coins.)* Afterward, remove Gunda from play.



P06 Aaron Reitzke *(from ch. VII on)*

Take a **Vineyard** from the common display into your hand. If there is none, reveal one card from the draw pile after the other until you find one. *(If you do not find one, you get nothing.)* Discard the other cards and remove Aaron from play.

You can build this Vineyard **immediately** *(by paying its cost!)*.



Special Building Index



Barracks *(3x; ch. II-VIII)*

Your military strength increases by 1 fist **permanently**.

In each **phase VI**, each player with **fewer** total fists than you loses 1 victory point. If a player passes a card bonus while losing points, they do not lose any cards *(nor do they get any)*. When they pass that card bonus while gaining points, they once again get 2 cards.

Solo game: Lacking opponents, no one loses points.



Coal Storage *(3x; ch. I-VIII)*

In each **phase VI**, you get 2 coal from the Coal Storage. In other words, place 2 good markers from the general supply on your Coal Mine.



Coal Trade *(3x; I-VIII)*

In each **phase VI**, you can discard 3 coal to **immediately** gain 2 victory points.



Corn Farm *(4x; I-VIII)*

In each **phase VI**, the Corn Farm produces **1 corn**. In other words, place 1 good marker from the general supply on the Corn Farm. Each corn is worth 2 coins.



Fortress *(4x; ch. I-VIII)*

Your military strength increases by 2 fists **permanently**.



Post Office *(12x; ch. I-VII)*

Each Post Office adds the depicted assistant to the labor market **permanently** and **for you only**. (*There are three Post Offices for each assistant color.)*



Prison *(3x; ch. VII)*

Your military strength increases by 1 fist **permanently**.

In each **phase VI**, you can take a figure from the labor market:

- **Assistant:** Place it on the Prison. At any time, you can add it to the labor market for all players.
- **Hooded One:** Remove it from play and **immediately** gain 1 victory point. Draw a random assistant from the bag *(re-draw Hooded Ones)* and place it on the Prison. At any time, you can add it to the labor market for all players.



Small Watchtower *(6x; I-VII)*

After you build the Small Watchtower, **immediately and only once** draw 2 cards into your hand.

Your military strength increases by 1 fist **permanently**.



Vineyard *(4x; IIIa/b-VIII)*

In each **phase VI**, the Vineyard produces **1 grape**. In other words, place 1 good marker from the general supply on the Vineyard. Each grape is worth a number of coins equal to the number of assistants in the labor market of the depicted color. *(Its coin value can be 0 coins temporarily. Additional assistants from Post Offices, Deck-Hands, and character cards also count towards the labor market.)*



Writing Room *(3x; ch. I-VIII)*

In each **phase VI**, draw 1 card into your hand.

Sailor Card Index (ch. VIII)



Captain *(4x; starting card)*

During setup, place the Captain at the designated production area of your player board. You can activate it like a production building to move your ship 1-3 spaces.



Deck-Hand *(4x)*

After you hire the Deck-Hand, you can **immediately and only once** move your ship 1 space. Otherwise the Deck-Hand functions exactly like a Post Office *(see above).*



Ship's Cook *(3x)*

After you hire the Ship's Cook, you can **immediately and only once** move your ship 1 space. Place the Ship's Cook at the designated production area of your player board. You can activate it like a production building to cook *(produce)* **1 fish soup**. You can hire at most one Ship's Cook.



Navigator *(3x)*

After you hire the Navigator, you can **immediately and only once** move your ship up to 2 spaces. In each **phase VI**, you can discard 1 fish to **immediately** gain 1 victory point. *(You need a Fishing Lodge to produce fish. Smoked fish does not work.)*



Watch Officer *(3x)*

After you hire the Watch Officer, you can **immediately and only once** move your ship 1 space. Your military strength increases by 1 fist **permanently**.

Setup Overview

Set up the game as described on pages 4 and 5 and apply the following changes, if necessary.

- **Chapter:** Make sure you use the correct chapter card.
- **Game board:** Use the indicated game board.
- **Starting town:** Place your starting house in the indicated town.
- **Events:** Set up the face-down event card deck with the indicated cards, placing the card for round 7 at the bottom, the shuffled cards for rounds 4-6 on top, and finally the shuffled cards for rounds 1-3 on top of that. *(In the solo game, instead use the cards in parentheses.)*
- **Buildings in the pile:** Aside from the building cards without number, shuffle the indicated cards into the draw pile. *(These are the buildings that have been introduced in the previous chapters.)*
- **Buildings in the display:** If applicable, place the indicated buildings face up in the display.
- **Character cards:** This is the pool of available character cards.
- **Additional components:** If applicable, keep these ready at hand. Check the Chronicle for details.

Chapter	I	II	IIIa	IIIb	IVa	IVb	V	VI	VII	VIII
Game board	A	A	B	C	B	C	D	D	E	F
Starting town	Longs-dale	Longs-dale	Longs-dale	Longs-dale	Longs-dale	Longs-dale	Creekside or Thickthorn*	Canyon Brook	Larkhill	Canyon Brook
Events in Rounds 1-3	100 101 102	101 103 104	100 105 106	100 105 106	100 101 107	100 101 107	100 101 108	100 101 109	100 101 110	100 101 111
Events in Rounds 4-6	10 (11) 10 (11) 10 (11)	10 (11) 10 (11) 12	10 (11) 10 (11) 13	10 (11) 10 (11) 13	10 (11) 10 (11) 10 (11)	10 (11) 10 (11) 10 (11)	10 (11) 10 (11) 10 (11)	10 (11) 10 (11) 10 (11)	10 (11) 10 (11) 14	10 (11) 10 (11) 15
Event in Round 7	1 (2)	1 (2)	1 (2)	1 (2)	1 (2)	1 (2)	1 (2)	1 (2)	1 (2)	1 (2)
Buildings in the pile		200	200 to 202	200 to 202	200 to 204	200 to 204	200 to 205	200 to 205	200 to 206	200 to 206**
Buildings in the display				Sawmill (# players) (two)						208
Character cards		P01 to P04	P01 to P04	P01 to P04	P01 to P05	P01 to P05	P01 to P05	P01 to P05	P01 to P06	P01 to P06
Additional components			Bridge tiles		Bridge tiles		Hooded Ones		Ships, Hooded Ones	Ships (2 ships), Sailor cards***

* Depending on whether you played chapter IVa or IVb, you start in Creekside and Thickthorn, respectively. Outside of the campaign, agree on one of these towns to start in. *(All players start in the same town.)*

** Before setting up the draw pile, remove all Small Watchtowers, Post Offices, and Prisons from play.

*** Turn your player boards to the reverse side and place a Captain and Cole Mine in the appropriate production areas.

Overview of Production Chains

