

GAME PLAY

Standard Turn (in order)

1. Spend 1 Commodity (Optional)

You may spend exactly 1 commodity to swap the Traveling Merchant with any other Tradesperson on the board, regardless if you are adjacent or not.

2. Movement (Required)

You must move your pawn. If you cannot move, you must go Begging instead of taking a standard turn.

- Move within the same village
- Move to another village
(Pay Travel Cost & Pay Basic Good to each other player at destination)
- Move to a Location Job
(Pay Travel Cost)

Important: While moving between locations, you must always choose the cheapest path available.

3. Action (Required, Choice of 1)

- Activate 1 or 2 adjacent Tradespeople
- Complete 1 Job, if available
(Village jobs are considered adjacent to all spaces in that village)

Begging

Instead of a standard turn, you can decide to go Begging instead. If you can't move, you must go Begging.

- If your pawn is in a village, move to the center of the village (freeing up your previous location)
- Gain 1 provision, then end your turn.

TRADESPEOPLE



Brickmaker

Spend 1 charcoal to gain 4 brick.



Builder

You may construct 1 Building (p. 8).



Carpenter

You may construct 1 Building (p. 8) OR gain 1 Glass Hut Progress step (p. 8).



Furnace Maker

Spend 3 brick to gain 2 Glass Hut Progress steps (p. 8).



Woodworker

Remove 1 Forest tile from your Domain. You gain 1 wood and may construct 1 Building (p. 8). You may spend the wood gained on the construction cost. You are not allowed to only gain wood OR build.



Butcher

Spend 1 pig to gain 2 meat OR spend 1 cattle to gain 3 meat.



Cattle Farmer

Gain 1 cattle.



Herder

Gain 1 porridge per cattle in your Domain OR gain 1 wood per pig on a Forest tile in your Domain.



Landowner

Spend 1 water and 1 porridge to gain 1 pig and 1 cattle OR spend 1 water and 1 brick to gain 1 pig and 1 cattle.



Pig Farmer

Gain 1 pig.



Cook

Gain 1 porridge per Field in your Domain OR gain 1 | 2 | 3 meat for 2 | 4 | 6 Ponds in your Domain.



Farmhand

Spend 1 wood to gain 1 Pasture OR gain 1 Field. Place the Pasture or the Field on an empty space in your Domain.



Gardener

Spend 1 brick to gain 1 Pond (place it on an empty space in your Domain) OR gain 1 water per Pond in your Domain.



Glass Miller

Gain 1 sand per Pond in your Domain.



Traveling Merchant

Choose a basic resource. You gain 2 of that resource, and all other players gain 1 of that resource. You must loudly announce this. The others may choose not to gain the resource.



Charcoal Burner

Spend 1 wood to gain 4 charcoal.



Lumberjack

Remove 1 Forest tile from your Domain to gain 4 wood.

REMINDERS

Moving the Traveling Merchant

- Spending a commodity **MUST** be the first action of your turn

Anytime Free Action

- Using the conversion abilities of your Blue Buildings
- Relocate Livestock in your Domain
- Removing Landscape tiles (Fields, Pastures, Ponds) from your Domain. You cannot remove Forests or Buildings this way

Constructing a Building

- You may choose any building on the Building Board that you can afford the cost.
- Buildings must be built on empty spaces in your Domain. Spaces are considered empty if they have no Field, Pond, Pasture, Building, or preprinted Stable.


Livestock

- Each Pasture can house up to 3 Livestock of the same type (3 pigs or 3 cattle)
- Each Stable can house up to 2 cattle, but not pigs
- Each Forest can house 1 pig, but not cattle
- You can relocate Livestock at anytime within your Domain or return them to the supply
- If you can't house or can no longer house a Livestock in your Domain, you don't gain it or must return any excess to supply

Definitions

- Main Estate = Starting board
- Small Estate = Additional board gained from progressing your Glass Hut
- Domain = your Main Estate and all your Small Estates
- Each board is considered to be it's own Estate*

END OF THE GAME AND SCORING

The end of the game is triggered at the end of your turn if one or both provision markers on your Cooking wheel have reached or passed this symbol . You must loudly announce that the end of the game has been triggered. Each player (including you) takes one final turn.

Then proceed to scoring. Flip over the medium-sized Buildings board and place your pawns on the 0 space of the scoring track. Then score your points on the score track.

You score:

- 1 point per **glass**
- X points based on the position of your **Cooking wheel**.
You score the points that the large hand of the dial is pointing at.
- 2 points per **Small Estate**
- 1 point per **Livestock** on a Pasture
(Livestock that's not on a Pasture doesn't score any points.)
- X points for your **Buildings** (as printed in the star)
- X points for *End of game points* Building effects (see p. 9)

The player with the highest score wins the game. In the case of a tie, if one of the tied players triggered the end of the game, that player wins. Otherwise, the winner is the tied player who would be next to take their turn.

