VILLAGERS

KICKSTARTER EXPANSION PACK
RULES SHEET

There are 4 expansions in this box, that can be used separately or together.

🌙 SCOUNDRELS EXPANSION

Most villagers are honest hard working people. Some are just hard working.

This expansion contains 9 *Special Villagers* with a moon symbol in their bottom right corner. If playing with 3 or fewer players, the two *Thieves* and *Sheriffs* are not included in the game.

When playing with the *Scoundrels* shuffle the *Sheriffs* and *Thieves* into the main stack of villagers before dealing starting hands and setting up the *Road*. Deal each player one of the remaining *Scoundrels* villagers, in addition to the 5 villagers they normally start with in their hands. Return any remaining *Scoundrels* villagers to the box. The villagers in this expansion work just like other *Special villagers*.

This expansion is not recommended for players who dislike interfering with each other's villages.

Draft Phase: Some of these new *Special Villagers* are used in the *Draft Phase* instead of the *Build Phase*.

💗 SAINTS EXPANSION

Most villagers work hard. Others work wonders.

This expansion contains 5 *Special Villagers* with a heart symbol in their bottom right corner.

When playing with the *Saints*, deal each player one villager from the expansion at the start of the game, in addition to the 5 villagers players normally start with in their hand. Return any remaining *Saints* villagers to the box. The villagers in this expansion work just like other *Special Villagers*.

☁ PROFITEERS EXPANSION

-Don't worry, I just need one gold. A day.

This expansion contains 8 villagers with a money pouch symbol in their bottom right corner.

When playing with the *Profiteers*, mix the 8 *Profiteers* villagers into the main stack of villagers before dealing starting hands and setting up the *Road*.

🔄 BRONZE SYMBOLS

This expansion introduces a new mechanic, bronze symbols. They work just like the Silver Symbols scoring you an amount of gold depending on what you have in your village. But instead of only scoring in the *Second Market Phase*, the *Bronze Symbols* score at the end of every *Build Phase*. This includes the round when the villager with the symbol was built. **You're only allowed to score 1 *Bronze Symbol* each round.**

CARD CLARIFICATIONS: SAINTS & SCOUNDRELS

Benefactor: You cannot trade in a card from your hand to get a *Basic Villager* when using a *Benefactor*, that action must be taken in the *Build Phase*.

Courier: You must use the Courier before the currently playing player has picked up a card from the *Road*. Replace the card on the *Road* with a new one from the leftmost stack as when drafting.

Flaker: You can also use the *Flaker* on your own *Village Square* (this allows you to draft an extra villager as it frees up one *Draft Action!*)

Noble: When using the *Noble*, you do get to look at both sides of the other player's cards.

Prophet: The *Prophet* cannot look through the *Reserve*, the *Pigeoneer* does that. Return the stack to its place on the *Road* after drafting, placing the cards in any order in the stack.

Pigeoneer: After taking the chosen villager to your hand, return the other villagers to the top of the *Reserve* in any order.

Recruiter: When using the *Recruiter*, replace the face-up card you drafted on the *Road* before picking your next card.

Schemer: Coins on a villager stolen by the *Schemer* go to the *Supply* of the player stolen from. You can also use the *Schemer* to take one of your own villagers back to your hand. If it's a villager with coins on it, the coins go to your *Supply*.

Sheriff: You can also use a *Sheriff* on your **own** *Thief* to get the coins to **your own** *Supply*.

Thief: Coins on the *Thief* can be scored by other villagers such as the *Agent* and the *Arkwright*. The coins on the *Thief* are scored in the *Market Phases* just like other coins on villagers. You cannot steal coins from a player with less than 3 *Gold* in their *Supply*. You can only steal from another player's *Supply*, not from *Gold* placed on their villagers.

DEVELOPMENTS EXPANSION

Scattered across the land are abandoned buildings and places that used to be important institutions. As the land is rebuilding itself with the new villages, some people are restoring the developments of the old golden age, and already starting to make a living of them. The villages that provide the most business to these developments will get rewarded for being good customers.

This expansion contains 12 *Development Cards* divided into 3 suits: *Technology, Mercantile* and *Community*. There are also 3 *Development Tokens*, one matching each *Development Suit*.

SETUP

Setup: When using the *Developments*, draw one random *Development* from each suit and place them face up next to the *Road*, so that you have 1 *Technology*, 1 *Mercantile* and 1 *Community Development*. Place the corresponding *Development Tokens* next to these cards, the *Windmill* next to the *Technology* card, the *Market Stall* next to the *Mercantile* card and the *Tavern* next to the *Community* card.

DEVELOPMENT PHASE

After every *Build Phase*, before any *Market Phases*, there is now also a *Development Phase*. In this phase players check which player wins each *Development*. There is a win condition on each *Development*, and a reward that will be given to the winner. The *Marketplace* for example gives 5 *Gold* to the player who has the most *Food*. If players are tied for the win condition, no one gets the reward.

Resolve the *Development Phase* in the following order:

1. Determine who won each *Development* in any order, and give each winner the corresponding *Development Token*. If there is a tie for a token, return it to it's card.

2. Each winner takes their reward. *Gold* is paid out from the *Bank* immediately. Rewards that give you a villager are also taken immediately. *Food* and *Builder* rewards can be used in the following round, though you may not exceed the maximum cap of 5 *Build* or *Draft Actions*.

This method of determining who won all the developments before taking the rewards prevents players from using their reward to affect the results of other *Developments* (some *Developments* let you get an extra villager for example).

The *Gold* on the *Developments* are not scored in the *Market Phases*, and the symbols on the *Developments* are not included when scoring the *Silver* and *Bronze Symbols* in your *Village*.

CARD CLARIFICATIONS: PROFITEERS

Captain: The *Captain* scores 1 *Gold* for each printed *Gold Symbol* in your *Village* (he does not score for all your *Gold* or your coins!).

Carter: The *Carter* scores 1 *Gold* for each *Production Chain* you have with at least 3 cards. For example a *Miner* with two *Blacksmiths* on top will score 1 *Gold* with the *Carter*. Similarly, a *Lumberjack* with a *Wheeler* and *Cartwright* on top will also score 1 *Gold*.

Freelancer: You can also pay **your own** *Freelancer* to get an extra *Build Action*. Each player can only pay each *Freelancer* **once** in each *Build Phase*. If both *Freelancers* are present, a player may choose to pay both, to get 2 extra *Build Actions*. The maximum of 5 *Build Actions* still applies.

CARD CLARIFICATIONS: DEVELOPMENTS

All Developments: As with all scoring in this game, *Gold*, *Food* and *Builders* covered by other villagers are not included when checking who won each development. *Padlocks* and *Suit Symbols* are included even if covered. Symbols on other *Developments* are not included.

Church: The winner is the player with the **most villagers** in their *Village*. So you count the number of villagers, not the *Suit Symbols*. You may take the top face-down villager from any stack **including the** *Reserve* to your hand. You do not need to reveal what you got.

Inn: When checking who won this, show the other players **the backs** of the villagers in your hand to show how many *Special villagers* you have. It is not neccesary to show the fronts.

Ox Crane/Windmill/Sawmill: As the *Development Tokens* don't change hands until the *Development Phase*, you get to keep and use the extra *Food/Builder* until that phase, even if another player has beaten you for the condition to get it before then.

Tavern: You can take any one *Basic Villager*, either a *Miner*, *Lumberjack* or *Hayer*. Place the chosen *Basic Villager* in your *Village* immediately.

Windmill: A *Production Chain* must have at least 2 cards to count as one. So the *Solitary* villagers for example are not included when checking who won the *Windmill*.