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 hands. 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**

**Barbarian:** You do not get the coins on the villagers on the road when using the Barbarian, she takes them herself and is never seen or heard from again.

**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.
**SETUP**

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:** 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 its 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: 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 necessary 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.

**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.