

HAMLET

THE VILLAGE BUILDING GAME



3 PLAYER GUIDED SCENARIO

WELCOME
TO HAMLET!



In this guided scenario, we will take you through your first few turns of Hamlet, and help you to quickly learn the game. When going through the scenario, read the instructions out loud, so other players can also understand what you are doing. Through the actions of all players, by the end of this booklet you should know all of the basics you need to get you going with playing Hamlet.



This guide assumes you have followed the First Time Play setup sheet included in the retail version of the game. If you can't find the sheet, get it on www.mighty-boards.com/learnhamlet

Hamlet is a competitive village building game. A game of Hamlet ends when the players complete the Church, and what was once a fledgling village has become a bustling town. Although

everyone is building the same village, the winner of the game is the player who earns the most Points ★ by being the biggest contributor to the growth of the village.

ROUND 1

Pass the document to the BLUE player, who will be going first.

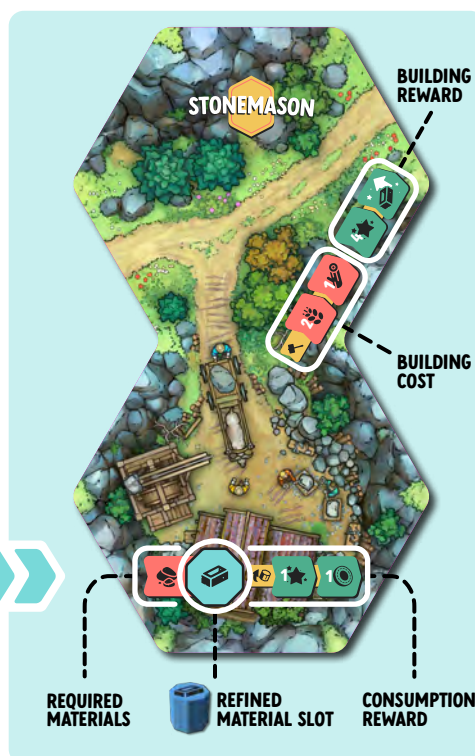


BLUE

You are the early riser of the group and therefore will act as the first player in this introductory scenario.

How to start this radiant day?

First, look at the tile that you received during setup. In a full game of Hamlet, you would start with none, but in this introductory game, you already own the Stonemason Blueprint – a Refinery! It will transform 1 Stone into 1 Brick once built, as well as reward you with Victory Points and Gold. But first, you will have to build it.



Take a look at the right part of the tile to see its material requirements: to build the Stonemason tile, you will need 2 Wheat and 1 Wood, and when you build it, you will immediately gain 4 Victory Points and you will take the Mason Milestone. More on that later.

At the moment there is enough Wood on the Woodcutter tile, but not enough Wheat on the Farm.

Luckily you have two Villagers in your hamlet who are ready to get to work! Having two Villagers means you get two actions during your turn.

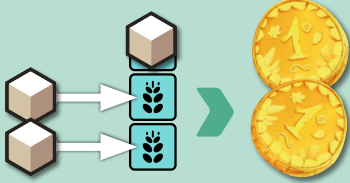


ACTION 1: Place a Villager on the Farm.

Each of your Villagers may move to any tile they can access by any number of Roads, and may then take an action on the destination tile.



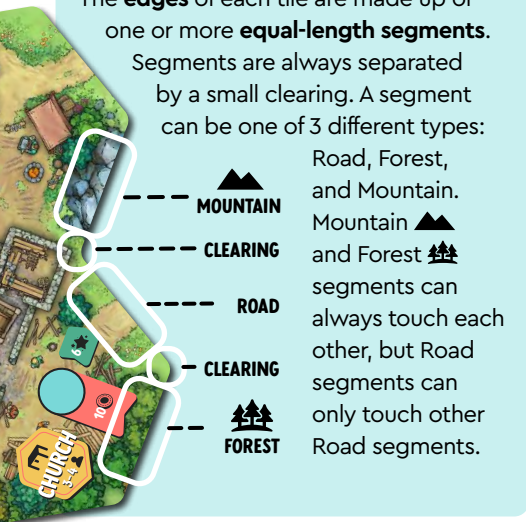
Whenever you work at a Production building, you always fill ALL of the empty slots on that building.



In this case, we have 2 empty slots so fill them with Wheat and gain 2 Gold (Current Gold: 2).

You now have enough Wheat available to build your Stonemason! You decide to build it next to the Quarry as you can easily place a Mountain side of the Stonemason next to a Mountain side of the Quarry.

The **edges** of each tile are made up of one or more **equal-length segments**. Segments are always separated by a small clearing. A segment can be one of 3 different types:



ACTION 2: Place your second Villager on the Quarry.

Since you placed your Villager on the Quarry, you can take an action to build in an empty space **adjacent** to the Quarry.

Place the Stonemason tile, North of the Quarry, matching a Mountain-to-Mountain segment, as shown in the image to the right.

To build the Stonemason tile, you need to make sure the required materials can be delivered to the Villager performing the building action. In this case, both the Wood and Wheat materials are available on the board, but are they able to make it to the Villager?

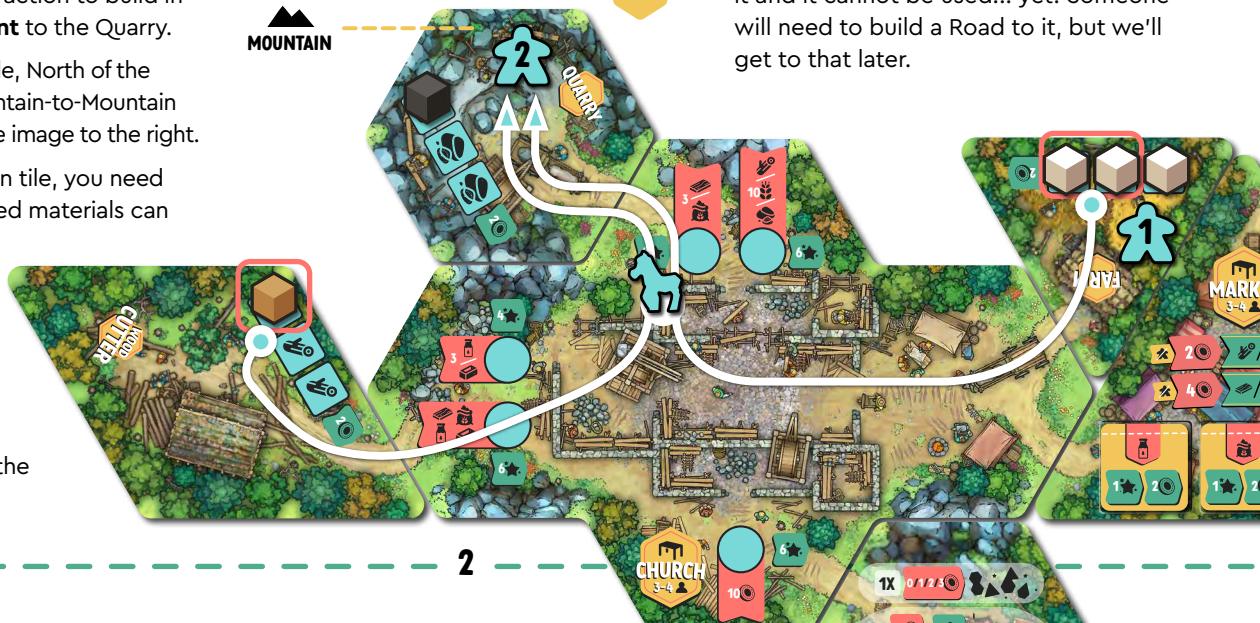
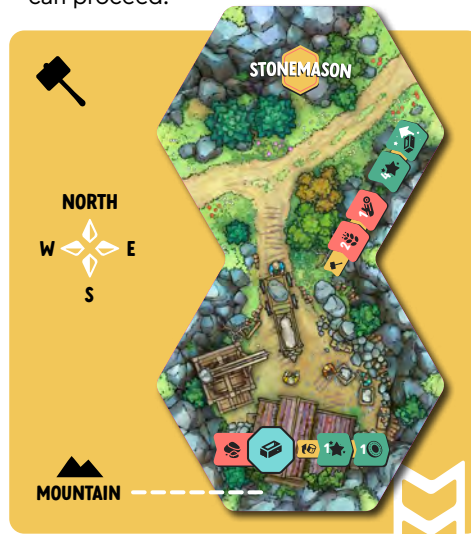
When transporting resources, you can move them up to **one space without needing Donkeys**, but if you want to move them farther away, you're going to need to use Donkeys. Whenever a resource is moved to a tile that has one of your Donkeys on it, you can move it again one tile further. If there is another one of your Donkeys in the tile it is moved to, then you can move it again, and so on.

In this case, 1 Wood can be moved from the Woodcutter to the Church for free, and since you have a Donkey on the Church, you can move it once again to the Villager on the Quarry, as shown below.

Remember! All movement always happens along Roads.

You will see that the same logic can be applied to the Wheat on the Farm.

Great! All resources required for this construction can reach the Villager performing the build. This means we can proceed.

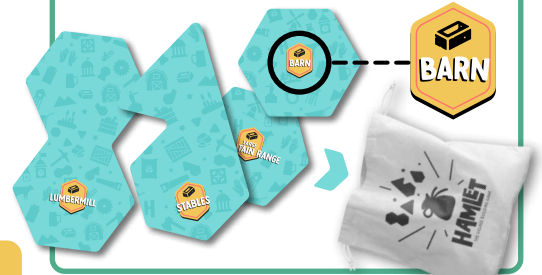


Consume 2 Wheat and 1 Wood and remove them from the board.

Time to reap your rewards!

This icon means that you gain 4 Victory Points, mark them on the Scoreboard.

This icon means that we develop Brick technology. Grab the pile of tiles with the Brick icon on the back and place them into the bag. Each Refinery technology can only be developed once in the hamlet. Once Brick technology is developed, we don't do it again.



Finally, since you are the first one to discover Bricks, you take the Mason Milestone. This means that you are the only one who can produce High Quality Brick this game. You show this in the hamlet by using the white side of your Brick tokens. We'll talk more about this when you produce it.



Since there is no Road leading to the Stonemason, nobody can access it and it cannot be used... yet! Someone will need to build a Road to it, but we'll get to that later.



At the end of each player's turn, when all Villagers have taken their actions, you can either take them off the board or leave them there laid on their side.

I NEED A NAP



Pass the document to the YELLOW player.

YELLOW

It looks like Blue already built a Refinery. Let's do the same! After all, this Dairy Farm that you have will let you produce High Quality Milk. You will need to produce some Wood first to be able to build it, so let's start with that.

ACTION 1: Place a Villager on the Woodcutter. Fill the 3 empty production slots with Wood and gain 2 Gold (Current Gold: 2).

You now have enough Wood and Stone available to build your Dairy Farm!

ACTION 2: Place your second Villager on the Market to build the Dairy Farm. You decide to build it right by the Market, as that will allow you to make quick and efficient deliveries; and best of all, you won't even need to build a Road as you can connect the Dairy Farm's Road segment to the Market's Road segment.

Place the tile adjacent to the Market, matching the Road connection, as shown below. Transport 2 Wood and 1 Stone from the Woodcutter and the Quarry, via your Donkey on the Church.



You've now earned the Herder Milestone! This means that you are the only one who can produce High Quality Milk this game. You show this in the hamlet by using the white side of your Refined Material tokens, so flip your Milk tokens to their white side. We'll talk more about this when you produce it.



Finally, take all the Blueprint tiles piled up with a Milk symbol and add them to the bag.

Pass the document to the RED player.

RED

Blue and Yellow are building Refineries. You could try to do the same, but what if you took a different path? After all, this Small Woodland tile above the Scoreboard is very tempting as there is a perfect place for it in the hamlet... This tile can provide a lot of Victory Points, and you can still build your own Refinery a little later.

To get this tile, you'll need to visit the Town Hall – a tile where you can acquire new Blueprints, Villagers and Donkeys. By placing a Villager on the Town Hall, you are allowed to take both actions available on this tile - purchasing a Blueprint and hiring new Villagers and/or Donkeys (in that order).

ACTION 1: Place a Villager on the Town Hall.

1X 0/1/2/3

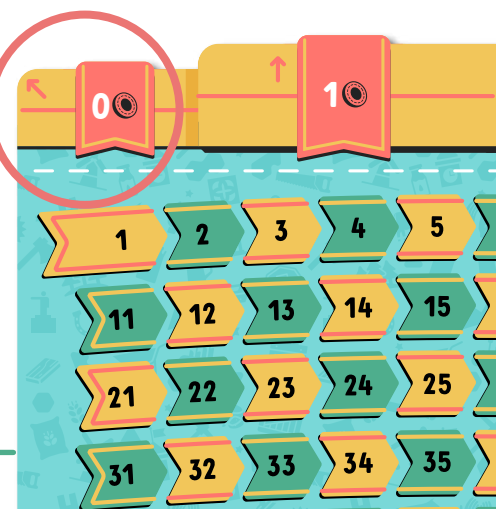
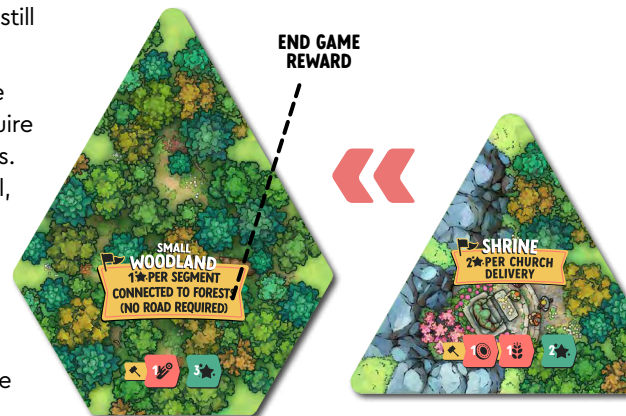
As a first action here you can take a Blueprint from the top of the Scoreboard. The first slot is free, the second slot requires you to place 1 Gold on the first tile, the third slot requires you to place 1 Gold on the first tile and one on the second tile and so on.

Take the Small Woodland Blueprint from above the Scoreboard (it is free, being in the first slot), then slide all the other tiles to the left to fill the empty space. Now draw a new tile from the bag and place it into the rightmost spot so all spots are filled again.

Normally, you'd be able to perform a second action here: hiring new Villagers and/or Donkeys, but at the moment you don't have enough Gold to perform this second Town Hall action (as a third Villager would cost you 7 Gold and a second Donkey 3 Gold).

Let's put your second Villager to work to build the Small Woodland. After all, there's a great placement for it just South of the Church!

This Small Woodland tile is a Landmark tile. You can recognize these tiles by a little Flag icon next to their name on the yellow banner. These tiles will allow you to score Victory Points at the end of the game. You mark that they're yours by placing a Flag token on them.






ACTION 2:

To build the Small Woodland, place your second Villager on the Church tile. The cost to build this tile is 1 Wood , so remove 1 Wood from the Woodcutter (you can always automatically move a resource up to one space without the need of a Donkey) and build the Small Woodland tile so that its bottom edge is adjacent to the "infinite" symbol on the Town Hall tile, as shown in the image to the right.

Place one of your Flag tokens on the tile and immediately score 3 Victory Points .


The tile is already touching 3 other Forest edges, so you will get at least 3 more Victory Points  during end-game scoring. Most Landmark tiles need to be connected to the hamlet via Roads to be scored at the end of the game, but Small Woodland does not require this.







ROUND 2


Pass the document back to the BLUE player.


BLUE


Wake up your Villagers. So, you've built this Stonemason and want to start producing Brick . However, the tile is not connected to the hamlet yet, as there is no Bridge between the Stonemason and the Quarry.

It looks like the edges between the Stonemason and Quarry are both mountains. That means you will need to build a Bridge, which requires 2 Wood . You can see the costs of building Bridges and Paths on the right side of the Scoreboard.

ACTION 1: Place a Villager on the Woodcutter. Fill the 3 empty production slots with Wood  and gain 2 Gold  (Current Gold : 4).

ACTION 2: Place a Villager on the Quarry. To build the Bridge, you need to make sure the required materials can be delivered to the Villager performing the building action. In this case, it is possible to transport the Wood  to your Villager thanks to your Donkey on the Church.

Remove 2 Wood  from the Woodcutter and place one of your Road Markers between the Quarry and the Stonemason. The Stonemason is now connected to the hamlet!

Since you are first to build a Road, you have now earned the Planner Milestone. From now on, all your Paths and Bridges will be worth 1 more Victory Point  at the end of the game.





Pass the document to the **YELLOW** player.

YELLOW

You saw that there's a demand for some Refined materials at the Market, but let's focus on producing your High Quality Milk 🍶 for now. You'll need a way to deliver Wheat 🌾 to it... you need to hire a second Donkey! You can hire a new Donkey at the Town Hall and it will cost 3 Gold 🌟. You currently only have 2 Gold 🌟, so you'll need to make some money first.

ACTION 1: Place a Villager on the Farm. Fill the slots with Wheat 🌾 and gain 2 Gold 🌟 (Current Gold 🌟: 4).

You now have enough money to hire an extra Donkey and since you have no tiles in your personal supply, a visit to the Town Hall (where you can get new tiles) is a great idea.

ACTION 2: Place your second Villager on the Town Hall. Take the Sawmill Blueprint above the Scoreboard. It's in the second position, so pay 1 Gold 🌟 (Current Gold 🌟: 3) for it, placing the spent coin on top of the skipped Blueprint tile, the Shrine. Then, slide all the other tiles to the left to fill the empty space. Now draw a new tile from the bag and place it into the rightmost spot so all spots are filled again.

As the second part of your Town Hall action, pay 3 Gold 🌟 (Current Gold 🌟: 0) to the general supply to acquire your second Donkey. Place it immediately on the Market so it's in position to be able to deliver to the Dairy Farm later.



Newly hire Donkeys can be placed on any building tile that is accessible to the Church by a road – you may use these immediately.

I CAN WORK RIGHT AWAY!



Donkeys move slowly and can each only move to an adjacent tile once per turn.

Pass the document to the **RED** player.

RED

Blue and Yellow have been building Refineries, so it might be a good idea to catch up! You'll need some Stone 🪨 if you're going to build that Flour Mill.

ACTION 1: Place a Villager on the Quarry tile. Fill the slots with Stone 🪨 and gain 2 Gold 🌟 (Current Gold 🌟: 2).

ACTION 2: Place your second Villager on the Church. To build the Flour Mill, remove 2 Stone 🪨 and 1 Wood 🌲 from the Quarry and Woodcutter (which gets transported to you from one tile away). Build the Flour Mill tile placing its right top Forest segment next to the top Forest segment of the Church, as shown below.

You've now earned the Miller Milestone! Now, the Flour 🍞 that you produce will be High Quality. When this Refined material will be consumed by you or another player, it will grant you 2 Victory Points ★ and 2 Gold 🌟 instead of 1 each! Turn your Flour 🍞 markers on the white side, and gain 4 Victory Points ★.



Note that no players will be able to actually produce Flour 🍞 until a Path is built between the Church and the Flour Mill, so you'll want to keep this in mind for your next turn. A Path (Forest to Forest) will require 2 Stone 🪨 to build.

Finally, take all the Blueprint tiles piled up with a Flour 🍞 symbol and add them to the bag.





ROUND 3

➤ Pass the document to the BLUE player.

BLUE

Now that you've built a Bridge, you can start producing Brick in your Stonemason!

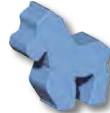
ACTION 1: Place your Villager on the Stonemason. To produce Brick you need to transport 1 Stone from the Quarry to your Villager, which can be transported there because of your Donkey on the Church. Remove 1 Stone from the Quarry and place one of your Brick tokens (High Quality - White Side) on the designated slot on the Stonemason tile. This High Quality Brick token will grant you 2 Gold and 2 Victory Points when any player uses it.



ACTION 2: Place a Villager on the Town Hall. While you're there, take the Small Mountain Range above the Scoreboard. This Landmark tile might grant you some extra points later on! It's in the second position, so pay 1 Gold (Current Gold: 3) for it, placing the spent coin on top of the

skipped Blueprint tile, the Shrine. Then, slide the other 2 Blueprint tiles to the left and take a new one randomly from the bag, placing it on the rightmost spot.

Then, while you're still at the Town Hall, spend 3 Gold (Current Gold: 0) to acquire your second Donkey. Place it immediately on the Market (you can use a Donkey on the turn you hire it, unlike a new Villager).



➤ Pass the document to the YELLOW player.

YELLOW

Looks like this turn you'll be able to produce AND deliver some High Quality Milk! After all, your second Donkey now allows resource transportation all the way from the Farm to the Dairy Farm and to the Market.

ACTION 1: Place your Villager on the Dairy Farm. To produce Milk you need to transport 1 Wheat from the Farm to your Villager, which is now possible! The Wheat can be transported there because of your Donkeys on the Church and the Market. Remove 1 Wheat from the Farm and place one of your Milk tokens (High Quality - White Side) on the designated slot on the Dairy Farm tile.



This High Quality Milk token will grant you 2 Gold and 2 Victory Points when any player uses it.

ACTION 2: Move your second Villager to the Market. Remove your High Quality Milk from the Dairy Farm and deliver them to the Market.

Since you made the delivery, you take the Market Sale tile requiring 1 Milk and obtain 1 Victory Point and 2 Gold. On top of that, you earn 2 Gold (Current Gold: 4) and 2 Victory Points for the use of your High Quality Milk!

Now take a new Market Sale tile from the top of the pile and place it on the Market to replace the one you just took.

➤ Pass the document to the RED player.

RED

While Blue and Yellow have been rushing Refinery production, you noticed that the first Blueprint above the Scoreboard now comes with 2 Gold on it!

ACTION 1: Place a Villager on the Town Hall. As a first action here, take the Shrine blueprint and the 2 Gold and place them in your personal supply (Current Gold: 4). Then slide all the other tiles to the left to fill the empty space. Now draw a new tile from the bag and place it into the rightmost spot so all spots are filled again.

Keep in mind that there's a limit of 3 Blueprints in your personal supply.



You decide not to get a second Donkey as you want to save up some Gold to acquire a third Villager. After all, an extra Villager will grant you an extra action!

ACTION 2: Place your second Villager on the Quarry. Fill the production slots with Stone and gain 2 Gold (Current Gold: 6).



FREE MARKET PURCHASE PRICES

AVAILABLE MARKET SALE TILES

MARKET SALE DRAW PILE

Taking an action at the Market allows you to sell materials and export them. During actions in other places (not at the Market), you may also buy materials from the Market at the rates listed on the centre part of the tile, but you won't need a Villager on the Market to do that. For now, we will make a Market delivery and sell some goods here.



THAT WAS GREAT!



This is the end of the guided scenario. You can now start a new game of Hamlet using the normal setup, or you may choose to continue with this game from here. If you choose to carry on, here are some tips for future turns:

THANKS FOR HELPING US!



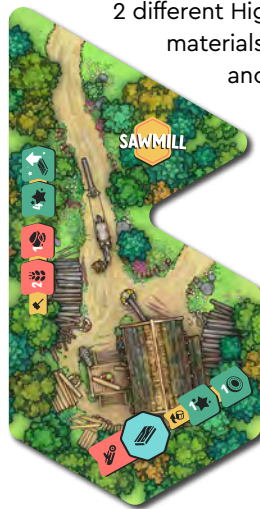
BLUE

You own a Landmark Blueprint, the Small Mountain Range, which you could build in a nice spot on the right of Stonemason, connecting it to the Flour Mill. This placement would connect 3 Mountain segments of the Small Mountain Range tile, which would score you at least 3 more Victory Points ★ at the end of the game!



YELLOW

You are the only player with a Blueprint for a second Refinery. Building the Sawmill would let you produce 2 different High Quality materials and earn you another Milestone (Carpenter)!



Red and Blue own or have built a Landmark. You need one too, but how urgent is it compared to your other priorities?

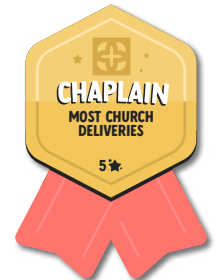


RED

If you could earn some extra Gold Ⓞ, you might be the first player to hire a third Villager! This will give you a significant advantage in the future, as you'll get an extra action.



You can also start looking at Church deliveries as you are now the owner of the Shrine tile – a tile that will grant you 2 Victory Points ★ per Church delivery at the end of the game.



Remember: a game of Hamlet ends when players complete the Church. Keep an eye out for possible Church deliveries as they help you complete the hamlet and score you extra Victory Points ★!