

# HAMLET

THE VILLAGE BUILDING GAME

## FIRST TIME PLAY?

**A NEW PLAYER! FANTASTIC, WELCOME! COME IN AND MAKE YOURSELF COMFORTABLE. THANK YOU FOR BEING HERE. WE WANT TO MAKE YOUR STAY AS SMOOTH AS POSSIBLE, SO DO READ ON.**

### WELCOME TO HAMLET!



### 2 PLAYERS

*Hamlet is not a complicated game. The actions you can do are intuitive and you'll get the hang of them really quick. However, Hamlet is also open ended, and plays a little bit like a sandbox. This makes it so it can take a while to understand how to use the simple actions properly to execute a strategy. Don't worry, we're here to help! We've designed this introductory scenario to help you play a shorter game that gives you a little more direct goals to achieve - this way you can get the hang of the flow faster and then feel right at home when you try the full version of the game. Keep in mind though, this leaflet does not replace the rulebook; it is instead a supplement to it.*

To begin, read the rules (they are not long!). Follow the setup as normal, then come back here and we'll show you how to modify the setup and give you a few tips and tricks for your first game! After you finish your first tutorial game, be sure to read over the last section about the full version of Hamlet.

First up, how many players will be playing? Select the appropriate section to the right and follow the instructions to get set up!



### YOUR SECOND GAME OF HAMLET


*Now that you've finished your first tutorial game, let's tell you a little bit more about the full version of Hamlet.*

The full version of Hamlet starts you off with only one Villager and no tiles in your hand. The tiles in the market and the tiles on top of the scoreboard are all randomised.

This creates a new opening situation every time you play and leaves everything else open for you to create a new village and strategy from scratch. Your opening moves are short and quick (as you only start with one Villager) but important, as you need to be watching the board state as well as what the others are doing to react accordingly.



### 3 PLAYERS

1. Decide the order players will take their turns in, then assign the **BLUE** components to the first player and the **YELLOW** components to the second player.
2. Place the gold back in the supply; both players will start with 0 gold.
3. Remove 1 Raw material from each producer building (Farm, Quarry, Woodcutter) so that there is only 1 material on each building.
4. Find the Small Woodland, Shrine, Sawmill, and Flour Mill tiles and place them on top of the score board in that order.
5. Find the Stonemason tile, give it to the Blue player, and give the Dairy Farm to the Yellow player. Place the remaining tiles with the Bag icon  into the bag.
6. Discard the tier-1 Market Sale tiles and put them aside. Find the tier-2 Market Sale tile requiring 1 Brick and the one requiring 1 Milk, along with one other random tier-2 tile, and place them on the Market face up. Then shuffle the tier-3 tiles, and place the one remaining tier-2 tile on top of the level 3 tiles to form a pile.
7. Finally, each player places an additional Villager of their colour on the Church, so that each player starts with two Villagers.
8. It's time to start the game!

1. Decide the order players will take their turns in, then assign the **BLUE** components to the first player, the **YELLOW** components to the second player, and the **RED** components to the third player.
2. Place the gold back in the supply; all players will start with 0 gold.
3. Remove 1 Raw material from each producer building (Farm, Quarry, Woodcutter) so that there is only 1 material on each building.
4. Find the Small Woodland, Shrine, Sawmill, and Small Mountain Range tiles and place them on top of the score board in that order.
5. Find the Stonemason tile, give it to the Blue player, give the Dairy Farm to the Yellow player, and give the Flour Mill to the Red player. Place the remaining tiles with the Bag icon  into the bag.
6. Find the tier-1 Market Sale tile requiring 2 Wood and 1 Wheat, along with the tier-2 tiles requiring Flour and Milk, and place the three tiles on the Market face up. Discard and set aside the other tier-1 tile, then shuffle the remaining tier-2 tiles and tier-3 tiles separately, and place the tier-2 tiles on top of the tier-3 tiles to form a pile.
7. Finally, each player places an additional Villager of their colour on the Church, so that each player starts with two Villagers.
8. It's time to start the game!



### 4 PLAYERS

1. Decide the order players will take their turns in, then assign the **BLUE** components to the first player, the **YELLOW** components to the second player, the **RED** components to the third player, and the **GREEN** components to the fourth player.
2. Place the gold back in the supply; all players will start with 0 gold.
3. Remove 1 Raw material from each producer building (Farm, Quarry, Woodcutter) so that there is only 1 material on each building.
4. Find the Small Woodland, Trade Post, Small Mountain Range, and Shrine tiles and place them on top of the score board in that order.
5. Find the Sawmill tile, give it to the Blue player, give the Flour Mill to the Yellow player, give the Dairy Farm to the Red player, and give the Stonemason to the Green player. Place the remaining tiles with the Bag icon  into the bag.
6. Take both of the tier-1 Market Sale tiles, along with the tier-2 tile requiring Brick, and place them on the Market face up. Then shuffle the remaining tier-2 tiles and tier-3 tiles separately, and place the tier-2 tiles on top of the tier-3 tiles to form a pile.
7. Finally, each player places an additional Villager of their colour on the Church, so that each player starts with two Villagers.
8. It's time to start the game!

We won't reveal all the nuances of the opening, but here are some general tips.

1. Watch the combination of available Refineries and starting Market Sale tiles. If there is a Refinery that produces a material you can easily sell, it's desirable early on.
2. Selling to the Market early is easy and

can be a powerful move, as it gets you money, points, as well as a lead on the "Merchant" Award at once.

3. Going for an early extra Villager is a safe option, but not always the best one!

*That's it from us! Enjoy the game! If you do enjoy it, give us a good rating on Boardgamegeek.com. It helps a ton!*

FOR A DETAILED WALKTHROUGH THROUGH YOUR FIRST FEW ACTIONS, VISIT [WWW.MIGHTY-BOARDS.COM/LEARNHAMLET](http://WWW.MIGHTY-BOARDS.COM/LEARNHAMLET)