

HAMLET

THE VILLAGE BUILDING GAME



4 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

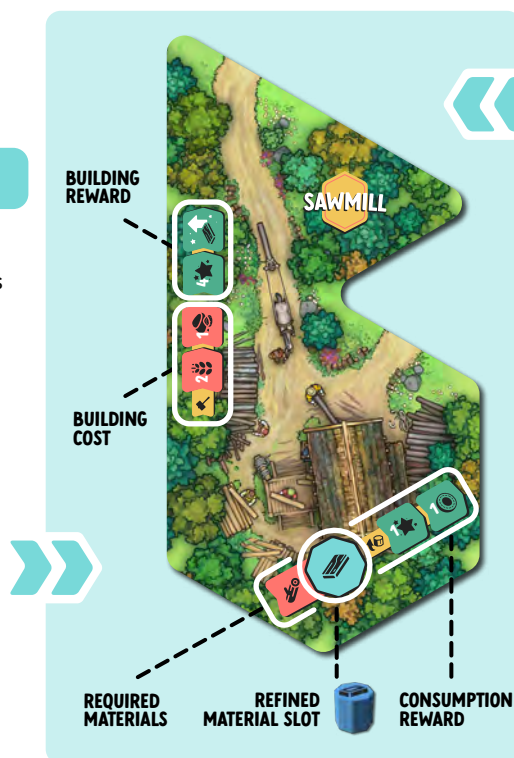
Pass the document to the BLUE player, who will be going first.

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 Sawmill Blueprint – a Refinery! It will transform 1 Wood 🪵 into 1 Timber 🪧 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 left side of the tile to see its material requirements: to build the Sawmill tile, you will need 2 Wheat 🌾 and 1 Stone 🪨, and when you build it, you will immediately gain 4 Victory Points ★ and you will take the Carpenter Milestone. More on that later.

At the moment there is enough Stone 🪨 on the Quarry tile, but not enough Wheat 🌾 on the Farm.

Luckily you have two Villagers in your hamlet, which means you can do two actions during your turn.

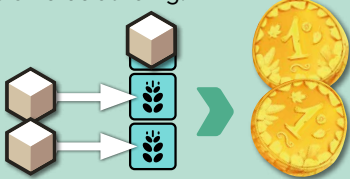


ACTION 1: Place a Villager on the Farm.

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 Sawmill! You decide to build it next to the Market as there's an open Road where you can easily connect the tile.

The **edges** of each tile are made up of one or more **equal-length segments**.

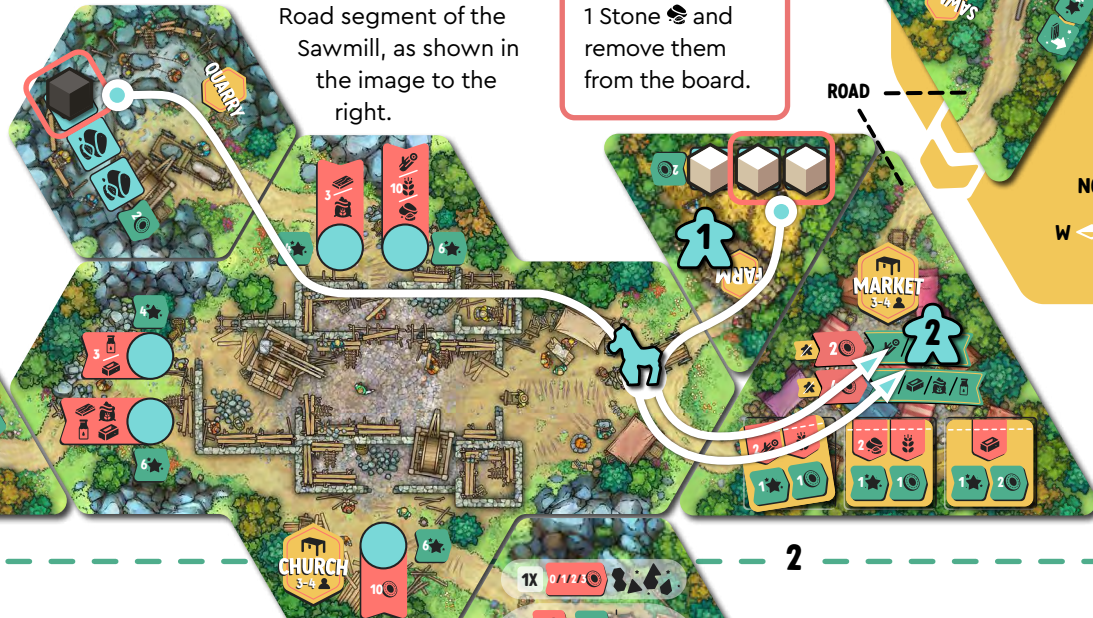
Segments are always separated by a small clearing. A segment can be one of 3 different types: Road, Forest, and Mountain. Mountain and Forest segments can always touch each other, but Road segments can only touch other Road segments.



ACTION 2: Place your second Villager on the Market.

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

Place the Sawmill tile North of the Market, matching the Road segment of the Market to the Road segment of the Sawmill, as shown in the image to the right.



To build the Sawmill tile, you need to make sure the required materials can be delivered to the Villager performing the building action. In this case, both the Stone and Wheat materials are available in the hamlet, 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 Stone can be moved from the Quarry to the Church (because Resources can move to an adjacent tile over a Road without the need of a Donkey) and since you have a Donkey on the Church, you can move it once again to the Villager on the Market, 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 Stone 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 Timber technology. Grab the pile of tiles with the Timber on the back and place them into the bag. Each Refinery technology can only be developed once in the hamlet. Once Timber technology is developed, it doesn't happen again.



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



TIMBER



HIGH QUALITY TIMBER





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

Blue got to work very early! Let's catch up by building your Flour Mill. But first, you'll need to make a visit to the Quarry as there's not enough Stone to build it.

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

The required resources are now available in the hamlet and you spotted a great placement for your Flour Mill North of the Church.

ACTION 2: Place your second Villager on the Church. To build the Flour Mill, you need to deliver 2 Stone and 1 Wood to your Villager.

In this case, 2 Stone can be moved from the Quarry to the Church (because Resources can move to an adjacent tile over a Road without the need of a Donkey) and the same logic can be applied to the Wood on the Woodcutter.

Place the Flour Mill tile North of the Church, matching the Mountain segments of the Quarry and the Church to those on the Flour Mill tile, as shown below. You'll need to build a Road to connect the tile to the hamlet later on.

You have now earned 4 Victory Points, mark them on the Scoreboard.

The hamlet can now produce Flour! Grab the pile of tiles with the Flour on the back and place them into the bag.

Finally, since you are the first one to discover Flour, you take the Miller Milestone. This means that you are the only one who can produce High Quality Flour this game. Turn your Flour tokens to the white side.



Remember that you or another player won't be able to actually produce Flour until a Bridge is built between the Quarry and the Flour Mill, so you'll want to keep this in mind for your next turn.

Pass the document to the RED player.

RED

Yellow and Blue are racing to build Refineries. You could do the same, but it looks like there's a demand for Stone, Wood and Wheat at the Market.

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

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.

ACTION 2: Move your second Villager to the Market. Remove 2 Wood and 1 Wheat from the Woodcutter and Farm and deliver them to the Market. Both materials are available, because you have a Donkey located on the Church which allows delivery from the Woodcutter and Farm to your Villager.

Since you made the delivery, you take the Market Sale tile requiring 2 Wood and 1 Wheat and obtain 1 Victory Point and 1 Gold (Current Gold: 3).

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.



FREE MARKET PURCHASE PRICES

AVAILABLE MARKET SALE TILES

MARKET SALE DRAW PILE





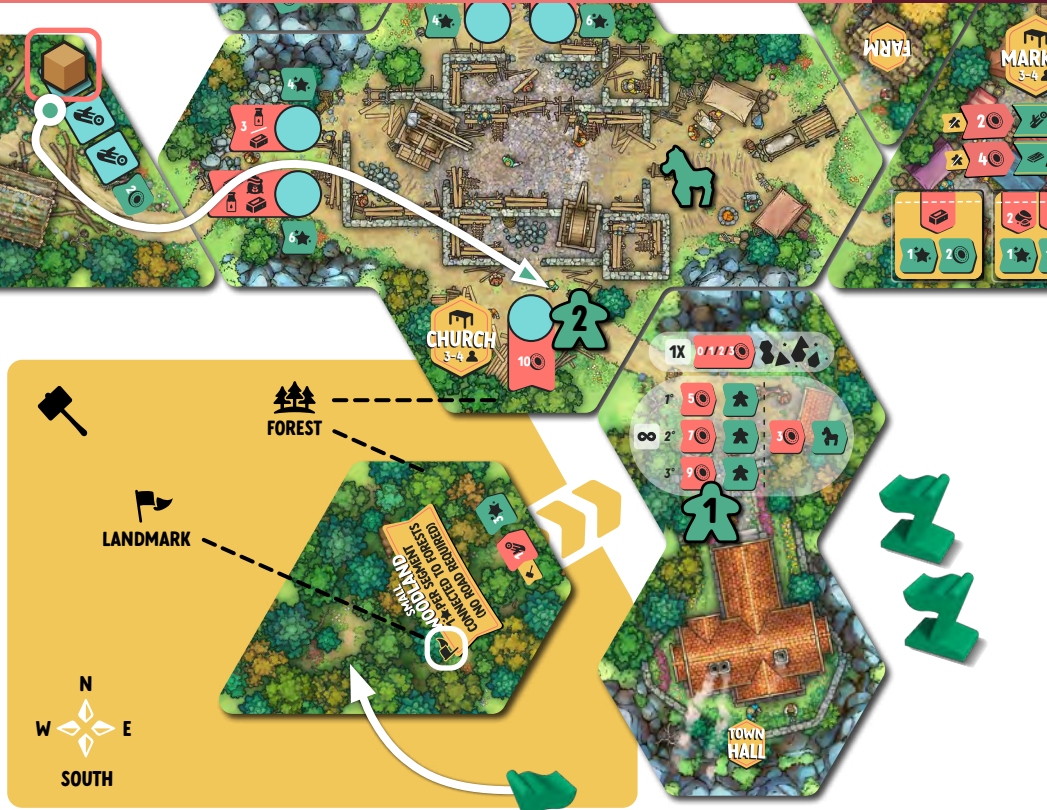
Pass the document to the GREEN player.

GREEN

Red saw a good opportunity at the Market, while Yellow and Blue have built Refineries. You know now that these buildings are important, as they grant their builder a chance to produce High Quality materials.

But you notice that above the Scoreboard, the Small Woodland Blueprint is available for free. This Landmark tile will grant 3 Victory Points ★ when you build it, and then at the end of the game, you'll receive 1 Victory Point ★ for each Forest tile segment adjacent to the Small Woodland. On top of that, there's a perfect location available for it, just South of the Church! Let's do this. You can still build your own Refinery, the Stonemason, a little later.

ACTION 1: To get the Small Woodland, 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).



1X 0/1/2/3 [Gold] [Villager] [Donkey]

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.

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.



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!

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 above.

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

The tile is already touching 3 other Forest segments, 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 to the BLUE player.

BLUE

Wake up your Villagers. To be able to refine Timber on your Sawmill tile, you'll need to make sure the required materials (Wood) can be delivered to it.

In this case, 1 Wood needs to be moved from the Woodcutter via the Church and the Market to the Sawmill. You have a Donkey on the Church, but will need another one placed on the Market.

To hire another Donkey (which costs 3 Gold), you'll need to earn some more Gold and visit the Town Hall.

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 your second Villager on the Town Hall.

While you're there, you might as well take a tile from above the Scoreboard as a first action. The first one - a Landmark tile called the Trade Post - would be free, but the Small Mountain Range might grant you some extra Points later on! It's in the second position, so you'll have to pay 1 Gold to get it.

Luckily you are rich enough to get both this tile and a Donkey, so you place 1 Gold (Current Gold: 3) on top of the skipped Blueprint tile, the Trade Post, and take the Small Mountain Range from above the Scoreboard. 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 your second Town Hall action, pay 3 Gold to the general supply (Current Gold: 0) to acquire your second Donkey. Place it immediately on the Market so it's in position to be able to deliver to the Sawmill later.

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

Pass the document to the YELLOW player.

YELLOW

Blue is getting ready to produce some High Quality Timber! You might want to do the same for your Flour. To start producing High Quality Flour, you'll need to produce some Wheat, as well as connect the Flour Mill to the Church via a Bridge. After all, production buildings and refineries can only be used once they are connected to the hamlet by a road!

It looks like the edges between the Flour Mill and Church 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. You're in luck! There's enough Wood on the board to build your Bridge.

ACTION 1: Place a Villager on the Church. To build the Bridge, remove 2 Wood from the Woodcutter (which gets transported to you from adjacent tile, no Donkeys needed) and place one of your Road Markers between Flour Mill and the Church. The Flour Mill 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.



Unfortunately there is not enough Wheat in the hamlet to start producing Flour, so let's make some...




ACTION 2: Place your second Villager on the Farm. Fill the production slots with Wheat and gain 2 Gold (Current Gold: 4).

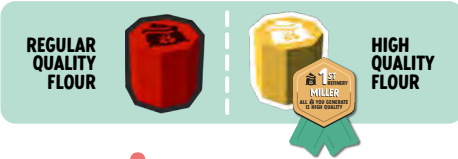











Pass the document to the RED player.






RED

So, the hamlet can now produce Flour , but who said Yellow had to produce it? While only the first builder of a Refinery will be able to produce High Quality materials there (and score double for it), other players can also produce Regular Quality materials there (and still score 1 Gold  and 1 Victory Point  when the material gets consumed).





ACTION 1: Place a Villager on the Flour Mill.

To produce Flour  you need to transport 1 Wheat  from the Farm to your Villager, which can be transported there because of your Donkey on the Church. Remove 1 Wheat  from the Farm and place one of your Flour  tokens (Regular Quality - Black Side) on the designated slot on the Flour Mill tile. This Flour  token will grant you 1 Gold  and 1 Victory Point  when any player uses it.

You quickly check if there's a demand for Flour  at the Market, as you learned that Market sales can earn you quite some Gold  and Victory Points . With this in mind, you also saw that Blue skipped the Trade Post Blueprint above the Scoreboard. It grants 1 Victory Point  at the end of the game for each Market Sale tile acquired. Plus, because Blue skipped it, you can actually gain 1 Gold  when picking up the Blueprint!

ACTION 2: Place your second Villager on the Town Hall. Take the Trade Post Blueprint above the Scoreboard, along with the 1 Gold  placed upon it (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.




Then, while you're still on the Town Hall, spend 3 Gold  (Current Gold : 1) to acquire your second Donkey. Place it immediately on the Market. Now Blue isn't the only player who can deliver to the Sawmill!




Pass the document to the GREEN player.



GREEN




Red just made an interesting series of actions! It might be time for you to build your Stonemason. The right materials to build it have already been produced, but you won't be able to refine Brick  until you connect the Stonemason tile via a Bridge.



ACTION 1: Place your Villager on the Quarry. Place the Stonemason tile North-West of the Quarry, matching a Mountain-to-Mountain segment, as shown here.

(You could've built this tile South of the Church as well, placing the bottom Mountain segments of the tile adjacent



to 2 edges of the Church and 1 edge of the Small Woodland tile, but the Small Woodland tile scores you Victory Points  for connected Forest segments only.)




To build the Stonemason tile, consume 1 Wood  and 2 Wheat  from the Woodcutter and Farm. These resources can easily get to your Villager on the Quarry via the Donkey placed on the Church.

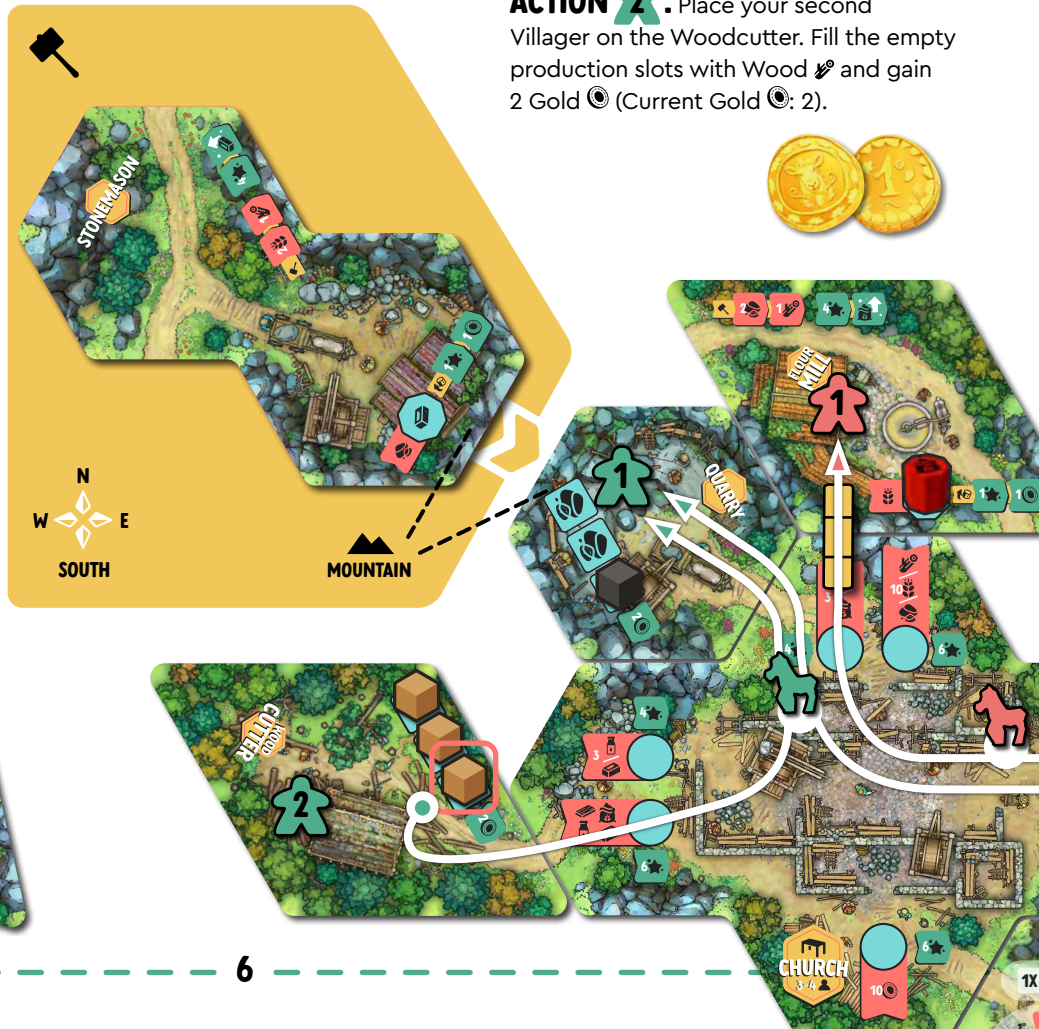
Now reap your rewards! Gain 4 Victory Points  and develop Brick  technology. Grab the pile of tiles with the Brick  on the back and place them into the back.

Finally, take the Mason Milestone. You are now the only one who can produce High Quality Brick  this game! Flip your Brick  tokens to the white side.



Unfortunately, right now there isn't enough Wood  to build a Bridge. Let's produce some on the Woodcutter. After all, you could use some extra Gold !

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





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

Luckily, no one else has placed a Timber on the Sawmill, but now Red has also hired a second Donkey and could start producing their own Timber. Make sure to do so before them!



You should also look for a good spot to place your Landmark tile, the Small Mountain Range. Try to place it adjacent to as many Mountain edges as you can.



YELLOW

Aargh, Red placed their Flour token on the Flour Mill before you! You also saw that there's a demand in the Market for some of the produced materials, but other players would score Victory Points and Gold if you decide to deliver them... You could decide to pull another clever move! You have the Planner Award boosting the value of your Paths and Bridges, so you could build the Bridge that Green intends to build.

You also have a decent amount of Gold, and you could make it a priority to hire a 3rd Villager soon. That would grant you an extra action in the next rounds and will definitely put some pressure on the other players! You might also want to improve your delivery network by hiring another Donkey soon.



RED

Keep an eye on the Market, as players are producing some Refined Materials and there might be a demand for it!

After all, you own the Trade Post Blueprint, which means you'll get extra Victory Points for each of your Market Sale tiles at the end of the game.

On top of that, you could try to get the Merchant Award for most Market Deliveries at the end of the game!

You may be the leading merchant in the group, but you are the only player who has not built a Refinery yet: you still have your Dairy Farm Blueprint, and should consider building it soon.



GREEN

Make sure to plan ahead to hire a 3rd Villager, given that the other players might do so very soon, maybe during the upcoming round.

Remember that you'll get 1 Victory Point for every Forest edge that touches your Small Woodland tile, so consider this when building new tiles.



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!