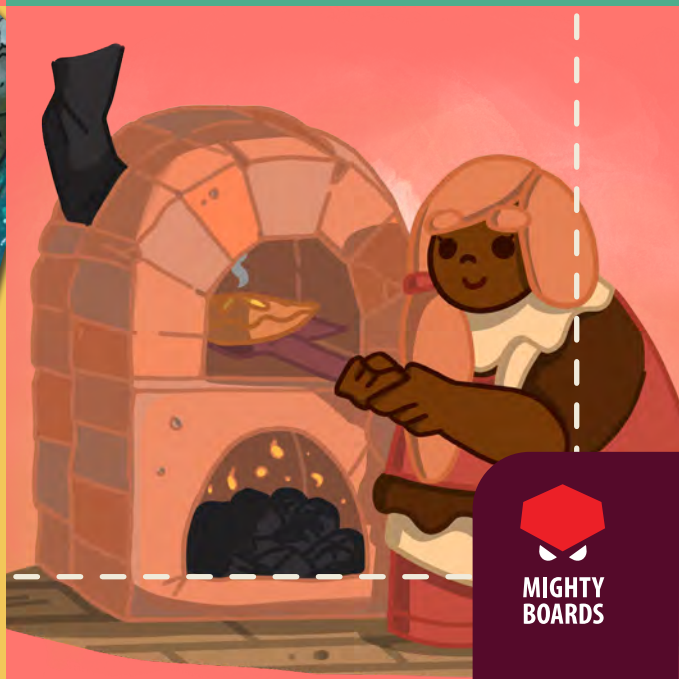


# HAMLET

*By the Lake*

## RULEBOOK



# OBJECTIVE

In *Hamlet: By the Lake*, you take your village building lakeside! Form lakes, build Boats, go Fishing, and feed your Villagers seasonal meals that give them special abilities. *Hamlet: By the Lake* adds variability, customisability and more individual control of resources, taking the strategy for *Hamlet* well above sea level.

# SETUP

Set up according to the instructions in the base game rulebook (page 4), with the following additional steps:

- When sorting the new building tiles, place the Storeroom tiles (2) into the bag at the beginning of the game. Then, shuffle the other new tiles into their corresponding piles based on the icon displayed on the back of the tile:
  - Timber 🪵: Dockyard
  - Milk 🥛: Aquarium
  - Brick 🧱: Cliffside
  - Flour 🍞: Beach

- Mix up the Fish tiles 🐟 and place them in the new canvas bag 🛍️.
- Give each player their additional Flag token so each player has a total of 7.
- Choose a season – Spring, Summer, Autumn, or Winter – and place its 2 Menu cards face up on the table. The Common Fish have the same Menu card in all seasons.

# NEW COMPONENTS



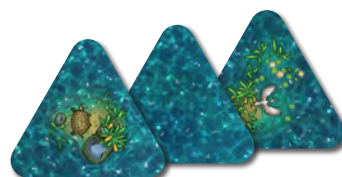
6 NEW BUILDING TILES



30 FISH TILES 🐟  
11 Common Fish,  
10 Uncommon Fish,  
9 Rare Fish



1 CANVAS BAG 🛍️  
(for Fish tiles)



30 LAKE TILES



9 MENU CARDS 🍴

1 Common Fish 🐟, 2 Spring 🌸, 2 Summer ☀️,  
2 Autumn 🍁, 2 Winter ❄️



4 VILLAGERS' HOUSE TILES



15 FISH TOKENS



10 BOAT TOKENS









4 FLAGS  
1 of each colour

# GAMEPLAY CONCEPTS

## FORMING LAKES




Lake tiles are used to fill in empty spaces created in between other building tiles. Whenever a player places a building tile that fully encloses any amount of empty space between tiles, a lake is formed in that enclosed space.

- Place as many Lake tiles as necessary to fill the space.
  - Lakes form even when tiles enclose a space corner-to-corner, without touching segment to segment.
  - Lakes may touch any type of edge – Mountains , Forests , Roads , or Water .
- Score 1 Point  for every 2 Lake tiles placed (rounding down, up to a maximum of 10 Points  per lake).
- Place a Fish token on each new Lake tile that is adjacent to a building tile.
- If the lake is 2 tiles or bigger, you may **place a Boat** on the lake and place a Flag token of your colour in it.

## BOATS

Boats allow you to move workers and transport materials across lakes. They are not on a specific Lake tile, but "on the lake" – meaning they can be used to connect all building tiles that are adjacent to that lake.

- Unlike Paths and Bridges, Boats can only be used by the player who placed them.
- After you place a Boat and a Flag, they cannot be removed for the rest of the game.
- You may not place a Boat if you do not have any Flags left in your personal supply.

- If you use a Boat to deliver resources to a building, it costs an extra 1 Wheat . Deliver the 1 Wheat  to the same building, then remove it from the board. This 1 Wheat  allows you to use the Boat for the entirety of that Villager action.


If you use a Boat to move workers, it does not cost any extra resources.

Boats do not count as Paths/Bridges/Roads for the purpose of scoring, such as scoring the longest road or a Landmark. However, you may build a Path or Bridge connecting two tiles that are already connected by a Boat even if you cannot otherwise access them.





## FISHING

Fishing is a new Villager action.


- To go Fishing, you must place one of your Villagers on a building tile adjacent to at least one Lake tile containing a Fish token. A Lake tile is adjacent to a building tile if it shares a segment with that building tile – **not** if only a corner touches the building tile.
- Remove all Fish tokens from all Lake tiles adjacent to the tile your Villager is on (this can be multiple lakes).
- Randomly draw Fish tiles  from the bag equal to the number of Fish tokens you removed from the Lake tiles.
















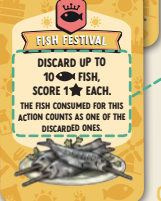

Fish tokens do not replenish after they are removed (unless otherwise specified) and it is not possible to go Fishing on tiles that no longer have adjacent Fish tokens (except the Beach, if you own it – see page 4). After collecting your Fish tiles , you may sell them or cook them into meals – see Selling and Eating Fish.




- You cannot have more than 3 Fish  in your personal supply at the end of your turn. If you have more than 3, choose which 3 tiles you want to keep and place the rest back into the bag.

## SELLING AND EATING FISH

At any time during your turn, you may Sell or Eat your Fish . This does not require a Villager action.

Depending on the rarity of the Fish , you can either Sell it for Gold  or cook a delicious meal to gain the ability on the corresponding Menu card . Each ability can be activated once per player per turn. Each type of Fish  can be consumed once per player per turn.

	COST (FISH TYPE)	REWARD (GOLD)	REWARD (ABILITY)
	Common Fish (green): Gain 2 Gold  .		
	Uncommon Fish (blue): Gain 1 Gold  and the ability on the corresponding Menu card  .		
	Rare Fish (red): Gain the ability on the corresponding Menu card  .		

When you exchange any number of Fish tiles  for Points , Gold , or abilities, place them back into the bag.

## NEW BUILDINGS

The new buildings follow the same rules as buildings in the base game. You gain blueprints by visiting the Town Hall, build them by providing the required materials, place them following the Adjacency rules and score Points ★ as stated on their Reward slot.

All new building tiles have a Flag icon, meaning the player who built them must mark them with a Flag token. Only the owner of a building may activate it and use any of its abilities or benefits.

### BUILDING PLACEMENT: WATER EDGES

New buildings work the same way as in the base game, but have a new type of segment: Water. These segments can only be placed adjacent to other Water segments.



### STOREROOMS:

Activate the Storeroom by transporting Raw/Refined materials to the tile and placing them in the slots. Only you can activate the Storeroom and only you can use the materials stored on the Storeroom.

When you move Refined materials to the Storeroom, the players who produced those materials immediately gain the rewards. They do not gain rewards when those materials are moved off the Storeroom. You may not purchase materials from the Market to place them in the Storeroom.

### AQUARIUM:

Apart from scoring Points ★ for leftover Fish, the Aquarium can join two lakes together through a water channel between the islands on its tile. Once the Aquarium is constructed, Lake tiles are placed according to Forming Lakes rules. However, for the sake of Adjacency and Transportation, the whole body of water is considered a single lake.

### BEACH:

The Beach tile counts as having 2 permanent Fish on it that can always be Fished. You may take a Fishing action here even if there are no Fish in the surrounding lakes or if there are no lakes surrounding the Beach. Other players may take a Fishing action on the Beach, using the surrounding lakes, but they may not Fish the additional two Fish that are on the Beach.

### DOCKYARD:

Score 3 Points ★ for each of your Boats on the board at the end of the game.

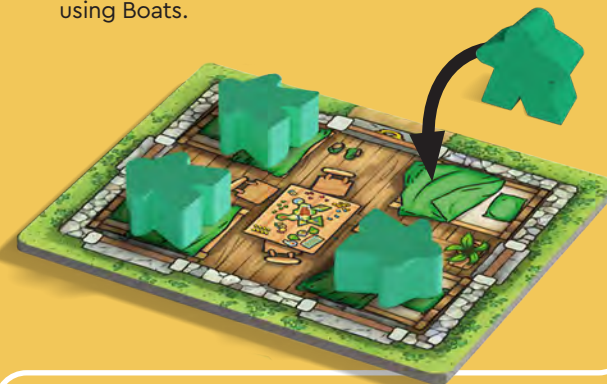
### CLIFFSIDE:

Score 3 Points ★ for each Water segment that is adjacent to a lake. No road is required to score this building at the end of the game.

## THE VILLAGERS' HOUSE

*Hamlet: By the Lake* includes a Villagers' house in each of the player colours. At the end of your turn, instead of keeping your Villagers on the board, take them off and put them to sleep on their beds in your Villagers' house. Whenever you would hire a new worker, place them asleep in the Villagers' house, ready to be used at the beginning of the next turn.

At the beginning of your turn, wake up all your hired Villagers by standing them up and take actions by placing them one by one on any building connected through the road network or using Boats.



## GAME END

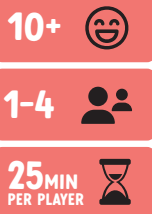
The game ends when a player makes the last Church delivery, **or a player places their last Flag on a building or Boat.**

Note that *Hamlet: By the Lake* includes an additional Flag, so each player has 7 Flags, not 6.

Complete the current round so that every player will have played the same number of turns (until the player sitting to the right of the starting player has completed their turn). Then proceed to End Game Scoring as described in the base game rules (page 11).

# HAMLET

*By the Lake*



## CREDITS

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