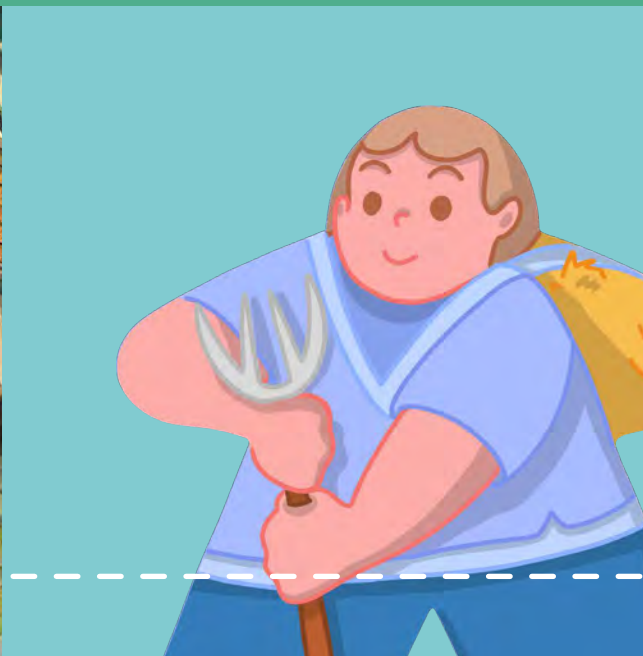# HAMLET

THE VILLAGE BUILDING GAME

RULEBOOK

MIGHTY BOARDS

OBJECTIVE

Hamlet is a competitive village building game. In British English, a "hamlet" usually refers to a small village without a Church.

Thus, 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.

You will score Points in many ways, such as making Church deliveries, constructing buildings, selling at the market, building roads, refining materials, gaining Milestones and Awards, and connecting a strong delivery network. All of these will contribute to you being the biggest benefactor by the end of the game!
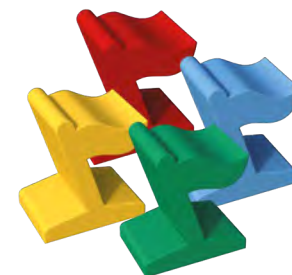
PLAYER COMPONENTS

32 REFINED MATERIAL TOKENS
8 of each colour /
2 of each type per player

24 PLAYER MARKERS
6 of each colour

24 FLAGS
6 of each colour

16 VILLAGERS
4 of each colour

20 ROADS
5 of each colour

24 DONKEYS
6 of each colour

DELUXE BONUS CONTENT

THIS COPY OF HAMLET: DELUXE EDITION COMES WITH A NUMBER OF ADDITIONAL OPTIONAL COMPONENTS.

HERE ARE SOME GUIDELINES FOR USING THEM:

THE TILE CHITS
These are an alternate way of shuffling tiles in the bag. If you do not like having your building tiles shuffled in the bag, you may use these chits as a substitute. Since there are two Pond tiles, if you would draw one of the Pond chits, randomly choose one of the tiles.

THE 3D WOODEN CHURCH
This is an optional 3D Church that is used to add flavour to the game. Whenever you complete a Church Delivery, place one of the Church pieces onto the board and watch as you slowly complete the construction of the Church. This copy also comes with a flat version of the 3D Church, making for a more travel friendly experience. Finally, there is also an extra tile with an alternate illustration.
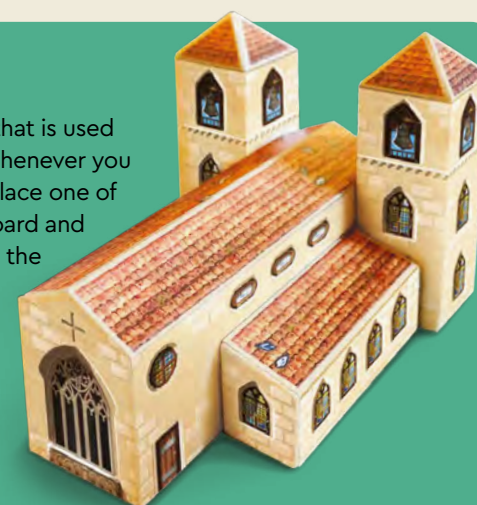
GENERAL COMPONENTS
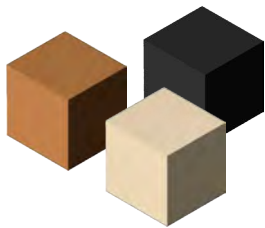
18 RAW MATERIAL TOKENS
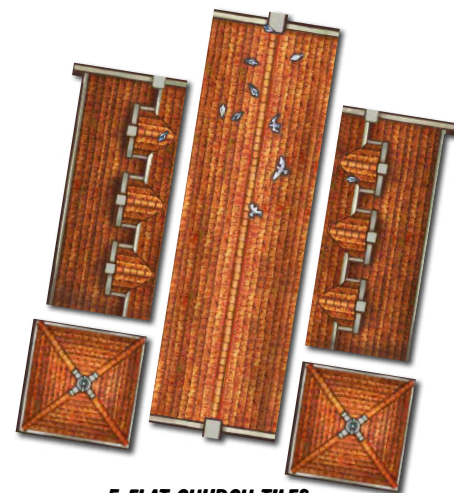6 of each of the 3 Raw materials: Wood 🪵,
Stone 🪨, Wheat 🌾

1 STARTING PLAYER TOKEN

30 GOLD COINS:
23 of the 1 Gold coins, 7 of the 5 Gold coins

5 FLAT CHURCH TILES

5 MILESTONE & 4 AWARD TILES

12 MARKET SALE TILES

32 BUILDING TILES
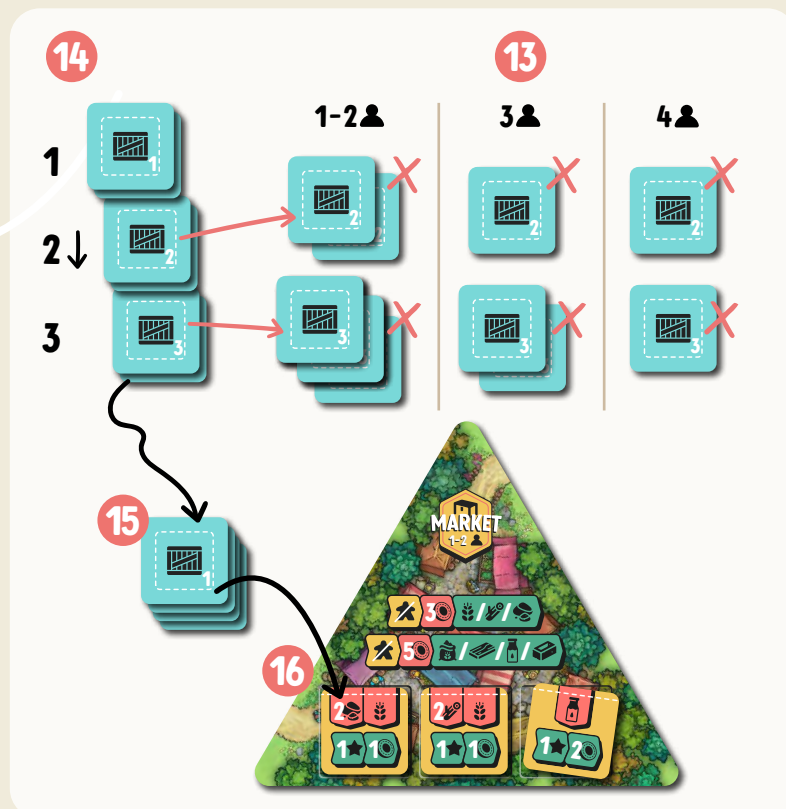
1 SCOREBOARD

1 CANVAS BAG

SETUP

For a 1-player game, read the included Solo Game leaflet.

1 Give each player all the components of their colour. (The diagram shows setup for 2 players).

8 Refined materials: 2 of each of the 4 materials (Timber 🪵, Flour 🥫, Milk 🥛, Brick 🧱). These tokens are marked with the regular Refined version on the top side (black) and the High Quality version on the bottom side (white).

5 Roads

6 Player markers

6 Flags

6 Donkeys

4 Villagers

2 Place the Church tile in the centre of the table. **In a 3–4 player game**, use the 3-4 👤 side. **In a 1–2 player game**, use the 1-2 👤 side. Start with one part of the 3D Church already placed on the Church tile.

3 Each player places 1 Villager and 1 Donkey of their colour onto the Church tile.

4 Find the Woodcutter, Quarry, Farm, Market and Town Hall tiles (marked by a 🏠 icon on the back) and place them adjacent to the Church tile so that their Road 🛤 segments match up with any of the Road 🛤 segments of the Church. If it's your first play, follow the setup diagram shown here. In a 2-player game, use the 1-2 👤 side of the Market. Otherwise, use the 3-4 👤 side. This is now the play area.

5 Place 2 Wood 🪓, 2 Stone 🪨, and 2 Wheat 🌾 on the Woodcutter, Quarry, and Farm respectively.

6 Fill the bag with the starting building tiles. The starting tiles have a bag icon 🎒 above their names on the back of each tile.

4

7 Sort the rest of the building tiles into 4 piles of 4 based on their unlock type, printed above the names on the back of each tile - Timber 🪵, Milk 🥛, Brick 🧱, and Flour 🥛. The box insert comes with slots to have these 4 piles pre-sorted.

8 Place the Scoreboard beside the play area. Place 1 of each player marker on the yellow 0 space.

9 Draw 4 building tiles from the bag. Place 1 tile each above the 0 Gold 🪙, 1 Gold 🪙, 2 Gold 🪙, and 3 Gold 🪙 slots on top of the Scoreboard.

10 Randomly determine the starting player and give them the starting player token.

11 Give each player 3 Gold 🪙.

*In a **4-player game**, players 3 & 4 receive an additional 1 Gold 🪙.*

*In a **2 or 3-player game**, the last player receives an additional 1 Gold 🪙.*

12 Place the Awards and Milestones where everyone can see them.

13 Split the Market Sale tiles into 3 piles based on their tier (shown by the number written on their back). Turn all tiles face down and mix up each pile.

*In a **4-player game**, randomly remove one tier-2 tile and one tier-3 tile.*

*In a **3-player game**, randomly remove one tier-2 tile and two tier-3 tile.*

*In a **2-player game**, randomly remove two tier-2 tiles and three tier-3 tiles.*

14 Layer all remaining Market Sale tiles face down in a single stack with the tier-3 tiles on the bottom, tier-2 tiles in the middle, and tier-1 tiles on top.

15 Place the Market Sale stack close to the Market where everyone can see them.

16 Reveal the top 3 Market Sale tiles and place them face up on the 3 slots of the Market in any order.

You are ready to start your game of Hamlet.

GENERAL CONCEPTS

TILE ANATOMY

In Hamlet, you will be growing a village by placing tiles on the board next to each other. Each tile represents a specific building. A tile in your personal supply or above the Scoreboard represents the building's **blueprint**. When you lay it on the board, it becomes the **building** itself.
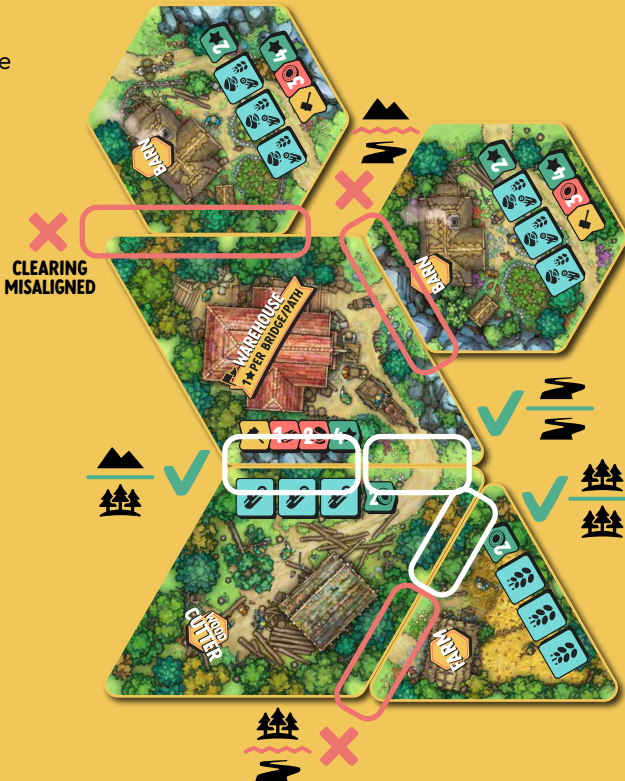
TILE SEGMENTS

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 ▲▲**. These segments come into play when building and traversing the village.

CLEARING

BUILDING COST

BUILDING REWARD

ROAD SEGMENT

CLEARING

CLEARING

FLOUR MILL

FOREST SEGMENT

CLEARING

TILE NAME

MOUNTAIN SEGMENT

CLEARING

REQUIRED MATERIALS

REFINED MATERIAL SLOT

CONSUMPTION REWARD

ADJACENCY

A building tile is considered adjacent if **at least one full segment of the tile is touching one full segment of another tile.** Mountain ▲▲ and Forest ♣♣ segments can always touch each other, but Road ➢ segments can only touch other Road ➢ segments.

CLEARING MISALIGNED

WAREHOUSE 1★ PER BRIDGE/PATH

BARN

BARN

WOOD CUTTER

ROADS

Roads in Hamlet are used to indicate where your workers (Villagers or Donkeys) can go, and to where resources can be transported.

Roads can either be printed on tiles or constructed by players using road markers. You will often construct buildings that are not immediately accessible (no printed road connected to another tile). Those tiles can later be connected through either another building tile's printed road, or by building a road between two tiles. Buildings cannot be activated if they cannot be accessed by your workers, and they usually cannot be scored at the end of the game.

Road markers are limited. Once you build all of them, you may not build any more. When you build a road, **everybody can use it**, but only you will score Points ★ for it at the end of the game.

RAW, REFINED & HIGH QUALITY MATERIALS

• **Raw materials** are the most basic type of resource and can be used by anyone. **Raw materials are not limited**. If you run out of tokens, use an appropriate substitute.

WOOD   STONE
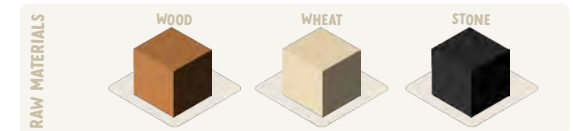
RAW MATERIALS

• **Refined materials** are created by processing Raw materials. They are made by a specific player and have an icon on top and bottom showing the material's type and quality. When you make a Refined material, use the black side of the token.

	FLOUR	MILK	BRICK	TIMBER
REFINED MATERIALS				
HIGH QUALITY				

• **High Quality materials** are Refined materials that are produced by the player who owns the appropriate Milestone. For example, Carpenters always make High Quality Timber ✍ instead of Refined Timber ✍. When you produce a High Quality material, use the white side of the token. When consumed, the player who produced them will receive double the rewards indicated on the Refinery.

Refined and High Quality materials are limited. Each player has 2 of each material and cannot make more if both tokens are already in the village. When consumed, they are returned to the player who made them and can be refined again.

OWNERSHIP

Any building tiles (blueprints) and Gold ◉ in your personal supply are yours, but, everyone can freely use all the materials on the building tiles – even ones in another player's colour – and activate all buildings in the village. Landmarks (buildings with the Flag icon ⚑ on them) will grant Points ★ only to the player whose Flag marker is on them, but apart from these exceptions, everything is shared in Hamlet.

GOLD

Gold ◉ is a resource used to purchase various things and is also worth a small amount of Points ★ at the end of the game. Each player's personal Gold ◉ supply is kept public for all players to see. **You can only use your own Gold ◉.**

VILLAGERS & DONKEYS

There are two types of workers in Hamlet:

- **Villagers** perform actions around the village. They can activate buildings to perform their actions and they can also construct buildings and roads. Villagers move quickly in the village and can get to any accessible tile in a single turn as long as there is a continuous road that leads there. Villagers are represented by meeples. You start with 1 Villager on the board, and you can have up to a total of 4 during the game.

- **Donkeys** are used to transport materials to the Villagers. Donkeys move slowly and can each only move to an adjacent tile connected by a road once per turn. You start with 1 Donkey on the board, and you can have up to a total of 6 during the game.

CONSUMING & TRANSPORTING MATERIALS

You will be required to **consume** materials to perform Villager actions. Whenever you consume materials, they need to be on the same tile as the Villager performing the action. Otherwise, they must be **transported** to that Villager's tile to be consumed.

TRANSPORTING MATERIALS

The village's robust transport system is always able to move any material **one space** from its location to an adjacent tile, **directly connected by a road.** To transport materials farther than just one space, you will need the help of your Donkeys. If materials land on a tile with one of your Donkeys on it, they can be moved once more to an adjacent tile connected by a road. If there is another one of your Donkeys on the next tile, the material can move once more. This keeps going until it lands on the tile where the Villager is taking the action (see example below).

Note: Donkeys do not move from their tile when transporting materials; they just transport the good from one side of their tile to the other, dropping it off on the next tile.

If you cannot transport **all** of the required materials to the tile where the action is being taken, then you may not perform the action. **You cannot transport any materials you will not immediately consume.**

CONSUMING MATERIALS

Whenever you consume a material, remove it from the board. Raw materials are returned to a common supply, while Refined and High Quality materials are returned to the player who produced them.

- When a **Refined material** is consumed, the player who produced it immediately gains the reward indicated on the Refinery. If you consume your own Refined material, you still get the reward. You may use Gold ⊚ earned this way to purchase additional materials from the Market during this action (see Market, pg. 9).

- When a **High Quality material** is used, the player who produced it immediately gains **twice** the indicated reward.

- When a **Raw material** is consumed, no special reward is given to any player.

Example:

✔ 🔨 1📦 2⛏ *The Yellow Villager wants to build the Lumbermill next to the Church.* **1** *The Stone ⛏ on the Quarry can be transported since it is directly adjacent to the yellow Villager.* **2** *The Stone ⛏ on the Barn can be transported since moving it to the Quarry lands it on the yellow Donkey, allowing you to move it again to the Church.* **3** *Finally, the Brick 📦 on the Stonemason can also be delivered as it can be moved first to the Donkey on the Barn, then to the Donkey on the Quarry (remember you can use roads built by other players). The Lumbermill can be built!*

✘ 3🍼 / 📦 *If the Yellow Villager wanted to deliver "3 Milk 🍼 / Brick 📦" to the Church, they would not be able to. The Milk 🍼 on the Dairy Farm cannot be moved to the Church, as there isn't a Donkey on the adjacent Barn. Meanwhile, the Milk 🍼 on the Cow Conservatory cannot be moved to the Church as there is only a Donkey owned by another player on the Stonemason (remember, you can only use your own workers).*

MILESTONES & AWARDS

Hamlet has two types of objectives to compete for:

- **Milestones** are granted to players during the game for being **first** to achieve something. They give the player Points ★ or an ability to use during the game.
- **Awards** are granted at the end of the game for being the **best** in a certain category.

Whenever you earn a Milestone, take it and place it in front of you. Points ★ from Milestones will be scored at the end of the game. However, if the Milestone gives you an ability, gain the ability immediately. Awards will be given out and scored during final scoring.

GAME STRUCTURE

A game of Hamlet is divided into rounds. Each player takes one turn each round, beginning with the starting player and going clockwise. The game continues until the Church is completed. Once the Church is completed, finish the current round so each player has had the same number of turns, then proceed to End Game Scoring.

TURN FLOW

During your turn you may perform these actions in **any order**:

- **Move Donkeys**
- **Activate Villagers**

MOVE DONKEYS

You may move **each** of your available Donkeys to an **adjacent** tile connected by a road. **You may only take this action once per turn.**

ACTIVATE VILLAGERS

Each of your Villagers may first move to any tile they can access by any number of roads, and may then take one of the following actions on the destination tile.

1. **Activate the building tile.**
2. **Construct a building tile in an adjacent empty space.**
3. **Build a road to an adjacent tile.**

A Villager can move any distance to any tile, as long as they can follow a road that leads there. If a building is not connected to the rest of the hamlet by a road, then no worker can move to it.

After taking an action with a Villager, **lay it down on its side** to show that it has taken its action this turn.

Most actions require you to transport materials to the building tile where the action takes place (or to have Gold 🪙 available in your supply). If you cannot transport all the required materials or lack the Gold 🪙, **you cannot take the action.**

VILLAGER ACTIONS

1. ACTIVATE A BUILDING

To activate a building, you must move your Villager to the building tile you would like to activate. Each building offers a different action. The starting buildings are detailed here, and additional buildings can be found in the Building Glossary at the end of this rulebook.

A. PRODUCERS

These buildings produce the Raw materials shown in the material slots.

USE A PRODUCER

- Check for empty material slots on the tile. If all slots are occupied, you cannot take this action.
- Fill all the empty material slots on the tile by taking the corresponding Raw material from the supply and placing 1 on each slot.
- Gain the rewards listed on the tile for working there (you gain these rewards once, irrespective of how many slots you fill).

B. REFINERIES

Refineries are used to convert Raw materials into the Refined materials displayed on the tile's material slots. Whenever you build the first Refinery of each of the 4 Refined materials (Flour 🌾, Milk 🥛, Brick 🧱, Timber 🪵), add the entire corresponding stack of blueprints into the bag and shuffle it.

USE A REFINERY

1. Check for empty material slots on the tile. If all slots are occupied, you cannot take this action.
2. Transport the required Raw materials to the Refinery and consume them (see page 7). If the required materials cannot be transported to the tile, you cannot take this action. If a Refinery has more than one material slot, you may fill either just one or both in one action.
3. Take a corresponding Refined material from your supply and place it with the black side up onto the tile. If you don't have the Refined material token in your supply, you cannot take this action.

4. If you have an appropriate Milestone for producing High Quality materials, flip the Refined material token white side up.
5. Refining a material does not immediately give you any rewards. You will gain the rewards later when you or another player consumes this material.
6. This material is now available to be consumed.

C. TOWN HALL

Placing a Villager on the Town Hall allows you to take **both actions** available on this tile – purchasing a blueprint and hiring new workers (in that order).

PURCHASE A BLUEPRINT

1. If you already have 3 blueprints in your personal supply, you cannot take this action.
2. Choose one of the 4 blueprints displayed above the Scoreboard. When you choose a blueprint, place 1 Gold 🪙 on each blueprint to the left of the one you want to acquire. Then take the chosen blueprint and place it in your personal supply. The leftmost one is free.
3. Add the blueprint and any Gold 🪙 on it to your personal supply.
4. Slide the remaining tiles above the Scoreboard to the left to fill the empty space.
5. Draw a new tile from the bag and place it on the rightmost spot so that there are 4 blueprints available again. If there are ever fewer than 4 tiles, replenish the display immediately.

AND/OR HIRE WORKERS

1 You may hire as many workers as you can afford in a single action.

- The first time you hire a Villager, it costs 5 Gold ⊚. The second time costs 7 Gold ⊚ and the third costs 9 Gold ⊚. You can have a maximum of 4 Villagers on the board.

- Donkeys cost 3 Gold ⊚ each. You can have a maximum of 6 Donkeys on the board.

2 After paying their costs, take any hired workers from your personal supply. Place newly hired Villagers on the Church lying down – you may use them next turn. Place newly hired Donkeys on any building tile that is accessible to the Church by a road – you may use these immediately.

> *Example:*
>
> **1** *You activate the Town Hall and purchase a blueprint. You have 10 Gold ⊚ in your supply. You need the second tile so you* **2** *first place 1 Gold ⊚ on the leftmost tile,* **3** *then take the second tile which has 2 Gold ⊚ on it already. You now have 11 Gold ⊚.* **4** *You slide the tiles leftwards and* **5** *draw a new tile from the bag, placing it in the 3 Gold ⊚ slot. You now decide to hire workers: one Donkey and one Villager. Since you have 2 Villagers on the board already, the Villager costs 7 Gold ⊚ and the Donkey costs 3 Gold ⊚. You pay the total of 10 Gold ⊚,* **6** *place the new Villager on the Church laid on their side, and* **7** *place the Donkey on the Farm which is connected to the Church by a road.*

D. MARKET

The Market is one of the most important buildings as it allows for both the purchase and sale of materials. You can take a Villager action at the Market to make a Sale, and you can transport materials from the Market with a Free Market purchase.

MARKET SALE DRAW PILE

FREE MARKET PURCHASE PRICES

AVAILABLE MARKET SALE TILES

MAKE A SALE AT THE MARKET

1 Choose a Market Sale tile that you would like to fulfil.

2 Transport all required materials to the Market tile.

3 Consume all the required materials, and immediately grant Refined and High Quality materials' rewards to the player of their colour.

4 Take the chosen Market Sale tile and place it in your personal supply. Receive the tile's rewards (Points ⭐ and/or Gold ⊚) immediately.

5 If there are still Sale tiles in the draw pile, refresh the Market Sale tiles so that there are always 3 available. If there are no more Sale tiles, leave the slots empty.

FREE MARKET PURCHASE

Whenever your worker needs to consume materials, you may use a Free Market purchase to get the required materials from the Market.

1 **Purchasing from the Market is not an action and does not require you to place a Villager on the Market.** The costs of the materials are displayed on the Market tile. You may obtain as many materials as you can afford from the Market.

2 In order to use a purchased material, **you must be able to transport it from the Market to the Villager that is taking the current action**. The Market always has an infinite supply of materials.

3 The materials are not created physically during a Free Market purchase. Purchased Refined materials do not belong to any player and reward no Gold ⊚ or Points ⭐. You may not purchase High Quality materials.

You may not purchase materials from the Market to make a Sale at the Market.

E. CHURCH

By making a Church delivery, you build one part of the Church. The Church is a project that requires multiple deliveries to complete, each indicated by a **delivery slot.** The required materials and Point ⭐ rewards are different for each slot. Deliveries can be fulfilled in any order, and the Church is considered complete when all delivery slots are filled. Each delivery slot can only be filled once.

DELIVERY SLOT

DELIVERY COST　　**DELIVERY REWARD**

DELIVERING TO THE CHURCH

1 Transport the required materials to the Church and consume them. Grant any rewards for Refined and High Quality materials immediately as soon as you transport them. You may use Gold ⊚ obtained this way for a Free Market purchase within the same delivery.

2 Place one of your player markers on the delivery slot to indicate that you completed it.

3 Score the Points ⭐ awarded by the Church delivery slot immediately and add a part to the Church.

A "/" sign, means "and/or" which allows for a combination of the listed resources. For example, 3 🥛/🧱 means a total of 3 resources that are any combination of Milk 🥛 and Brick 🧱.

BEGGING

When times are tough, you can beg at the Church to gain 1 Gold ⊚. **This action is only available when the 3 starting Producers (Farm, Woodcutter, and Quarry) are full and it is impossible to work there.**

2. CONSTRUCT A BUILDING

1. Place your Villager on a tile that has an empty space adjacent to at least one of its segments.

2. Choose a blueprint from your personal supply that you would like to build.

3. Make sure the blueprint can be connected to the tile your Villager is standing on, following adjacency rules (see Adjacency, page 6).

4. Transport the required materials to the Villager who is building the tile and consume them. Players gain any rewards for Refined and High Quality materials immediately as soon as you consume them. You may use Gold 🪙 obtained this way for a Free Market purchase within the same building construction.

5. Place the building tile adjacent to the tile your Villager is standing on, following adjacency rules.

6. Gain the reward indicated on the building you just placed:

Ⓐ Take a Milestone: If still available, take the Milestone matching the Refined material listed on the reward. If this Milestone has been taken by another player already, you may not take it from them.

Ⓑ Add tiles to the Bag: Whenever you build the first Refinery of each of the 4 Refined materials (Flour 🥐, Milk 🥛, Brick 🧱, Timber 🪵), add the entire corresponding stack of blueprint tiles to the bag and shuffle it.

LANDMARKS 🚩

Landmarks have a Flag icon next to their name on the yellow banner. This means that the player who built these Landmarks must mark them, so that they can score Points ⭐ from them at the end of the game. Whenever you construct a building with a Flag icon, place one of your Flag markers on it. Flags are not limited. If you run out, use a suitable proxy. Landmarks need to be connected by a road to the rest of the hamlet to be scored at the end of the game, unless stated otherwise on the tile.

3. BUILD A ROAD

Sometimes it will be impossible to connect a building using only the Road ➤ segments on the tiles. In these cases, you will need to build roads to connect the buildings to the network in order for workers to be able to move onto those tiles.

To build a road, your Villager must be on one of the two tiles you would like to connect. **You may not build a road if the two tiles are already directly connected to each other.**

TYPES OF ROADS

- **Bridges (Mountain-to-Mountain):** Bridges connect two touching Mountain 🏔 segments. They require **2 Wood 🪵** to build.

- **Paths (Forest-to-Forest):** Paths connect two touching Forest 🌲 segments. They require **2 Stone 🪨** to build.

For reference these costs are printed on the right hand side of the score board.

Touching Forest-Mountain segments represent Cliffs. These cannot be connected with a road.

BUILD A ROAD

1. Transport the Raw materials to the tile where your Villager is, and consume them.

2. Place one of your road markers onto the intersection of the two tiles. Use the same road marker whether it is a Path or a Bridge.

3. The two tiles are now considered connected by a road.

4. If still available, take the Planner Milestone tile. If this Milestone has been taken by another player already, you may not take it from them.

Note: Building a road does not give you immediate rewards, but it will score you Points ⭐ at the end of the game (see End Game Scoring, page 11).

Example:

CLIFFS CANNOT BE CONNECTED WITH A ROAD

POND 3⭐ IF CONNECTED BY A BRIDGE

ALREADY CONNECTED WITH THE PRINTED ROAD

END OF TURN

When you have used all of the workers that you wish to activate, your turn is over and the player to your left now takes their turn.

COMPLETING THE CHURCH

Once all of the Church deliveries are completed, your hamlet is no longer a hamlet – it has now grown into a town! The game is almost over! 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.

END GAME SCORING

AWARDS

Hand out the Awards to the players. In case of a tie, the Points ★ are shared, rounded down. If there is a tie for the most Church deliveries, the tied players claim the Chaplain and Sacristan and split the Points ★ between them, rounding down.

3★ SACRISTAN SECOND MOST CHURCH DELIVERIES

5★ CHAPLAIN MOST CHURCH DELIVERIES

4★ LANDSCAPER MOST 🏠 BUILDINGS

4★ MERCHANT MOST SALES AT THE MARKET

LANDMARK SCORING

Go through the Landmarks and grant their owners Points ★ as listed. Remember that Landmarks need to be connected by a road to the rest of the hamlet to be scored at the end of the game, unless explicitly stated otherwise on the tile itself.

LONGEST ROAD

Each player finds the largest continuous series of building tiles **connected by only roads of their colour and roads printed on the tiles**. Your longest road must have at least one road of your colour and cannot go through the Church tile. Score 2 Points ★ for each building tile in this series.

GOLD

Score 1 Point ★ for every 3 remaining Gold ◎ you have.

BRIDGE AND PATH SCORING

Score 1 Point ★ for each road you have built during the game. If you have the Planner Milestone, score an additional Point ★ for each road.

1ST BRIDGE/PATH PLANNER +1★ PER BRIDGE/PATH

YOUR LITTLE HAMLET IS NOW A TOWN!

The player with the most Points ★ is the winner and will be remembered throughout history as the founder of the new town. Name it, take a photo of it, share it on social media with #MyHamlet, and cherish it – the next one you build will be very different. In the case of a tie, the player with the most Church deliveries wins. If there's still a tie, the player with the most Market Sale tiles wins. If there's still a tie, fill pint glasses with milk (or a milk alternative), and the first player to finish their glass wins.

Scoring example:

Red has built three roads: two from the Quarry, connecting to the Stonemason and to the Barn; and another connecting the Pond to the Dairy Farm - they score 3 Points ★, 1 for each road. Yellow has built two roads from the Cow Conservatory: one connected to the Stonemason, and the other to the Farrier. They score 2 Points ★.

At the end of the game, if these are the longest uninterrupted connections each player can find: Red will score 12 Points ★ - they have a path going through 6 tiles starting from the ① Farrier, then onto the ② Stonemason, moving into the ③ Quarry, ④ Barn and ⑤ Dairy Farm, and finally ending on the ⑥ Pond. Meanwhile, Yellow will score 10 Points ★ - they have a path starting from the ① Farrier, going into the ② Cow Conservatory, then ③ Stonemason, ④ Dairy Farm, and finally the ⑤ Barn.

However, Yellow will score an additional 5 Points ★ from the Farrier – which gives them 1 Point ★ for each tile in the longest road. Red scores 3 Points ★ for connecting their Pond with a Bridge.

BUILDING GLOSSARY

PRODUCERS

Barn: If the Barn is not full, fill it up with any combination of Raw materials (Wheat 🌾, Stone 🪨 and Wood 🪵) and gain 2 Points ★. Do not gain any Gold 🪙.

Farm: If the Farm is not full, fill it up with Wheat 🌾 and gain 2 Gold 🪙.

Quarry: If the Quarry is not full, fill it up with Stone 🪨 and gain 2 Gold 🪙.

Woodcutter: If the Woodcutter is not full, fill it up with Wood 🪵 and gain 2 Gold 🪙.

REFINERIES

Cow Conservatory: If the Cow Conservatory is not full, you may refine 1 Wheat 🌾 into 1 Milk 🥛 for **each empty slot**. For each Wheat 🌾 you refine, place a Milk 🥛 on its black side on each empty slot (or on its white side if you are the Herder). When any player consumes the Milk 🥛, gain 1 Gold 🪙 and 1 Point ★ (or 2 Gold 🪙 and 2 Points ★ if you are the Herder). **If both slots are empty, you may refine 2 Milk 🥛 in one action, provided that 2 Wheat 🌾 are available.**

Dairy Farm: If the Dairy Farm is not full, you may refine 1 Wheat 🌾 into 1 Milk 🥛. Place a Milk 🥛 on its black side on the empty slot (or on its white side if you are the Herder). When any player consumes the Milk 🥛, gain 1 Gold 🪙 and 1 Point ★ (or 2 Gold 🪙 and 2 Points ★ if you are the Herder).

Flour Mill: If the Flour Mill is not full, you may refine 1 Wheat 🌾 into 1 Flour 🍚. Place a Flour 🍚 on its black side on the empty slot (or on its white side if you are the Miller). When any player consumes the Flour 🍚, gain 1 Gold 🪙 and 1 Point ★ (or 2 Gold 🪙 and 2 Points ★ if you are the Miller).

Lumbermill: If the Lumbermill is not full, you may refine 1 Wood 🪵 into 1 Timber 🪵 for **each empty slot.** For each Timber 🪵 you refined, place a Timber 🪵 on its black side on each empty slot (or on its white side if you are the Carpenter). When any player consumes Timber 🪵, gain 1 Gold 🪙 and 1 Point ★ (or 2 Gold 🪙 and 2 Points ★ if you are the Carpenter). **If both slots are empty, you may refine 2 Timber 🪵 in one action, provided that 2 Wood 🪵 are available.**

Master Stonemason: If the Master Stonemason is not full, you may refine 1 Stone 🪨 into 1 Brick 🧱 for **each empty slot**. For each Brick 🧱 you refined, place a Brick 🧱 on its black side on each empty slot (or on its white side if you are the Mason). When any player consumes the Brick 🧱, gain 1 Gold 🪙 and 1 Point ★ (or 2 Gold 🪙 and 2 Points ★ if you are the Mason). **If both slots are empty, you may refine 2 Brick 🧱 in one action, provided that 2 Stone 🪨 are available.**

Sawmill: If the Sawmill is not full, you may refine 1 Wood 🪵 into 1 Timber 🪵. Place a Timber 🪵 on its black side on the empty slot (or on its white side if you are the Carpenter). When any player consumes the Timber 🪵, gain 1 Gold 🪙 and 1 Point ★ (or 2 Gold 🪙 and 2 Points ★ if you are the Carpenter).

Stonemason: If the Stonemason is not full, you may refine 1 Stone 🪨 into 1 Brick 🧱. Place a Brick 🧱 on its black side on the empty slot (or on its white side if you are the Mason). When any player consumes the Brick 🧱, gain 1 Gold 🪙 and 1 Point ★ (or 2 Gold 🪙 and 2 Points ★ if you are the Mason).

Windmill: If the Windmill is not full, you may refine 1 Wheat 🌾 into 1 Flour 🍚 for **each empty slot.** For each Flour 🍚 you refined, place a Flour 🍚 marker on its black side on each empty slot (or on its white side if you are the Miller). When any player consumes the Flour 🍚, gain 1 Gold 🪙 and 1 Point ★ (or 2 Gold 🪙 and 2 Points ★ if you are the Miller). **If both slots are empty, you may refine 2 Flour 🍚 in one action, provided that 2 Wheat 🌾 are available.**

LANDMARKS

Farrier: When scoring your longest road at the end of the game, score 3 Points ★ for each tile instead of 2 ★.

Monument: Score 2 Points ★ for each segment of this tile touching a matching segment. The Monument has a total of 9 segments: 3 Forest 🌲, 3 Mountain ⛰️, and 3 Road ➤ segments.

Outpost: Count the number of building tiles on the shortest route from this Outpost to the Church. Score 1 Point ★ for each tile. Include both the Outpost and the Church when counting tiles.

Pond: As long as the Pond is connected by a road, score 3 Points ★.

Shrine: Score 2 Points ★ for each Church delivery you've successfully completed.

Small Mountain Range (& Large Mountain Range): Score 1 (or 2) Points ★ for each segment connected to another Mountain ⛰️ segment. Mountain Ranges do not need to have a road connection (such as a Bridge) in order to be counted at the end of the game.

Small Woodland (& Large Woodland): Score 1 (or 2) Points ★ for each segment connected to another Forest 🌲 segment. Woodlands do not need to have a road connection (such as a Path) in order to be counted at the end of the game.

Square: Score 3 Points ★ for each road connected to this tile. Do not score any Points ★ for any player-built roads (such as Bridges or Paths) or any other matching segments (such as Forest-to-Forest 🌲 segments).

Stables: Score 2 Points ★ for each Donkey you own.

Tavern: Score 1 Point ★ for each 1 Gold 🪙 you still have at the end of the game, up to a maximum of 8 Points ★. You still also score end of game Gold 🪙 Points ★ as normal.

Tradepost: Score 1 Point ★ for each Market Sale you have completed. You still also score end of game Market Sale Points ★.

Warehouse: Score 1 Point ★ for each Bridge or Path you have built. You still score end of game Bridge or Path Points ★, as well as longest road Points ★.

STONEMAS

POND
3★ IF CONNECTED BY A BRIDGE