HAMLET
By the Lake

RULEBOOK

CLIFFSIDE
3★ FOR EACH CONNECTED WATER SEGMENT (NO ROAD REQUIRED)

MIGHTY BOARDS

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:

1 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*

2 Mix up the Fish tiles 🐟 and place them in the new canvas bag 💰.

3 Give each player their additional Flag token so each player has a total of 7.

4 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.

ALL SEASONS — FISH MARKET — GAIN 2.

SEASON EXAMPLE: AUTUMN 🍁

INFRASTRUCTURE — GAIN 1. YOU PAY 0 FOR BLUEPRINTS THIS TURN.

CALL IN A FAVOUR — CONSTRUCT A BUILDING. DO NOT PAY ITS BUILDING COST AND DO NOT GAIN ITS ★ REWARD.

NEW COMPONENTS

6 NEW BUILDING TILES

BEACH — ONCE PER TURN, OWNER MAY FISH HERE AND COLLECT AN ADDITIONAL 2

DOCKYARD — 3★ FOR EACH BOAT

CLIFFSIDE — 3★ FOR EACH CONNECTED WATER SEGMENT (NO ROAD REQUIRED)

AQUARIUM — SCORE 1,2,3★ FOR UNUSED COMMON, UNCOMMON AND RARE FISH RESPECTIVELY

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

1 CANVAS BAG 💰
(for Fish tiles)

30 LAKE TILES

BREEDING — GAIN 1. IF YOU HAVE 2 OR MORE DONKEY'S GAIN ANOTHER DONKEY FOR FR

MONOPOLY — GAIN 1. AFTER YOUR NEXT VILLAGER ACTION, PLACE THE FISH TOKEN ON THE ACTIVATED BUILDING. NO PLAYER CAN TAKE ACTIONS ON THAT BUILDING UNTIL THE BEGINNING OF YOUR NEXT TURN.

MIGRATION — GAIN 1. AFTER YOUR NEXT ACTION, REFILL ALL ADJACENT FISHING SPACES.

9 MENU CARDS 🍴
1 Common Fish 🐟, 2 Spring 🌼, 2 Summer ☀️,
2 Autumn 🍁, 2 Winter ❄️

4 VILLAGERS' HOUSE TILES

20 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.

1 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 🌊.

2 Score 1 Point ⭐ for every 2 Lake tiles placed (rounding down, up to a maximum of 10 Points ⭐ per lake).

3 Place a Fish token on each new Lake tile that is adjacent to a building tile.

4 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.

1🌾 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.

CORNER-TO-CORNER ENCLOSURE

NOT ADJACENT TO A BUILDING TILE = NO FISH

FISHING 🐟

Fishing is a new Villager action.

1 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.

2 Remove all Fish tokens from all Lake tiles adjacent to the tile your Villager is on (this can be multiple lakes).

3 Randomly draw Fish tiles 🐟 from the bag equal to the number of Fish tokens you removed from the Lake tiles.

NOT ADJACENT

BEACH ONCE PER TURN, OWNER MAY FISH HERE AND COLLECT AN ADDITIONAL 2 🐟

ADDITIONAL 2 🐟 ONLY FOR THE OWNER (BEACH EFFECT)
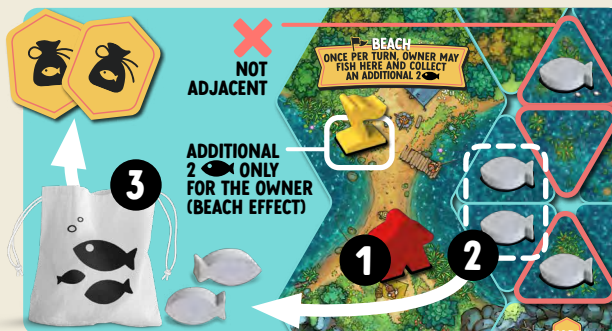
Fish tokens do not replenish after they are removed (unless otherwise specified) and it is not possible to go Fishing on tiles that no longer have adjacent Fish tokens (except the Beach, if you own it – see page 4).

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.

🐟 **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 🍴.

COST (FISH TYPE)

FISH MARKET GAIN 2 🪙.

REWARD (GOLD)

MIGRATION GAIN 1 🪙. AFTER YOUR NEXT ACTION, REFILL ALL ADJACENT FISHING SPACES.

REWARD (ABILITY)

FISH FESTIVAL DISCARD UP TO 10 🐟 FISH, SCORE 1 ⭐ EACH. THE FISH CONSUMED FOR THIS ACTION COUNTS AS ONE OF THE DISCARDED ONES.

SEASON (SUMMER)

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

Fish and Boats are not limited, if you run out of tokens, use a suitable substitute.

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.

- BUILDING COST
- BUILDING REWARD
- OWNER'S FLAG
- STOREROOM ACTIVATION (WORKER REQUIRED)
- STORED RESOURCES (REFINED/RAW) SLOT X2
- END GAME OWNER'S BONUS

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.
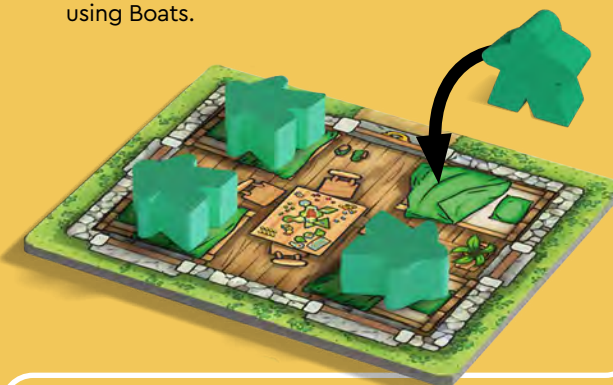
GAME END

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

SOLO RULES

SOLO COMPONENTS

SOLO ACTION TILE

FAVOUR TILE

NEW

SOLO ACTION TOKEN: FISHING
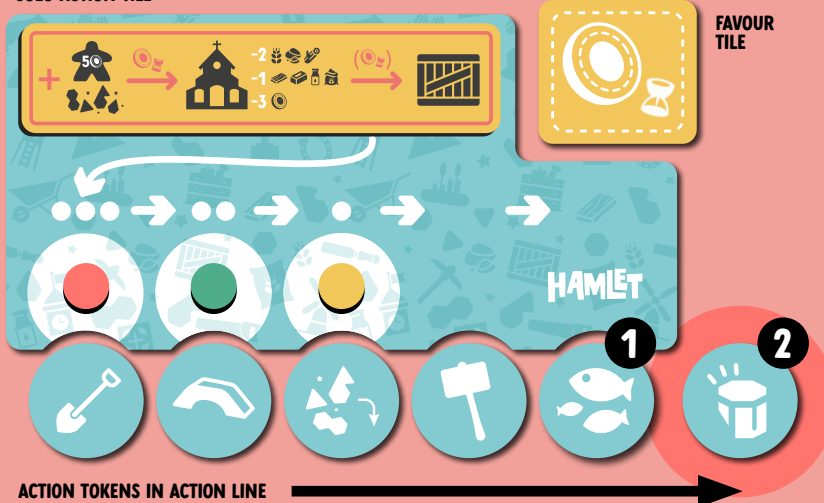
**ACTION TOKENS IN ACTION LINE**

SOLO MODE SETUP CHANGES

1 When setting up Botric's action tiles below its board, include the new Fishing token with the others when randomly laying them out.

2 There will be one more action tile than the number of recesses under Botric's board – the 6th tile just goes to the right of the others.

3 Do not give Botric a Villagers' house tile.

MIGHTY BOARDS

BOTRIC GAMEPLAY CHANGES

FISHING ACTION 🐟

When Botric goes Fishing, place a Villager on a tile adjacent to a lake where they can catch the most Fish. Fish all tokens from the chosen lake(s) adjacent to the tile the worker is on.

- If there's a tie for which lake to pick from, Botric picks one adjacent to its closest worker, and if still tied, you may choose which tied lake they Fish from.
- Botric draws a Fish tile from the bag for each Fish token they Fished.
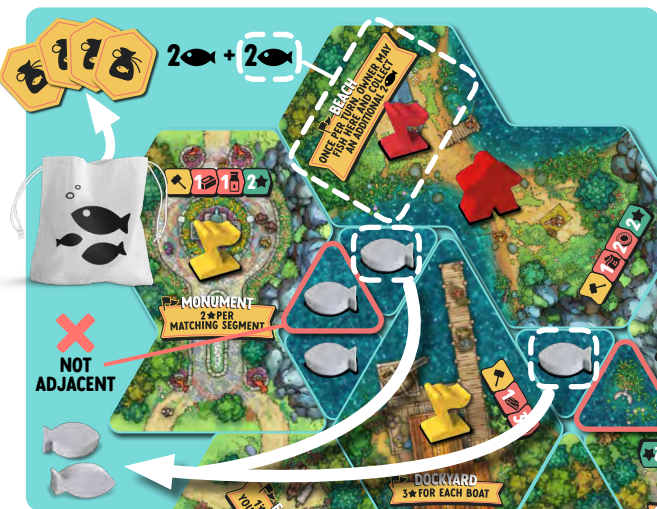
SELLING AND EATING FISH

At the end of their turn, if Botric now has more than 3 Fish tiles 🐟, they immediately discard any surplus Fish tiles in least-rare order (green **>** blue **>** red), until they only have 3 remaining. For each tile discarded, they ignore the Sell and Menu abilities of the Fish types, and instead gain the following rewards:

> **Common Fish (green):**
> Gain 1 Gold ⓞ onto the Favour tile (even if on its X side).

> **Uncommon Fish (blue):**
> Gain 1 Gold ⓞ onto the Favour tile (even if on its X side) and gain 1 Point ⭐.

> **Rare Fish (red):**
> Gain 2 Points ⭐.

CONSTRUCT A BUILDING ACTION 🔨

When constructing a building, Botric has a change in priority for how it chooses where to place its building tile. The placement choice is now as per the following (bold showing the additions vs the base-game solo rules):

- In all cases below, Botric avoids joining a road network relying on your roads if possible, and avoids joining to your Landmark tiles if possible.

- Next to a tile as far along the longest road network with none of your roads on it, **where they can form a lake to place the most Lake tiles,** then where they can match at least one terrain type to a segment (Road ➤-to-Road ➤, Forest 🌲-to-Forest 🌲, or Mountain ⛰️-to-Mountain ⛰️).

- Next to a tile as close to the Church as possible, **where they can form a lake to place the most Lake tiles.**

- If multiple locations are still available, the player may choose where the tile is placed from the tied options.

Botric will place the tile in a way that **lets them form a lake with the most Lake tiles possible,** then tries to join road-to-road if possible, otherwise Forest 🌲-to-Forest 🌲 or Mountain ⛰️-to-Mountain ⛰️ (equal priority). Placing Forest 🌲-to-Mountain ⛰️ is a last resort. Botric will always try to match as many sides as possible when placing.

FORMING LAKES

When Botric forms a lake, they gain Points ⭐ for the Lake tiles placed, as usual.

PLACING BOATS 🚤

After creating any lakes, Botric decides whether to place a Boat in one of the just-formed lakes. They will choose to place a Boat if they formed a lake of at least 2 Lake tiles, and they have any Flags left, and if either of the following is true:

1. A lake they just formed is adjacent to a Refinery tile they don't currently have access to (via a road or another of their Boats);

2. They can trigger the end of the game by placing their last Flag as a Boat.

If Botric chooses to place a Boat, they place it in the lake they just formed. If they formed multiple lakes at once, the Boat goes into the lake that complies with point 1 above. If still tied, the Boat goes into the largest (tied) lake formed (if tied for largest, you may pick which tied lake is used).
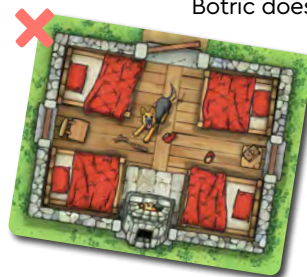
USING BOATS 🚤

When Botric wants to use one of their Boats to transport resources across, they have to be able to pay 1 Wheat 🌾, just like a player would.

THE VILLAGERS' HOUSE

Botric does not use a Villagers' house - keep their workers on the map between their turns (as a number of their action tiebreakers use "nearest to one of their workers").

GAME END

Game End is triggered as usual. Before scoring up, Botric discards any remaining Fish tiles, gaining the same rewards as per their **Selling & Eating Fish** section.

Then, score up as usual.