

**5 terrain types suitable for building:**


Grass



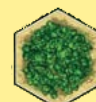
Canyon



Desert



Flower field



Forest

**4 terrain types not suitable for building\*:**


Castle



Water\*



Mountain



8 different locations

\* Note: The extra harbor action allows building a settlement on water hexes. This is the only way to build settlements on water hexes.

**Extra action: Build one additional settlement from your personal supply.**

**Oracle**

Build **one settlement** on a hex of the same terrain type as your played **terrain card**. Build adjacent if possible.


**Farm**

Build **one settlement** on a **grass hex**. Build adjacent if possible.  
*Skip this action if there is not a single unoccupied grass hex on the game board.*


**Oasis**

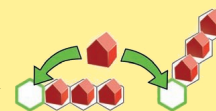
Build **one settlement** on a **desert hex**. Build adjacent if possible.  
*Skip this action if there is not a single unoccupied desert hex on the game board.*


**Tower**

Build **one settlement** at the **edge of the game board**. Choose any of the 5 suitable terrain type hexes. Build adjacent if possible.


**Tavern**

Build **one settlement** at one **end of a line** of at least 3 of **your own settlements**. The orientation of the line does not matter (horizontally or diagonally). The chosen hex must be suitable for building.

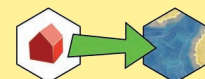

**Extra action: Move one of your existing settlements.**

**Barn**

Move **any one of your existing settlements** to a hex of the same terrain type as your played **terrain card**. Build adjacent if possible.


**Harbor**

Move **any one of your existing settlements** to a water hex. Build adjacent if possible. This is the only way to build settlements on water hexes.


**Paddock**

Move **any one of your existing settlements** **two hexes in a straight line** in any direction (horizontally or diagonally) to an eligible hex. You may jump across any terrain type hex, even water, mountain, castle and location, and/or your own and other players' settlements. The target hex must not necessarily be adjacent to one of your own settlements.



**FISHERMEN**


**Build settlements on the waterfront**  
1 gold for each of your own settlements built adjacent to one or more water hexes.

*Note: Extra harbor action: The “Fishermen” card does not generate gold for settlements on water hexes.*

**MINERS**


**Build settlements next to a mountain**  
1 gold for each of your own settlements built adjacent to one or more mountain hexes.

**MERCHANTS**


**Connect location and castle hexes**  
4 gold for each location and/or castle hex linked contiguously by your own settlements to other location and/or castle hexes.

**WORKERS**


**Build settlements next to location or castle hexes**  
1 gold for each of your own settlements built adjacent to a location or castle hex.

**DISCOVERERS**


**Build settlements on many horizontal lines**  
1 gold for each horizontal line on which you have built at least one of your own settlements.

**KNIGHTS**


**Build many settlements on one horizontal line**  
2 gold for each of your own settlements built on that horizontal line with the most of your own settlements.  
*Note: If a player has built the same maximum number of settlements on more than one horizontal line they earn gold for one line only.*

**HERMITS**


**Create many settlement areas**  
1 gold for each of your own separate settlements and for each separate settlement area.

**LORDS**


**Build the most settlements in each sector**  
Each sector: 12 gold for the maximum number of settlements there; 6 gold for the next highest number of settlements.  
*Note: If several players tie for the most settlements all tied players earn 12 gold. Likewise, tied players for the second most settlements earn 6 gold each.*

**CITIZENS**


**Create a large settlement area**  
1 gold for every 2 of your own settlements in your largest own settlement area.  
*Note: Settlement area = cluster of adjacent settlements belonging to one player.*

**FARMERS**


**Build settlements in all sectors**  
3 gold for each of your own settlements in that sector with the fewest of your own settlements.  
*Note: If there is the same number of a player's fewest settlements in more than one sector, they earn gold for one sector only. In order to qualify as a “Farmer” a player must have built at least 1 settlement in each sector.*