KINGDOM BUILDER

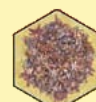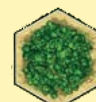## Quick reference guide: Terrain types and extra actions

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*

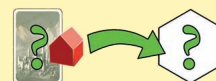* Note: The extra harbor action allows building a settlement on water hexes. This is the only way to build settlements on water hexes.

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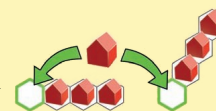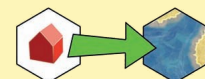
### Extra action: Move one of your existing settlements.

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.

Quick reference guide: Kingdom Builder cards
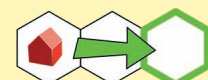
FISHERMEN

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.