

**5 terrain types suitable for building:**



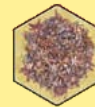
Grass



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.*



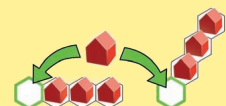
**Tower**

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.

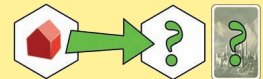


**Extra action: Move one of your existing settlements.**



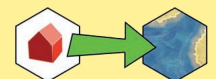
**Barn**

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.*

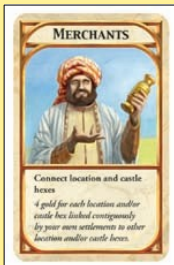
### MINERS



#### 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.*