

SETUP:

1 of each type of starting character
6 Star houses face up
4 Random Key houses face up
4 house and outpost cards face up

7 coins each
If playing with 4 players only builder
in ready area at start of game
in 2 player game, 2nd player gets +1 coin
in 3 player game, 2nd & 3rd players get +1 coin
In 4 player game, 4th player gets +1 coin

Actions:



Explore:

Must send at least
2 villagers exploring



Harvest:

For each villager
used, harvest 1
resource



Build:

Must have empty
cave to build
outpost



Train



Labor:

1st in round to
Labor gets Cider

Free Actions:

Put an item up for sale
or buy from another player

End of round:

Move round marker down 1 space. Replace Cider if needed. Slide "for hire" villagers left and add new villagers if needed. Rest number of villagers equal to # beds. Collect income. Refresh applicable goods. Pass "1st PLayer" card left. Start next round.

End Game Scoring:

Players score points for:

Each item in advancement track.

1 point for each building owned (including starting building).

Reputation track: 1st scores 5 points. 2nd scores 3 points. 3rd scores 2 points. In 2 player game, only 1st scores 3 points.

Score card bonuses.

Tie breakers are resolved in this order: Most coins, most villagers, most buildings.