Village

Taking your turn



1. You must take one cube from an action space of your choice.
   a. If **influence**, put in farmyard (no limit).
   b. If **plague**, return it to supply and lose 2 time.
2. You may then perform the action of the action space (optional).
   - Exception: market day must be held.

As soon as your **time marker passes the bridge**, one of your oldest family members passes away.

At any time, you may pay **influence cube costs** using **coins** instead.



The actions



Grain harvest

- Must have one or more family members on farmyard.

a. Take **2 bags of grain**, place on farmyard.
b. If you also own a horse and plow, take **3 bags of grain**.
c. If you also own an ox and plow, take **4 bags of grain**.
   - Family and goods remain.
   - You can never own more than 5 bags of grain at once.





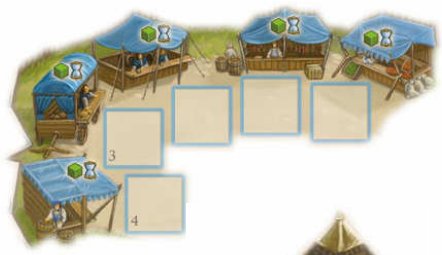
Family

a. Take 1 family member from general supply, add to farmyard.
   - Must always take the **lowest** available number.
b. **Or**, return 1 employed family member (not deceased) from board to farmyard.



Market

- When taking cube, action must be carried out.
- All players can participate. Play clockwise beginning with active player.
- Pay requirements. Place customer tile face down next to farmyard.
- All transactions except first action: **pay 1 green + 1 time**.



Church

Pay **1 brown** or **3 time**. Add 1 family member from farmyard to **black bag**.

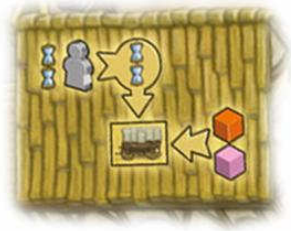


Crafts

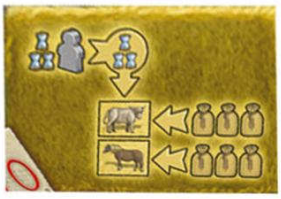
a. **Mill**: get 2 coins.
b. **Craft building**: produce 1 good.
    a. **Acquire good by losing time**.
        1. Place 1 family member from farmyard onto craft building (if not there already). Pay time.
        2. Produce 1 good. Pay time.
        3. Family member remains on building.
    b. **Acquire good by paying with influence** (or bags of grain).
        1. Return specified amount of cubes (or bags of grain) to supply.
        2. You do not need to have a family member on craft building.



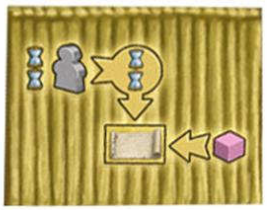
Wainwright: acquire 1 wagon
a. Place family member (2 time), build (2 time), **or**
b. Pay 1 pink + 1 orange.



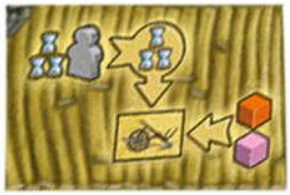
Stables: acquire 1 horse or 1 ox
a. Place family member (3 time), build (3 time), **or**
b. Pay 3 grain.



Office: acquire 1 scroll
a. Place family member (2 time), build (2 time), **or**
b. Pay 1 pink.



Smithy: acquire 1 plow
a. Place family member (3 time), build (3 time), **or**
b. Pay 1 pink + 1 orange.



Mill: acquire 2 coins
a. No family members may be placed here.
b. Pay 2 time + 2 bags of grain.



Travel

If you do not have any family members on travel map…
1. Place 1 family member from farmyard onto either city adjacent to village.
2. Pay requirements. Take reward.
3. Place 1 marker on city.



If you already have at least 1 family member on the travel map…
a. Send another family member to initial city, **or**
b. Move 1 traveling family member to an **adjacent** city.
    1. Pay requirements. Take reward.
    2. Place 1 marker on city.

- No limit to number of family members and different colored markers allowed on any city.
- Each player may only place a marker (and receive reward) once per city.

Council chamber

a. Take 1 family member from farmyard, place on **1st stage**. Pay requirements. Perform action.
b. **Or**, move 1 family member in council chamber **one stage forward**. Play requirements. Perform action from current or previous stage.
c. **Or**, keep 1 family member in **current stage** of council chamber. No requirements (free). Perform action from current or previous stage.



1st stage: Take next starting player marker. If marker already taken, receive nothing.
2nd stage: Take 2 influence cubes of your choice from supply.
3rd stage: Take 1 goods tile of your choice from supply.
4th stage: Pay 1 coin. Receive 3 prestige points.

No limit to number of family members allowed on any stage.

Well (substitute action)



Instead of taking cube. Pay 3 same-colored cubes (not plague). Carry out any 1 action.

- This is the only way to perform an action when there is no cube left on the action space.

End of a round

Mass

1. **Draw 4 pieces from black bag**.
   - Beginning with starting player, each player may pay 1 coin per family member to pick them. Continue until 4 pieces drawn. Draw randomly if necessary.
   - Place drawn family members on **large rightmost glass window** of church.
   - Family members still in bag remain there.
2. **Move family members up in church hierarchy**.
   - Beginning with starting player, each player may act once to move 1 or more family members up in hierarchy (leftward on windows).
   - Pay bags of grain shown between windows.
   - Family members may move up more than 1 window if all payments made.
3. **Award 2 prestige points for church majority**.
   - Majority = the player who has the most family members in the church.
   - Tiebreaker 1 = family member on window farthest left.
   - If still tied, all tied players gain 2 prestige points.



A family member passes away



Once you move the marker **past the bridge**, one of your oldest family members passes away at the **end of your turn**.

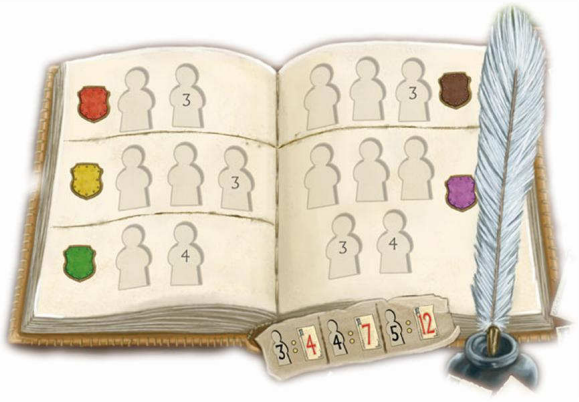
- Exception: during **market day**, family member dies **immediately**.

a. **There is still a free space in the village chronicle**.
   - Where family member "worked" at time of death.

b. **There is no proper grave left in the village chronicle**.
   - Put into anonymous grave next to church.

End of the game





a. Family member put in last empty space in village chronicle, **or**

b. Family member put in last empty anonymous grave.

- All other players may perform **one** last action in clockwise player order.
- If all cubes taken from board, action spaces are **not** reseeded.
- Final mass not said until all players have taken their final action.

Final scoring

Travel

1 city = 1 point	4 cities = 10 points
2 cities = 3 points	5 cities = 14 points
3 cities = 6 points	6 cities = 18 points

Church

Rightmost window = 2 points each	Third window = 4 points each
Second window = 3 points each	Leftmost window = 6 points each

Village chronicle

1-2 family members = no points	4 family members = 7 points
3 family members = 4 points	5+ family members = 12 points

Customer tiles: as printed.
Coins: 1 prestige point each.

Tiebreaker 1 = Tied player who has served the most customers.
Tiebreaker 2 = Tied player with the higher number of living family members.