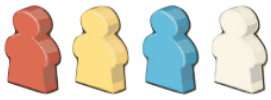
# Village Rules Summary

TERMS

Family member
x 4 colors x 11 each:
'1' x 4, '2' x 3
'3' x 2, '4' x 2



Black
Monk x 4



Markers
x 4 colors x 8



Plague
cube x 6



Influence cube x 72
Brown: Faith x 18
Pink: Knowledge x 18
Orange: Skill x 18
Green: Persuasiveness x 18



Green cloth bag &
Black cloth bag



Farmyard
x 4 colors



Starting
player
marker



Next
starting
player
marker



Goods tile x 40
Scroll, Horse, Plow, Oxen, Wagon
x 8 each



Customer tile
x 24



Coin
x 15



Bag of
grain



Setup card x 3



Mass overview
card



Farmyard x 4 colors




Game board




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SETUP
- Each player choose 1 color

Give each player
- Farmyard x 1
- Family member x 11
    - Put Family member '1' x 4 in Farmyard
- Marker x 8
    - Put Marker x 1 on the cloud on the right side of the bridge of Farmyard
    - Put Marker x 1 on 0 space of VP track of Game board
- Coin x 1

Supply
- Coins
- Good tiles
- Bags of grain
- Influence cubes
- Plague cubes
- Green bag
- Setup card according to # of players
- Mass overview card
- Family members

- Shuffle Customer tiles face down next to the Market
    - 4P: Put tile x 10 to Market space
    - 3P: Put tile x 9. Space '4' empty
    - 2P: Put tile x 8. Space '3'&'4' empty

- Put the Next starting player marker on its designated space of the Council chamber
- Put Black monk x 4 in the Black bag

- 3P: Put Family member of the unused color on Space '4' of Village chronicle and Anonymous graves
- 2P: Put Family member of the unused color on Space '3' & '4' of Village chronicle and Anonymous graves



Starting player
- Oldest player
- Receive Starting player marker

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PLAY
(A) Seeding Action space
(B) Take Action

(A) Seeding Action space
- Put Influence cubes from Supply, according to setup card, in Green bag at the beginning of a round
- Draw Influence cubes randomly from Green bag and add to each Action space on the Game board according to the Setup card
- If there are fewer Influence cubes of a color available in the Supply than the # needed to add, add only the available cubes

(B) Take Action
- MUST take 1 Influence or Plague cube from 1 Action space then perform action
- Allowed to take the cube without carrying out action, except Market action
- Put Influence cube in Farmyard
- If Plague cube is taken, return to Supply and lose 2 Time by moving Life time track marker 2 spaces forward

Actions
(1) Grain harvest
(2) Family
(3) Crafts
(4) Market
(5) Travel
(6) Council chamber
(7) Church
(8) Well



(1) Grain harvest
- MUST have at least 1 Family member in Farmyard to carry the harvest action
- Take 2 Bags of grain from Supply to Farmyard

- Take 3 Bags of grain if the player owns a Horse and a Plow
- Take 4 Bags of grain if the player owns an Ox and a Plow
- Cannot use > 1 combination
- Family member / Ox / Plow / Horse not used up
- Cannot own > 5 Bags of grain



(2) Family
- Take 1 Family member of lowest # from Supply to Farmyard
- May instead take 1 employed Family member from Game board to Farmyard



(3) Crafts
- Take 1 Good from Supply to Farmyard by:
    - Spending Time OR
    - Spending Influence cubes

(a) Spending Time
- Place a Family member from Farmyard to a Craft building
- Train this Family member by spending Training Time



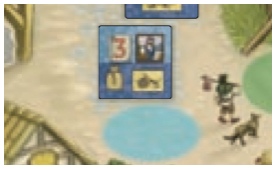
- May immediately produce the corresponding Good by paying Production Time



- Leave the Family member in the Craft building afterwards
- May produce the good again in later rounds by spending Production time. No need to spend Training time
- Family members of the same / different colors can be placed in the same building at the same time

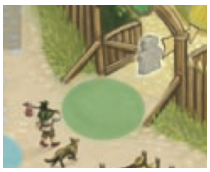
(b) Spending Influence cubes
- May buy 1 Good that the building produces by returning the specified Influence cubes / Bags of grain to Supply
- No need to have a Family member on the Craft building

5 Craft building
a) Wainwright: Produce Wagon
b) Stable: Produce Horse or Ox
c) Office: Produce Scroll
d) Smithy: Produce Plow
e) Mill: Produce Coins
    - No Family members can be placed in the Mill. Spend 2 Time and 2 Bags of grain to take 2 Coins



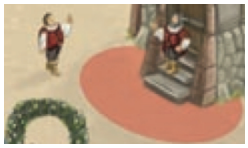
(4) Market
- A market day must be held after Influence / Plague cube was taken from Market
- Every player may serve 1 Customer on spaces with blue borders in turn, beginning with the player who take the cube from Market space
- Serve customer by returning the required Goods / Bag of grain to Supply then take the Customer tile to Farmyard, face down (worth VP at the end of the game)
- For remaining players, choose 1 of the remaining customer. Pay the required Goods / Bags of grain + 1 green Influence cube + 1 Time (Only the first sale do not need to pay 1 green Influence cube + 1 Time)
- Players that do not want to or are unable to sell anything must pass and may not re-enter the current Market day
- May serve customer more than 1 time in a Market day

- Market day continues in clockwise direction until all customers have been served or all players have passed
- Fill up the blue bordered spaces with new customers, from waiting customers in order, after the Market day ends. Rest of the tiles in the waiting line are moved forward. Then refill the waiting line by new customers from the pile
- If no customers were served, all customer tiles remain in place
- Should all customers be served at some point, the market stalls remain empty for the rest of the game



(5) Travel

- Take a Family member from Farmyard and place on 1 of the 2 neighboring cities that can be reached from the village
- Pay the cost of the trip shown on the path
- Take 1 Marker and place on the City (worth VP at the end of the game)
- If a Family member is already in a City of the Travel map, either send another Family member from Farmyard or move a Family member that is already on a city to an adjacent City
- Can only place a Marker and thus receive a City's reward (2 Influence cubes of your choice from Supply /1 coin / VP) once per City
- If a Family member travel to a City where there is already a Marker of the same color, a Marker of the same color cannot be placed / scored
- No limit to the # of Family members and different colored Markers allowed in any city



(6) Council chamber

- (A) Take a Family member from Farmyard and place on the 1st stage of the Council chamber. Pay 1 Time and 2 green Influence cubes or 1 Time and 1 Scroll. May perform the privilege action of this stage to become the next starting player

OR

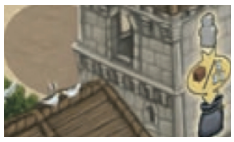
- (B) Move 1 Family members already in the Council chamber 1 stage forward by paying Time (depends of the stage) and Scroll / green Influence cubes. May perform the privilege action which is shown either the current or a previous stage of the Family member

OR

- (C) Not moving a Family member in the Council chamber but perform a privilege action shown below either the current or a previous stage

Privileges

- 1st stage: Take the Next starting player marker. If the marker has already been taken by another player, receive nothing
    - After the Next player marker is taken, be the starting player in the next round. At the beginning of the next round, take the Starting player marker and return the Next starting player marker to its designated space
- 2nd stage: Take 2 Influence cubes of your choice from Supply
- 3rd stage: Take 1 Good tile of your choice from Supply
- 4th stage: Pay 1 coin in exchange for 3 VP x 1
- There is no limit to the # of Family members allowed on any stage
- Each Family member that has reached at least the 2nd stage worth VP at the end of the game



(7) Church

- Pay 1 Brown Influence cube or 3 Time then add 1 Family member **from Farmyard** to Black bag

- Family members added to the bag may be drawn and placed onto the church during a Mass



(8) Well
- Return 3 same-colored Influence cubes (not Plague cubes) from Farmyard to Supply then carry out any 1 listed actions
- The Well action is only possible as long as there is at least 1 cube left on any action space
- This is the only way to perform an action when there is no cube left on the corresponding action space

End of a round
- When a player takes the last cube from the board (i.e. all action spaces are empty)
- That player perform the action as usual
- Then Mass

Mass
(1) Draw 4 pieces from Black bag
(2) Move Family members up in the church hierarchy
(3) Award 2 VP for church majority

(1) Draw 4 pieces from Black bag
- Begin with the starting player then continuing in clockwise direction, each player may pick 1 or more of their Family members (once) from the bag by paying 1 coin per family member
- Once a total of 4 Family members have been bought from the bag, no more pieces may be drawn
- Should < 4 Family members have been bought, bring the total = 4 pieces by drawing the rest randomly
- Then return all Black monks to the bag
- Place Family members drawn on the Large rightmost glass window of the church

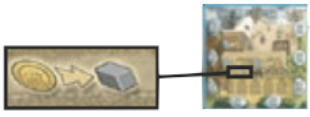


(2) Move Family members up in the church hierarchy
- Begin with the starting player, each player may move 1 or more Family members up in the church hierarchy by paying Bags of grain
- May move up more than 1 window
- Each player do once

(3) Award 2 VP for church majority
- At the end of the mass, the player who has the most Family members in the church immediately gains 2 VP
- Tie: Awarded to the player whose Family member is on the window the furthest to the left. (Only the Family member furthest to the left of a player count. Other family members don't count)
- Still tie: 2 VP each

New round
- The player who acquired the Next starting player marker takes the Starting player marker and returns the Next starting player marker back
- If no player takes the Next starting player marker, the starting player remains the same

Coins
- May use coin as a JOKER for any 1 Influence cube



Family member pass away
- Carry out chosen action in full and decide which of the oldest Family members dies at the end of the turn
- Exception: Move marker past the bridge during a Market day must immediately choose which of the Family member dies
- Always the one with the lowest # die

- If several family members with the lowest #, choose one of them
- The dying Family member must either on the Game board or in the Farmyard, not in the Black bag / Supply
- Put the death Family members in the corresponding space of the Village chronicle (according to the place of death) if empty space available
- If no space available in the Village chronicle, RIP in Anonymous graves

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END WIN and SCORE

End

- When a Family member is put on the last empty space in Village chronicle

OR

- When a Family member is put on the last empty Anonymous grave

- The player who put his Family member to the last empty space of Village chronicle / Anonymous grave DOES NOT get another turn
- All other players may perform 1 last action in clockwise player order. Should the final cube be taken from the Game board, the action spaces are NOT reseeded. Instead, the remaining players may perform any action without having to return 3 same-colored Influence cubes to Supply
- If Family members die during the final actions and there are no Village chronicle / graves space left, Family member back to box
- If the end of the Game is triggered during a Market day, finish the Market day completely
- If the same player trigger the Market day and the end of the game, he has taken his last turn and everyone else has 1 action left
- If it was triggered by a different player, then ALL players, in clockwise player order may carry out 1 more action. The final turn of the game is then taken by the player who triggered the Market day
- After each player has taken the last action, the last Mass is said

Scoring

Travel: 1/2/3/4/5/6 cities = 1/3/6/10/14/18 VP
+
Council chamber: 1/2/3/4 stage = 0/2/4/6 VP for EACH Family member
+
Church: 1/2/3/4/window = 2/3/4/6 VP for EACH Family member
+
Village chronicle: 1/2/3/4/5+ = 0/0/4/7/12 VP
+
Customer tiles
+
Coins: 1 Coin = 1 VP

Win

- Most VP
- Tie: Most customer
- Still tie: Higher # of living Family members

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NOTES

- # of Goods and Coins not limited
- May check at any time which family members are in the black bag
- When placing Family member from Farmyard to Game board, no need to take the Family member with the lowest #. The # is only relevant when a Family member is born or die

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