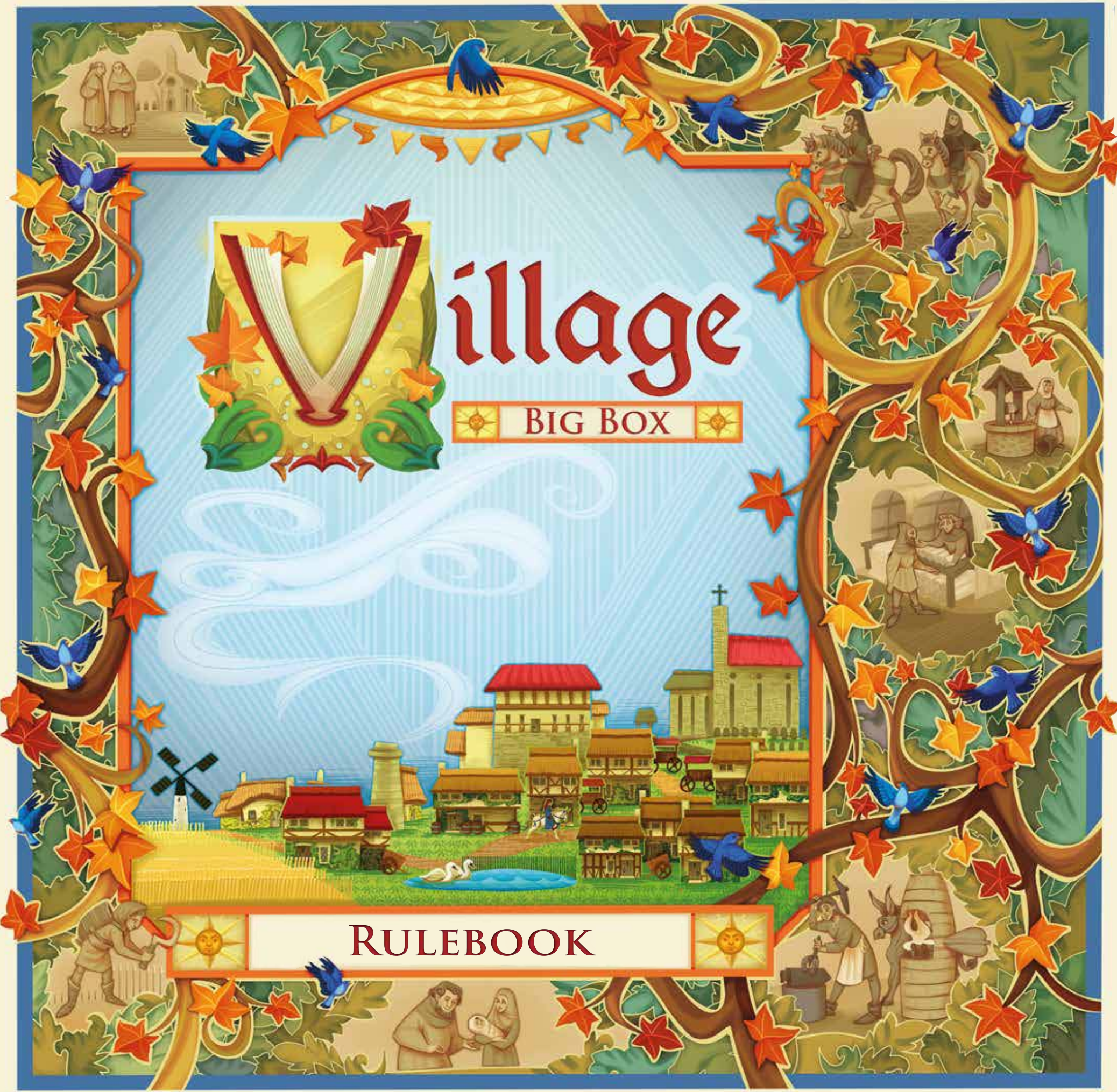




Village

BIG BOX

RULEBOOK



GOAL OF THE GAME

Life in this village is tough! But at least, it offers its residents a lot of room for development. Some spend their career in the council chamber, some in the church, while others journey into the world. Each player represents the head of a family that wants to rise to prominence.

However, the most important thing to remember is: Time cannot be stopped. Eventually, family members pass away.

Players will have to work hard to increase their family's fame and thus gain prestige points.

When the end of the game is triggered, the player with the most prestige points wins the game and is immortalized in the village chronicle.

Note: Some components carry icons which indicate whether they are associated with the base game, an expansion, or are promo items. For Village it is a sun ☀, for Inn a stein 🍺, for Port an anchor ⚓, for Marriage two rings 💍, and for promo tiles a star ★.

COMPONENTS

55 family members

(11 red, 11 yellow, 11 blue, 11 white, 11 purple)



(the 12th with a number 1 is for the Marriage expansion only)

30 disc markers

(6 red, 6 yellow, 6 blue, 6 white, 6 purple)



5 point track tokens

(1 red, 1 yellow, 1 blue, 1 white, 1 purple)



132 influence cubes

(33 Brown, 33 Pink, 33 Orange, 33 Green)



4 monks

(black)



5 life time track tokens

(1 red, 1 yellow, 1 blue, 1 white, 1 purple)



1 starting player marker



1 next starting player marker



25 coins

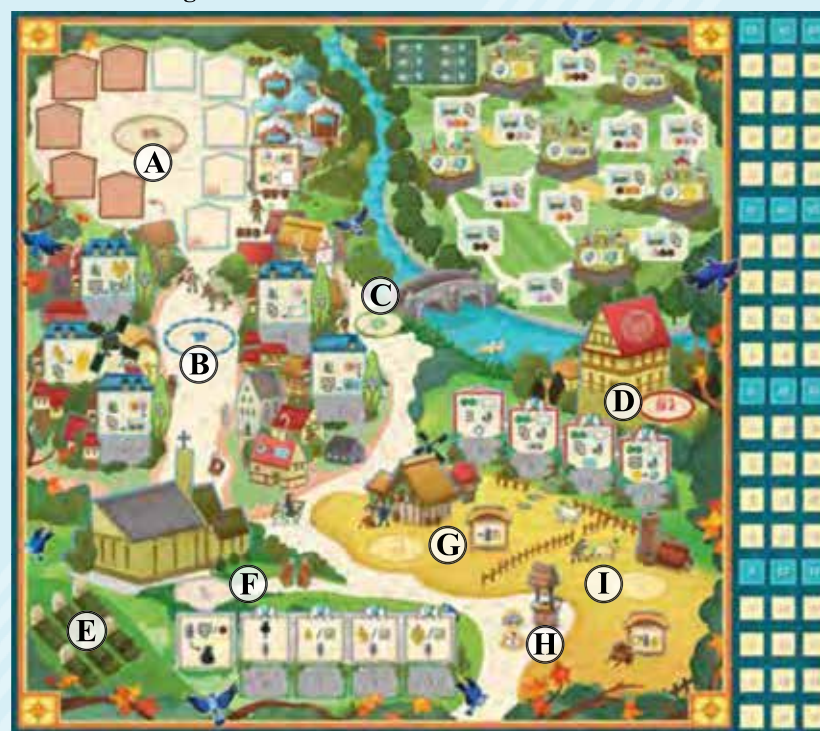


5 point tiles

(1 red, 1 yellow, 1 blue, 1 white, 1 purple)



1 double-sided game board

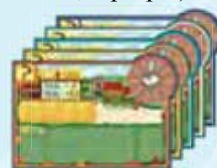


1 village chronicle



5 farmyards

(1 red, 1 yellow, 1 blue, 1 white, 1 purple)



A) market

B) crafts

C) travel

D) council chamber

E) graveyard

F) church

G) family

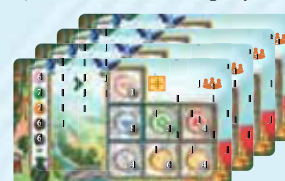
H) well

I) grain harvest

J) village chronicle

4 base game setup cards

(for 2, 3, 4, and 5 players)



(backs are for the Marriage expansion)

2 bags

(1 black, 1 green)



25 bags of grain



(an additional one for Port)

24 customer tiles

front



back



1 mass overview card

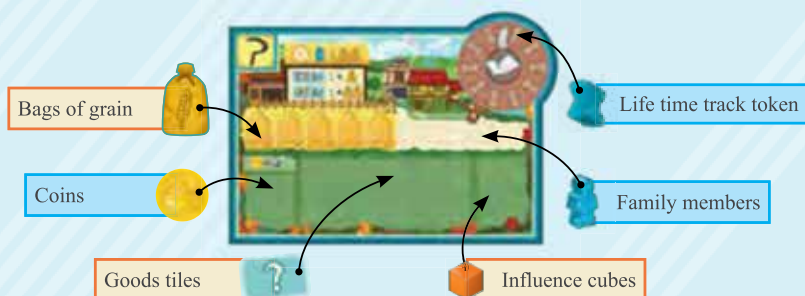


(back is for solo mode)

SETUP

1. Place the **game board** with the 4 suns (in the corners) in the middle of the table. It shows the village with its various areas and the prestige track on the right.

2. Each player chooses a color. Take the **farmyard** of your color and place it in front of you. Your farmyard is home to your family members, you may also store as many influence cubes, coins and goods tiles as you like on it. Each farmyard can only store a maximum of 5 bags of grain, however. Furthermore the life time track of your family can be found in the upper right of your farmyard.



3. Take the **11 family members** (4x “1”, 3x “2”, 2x “3”, 2x “4”), the **6 disc markers**, the **life time track token** and the **point track token** of your chosen color. Put your 4 family members with a “1” onto your farmyard. This is the first generation of your family. The 7 remaining family members are future generations. Since they are not born yet, set them aside in a general supply for now.

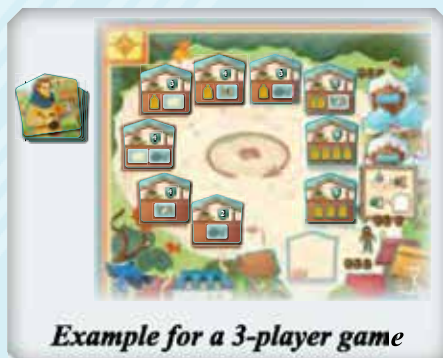
4. Put your **life time track token** on the life time track of your farmyard, into the space to the right of the quill. Put your **point track token** onto the **sun** (which is space “0” of the prestige track) in the lower right corner of the game board.



5. Give each player **1 coin**, to place onto their farmyard. Place the remaining coins in a general supply next to the game board.

6. Shuffle the **customer tiles** face down and place them next to the market as a face down pile. Depending on the number of players, turn a certain number of tiles face up and add them to the market:

- in a **5- or 4-player game**: put a tile on each of the 10 spaces
- in a **3-player game**: the space labeled “4-5” remains empty
- in a **2-player game**: the spaces labeled “3-5” and “4-5” remain empty.



7. Place the **village chronicle** nearby the graveyard next to the game board. If you play with **less than 5 players**, use family members of an **unclaimed** color to reduce the number of available spaces in the **chronicle** and the **graveyard**.

- in a **4-player game**: put an unused family member on each space and grave labeled “5”
- in a **3-player game**: put an unused family member on each space and grave labeled “4-5” or “5”
- in a **2-player game**: put an unused family member on each space and grave labeled “3-5”, “4-5” or “5”



- in addition, if you do not play with the expansion Marriage the two spaces in the chronicle with the **marriage icon** are always covered with family members of an unclaimed color (or use the two pink family members from the Marriage expansion).

8. Place the **next starting player marker** on its designated space of the council chamber.



9. Place the 60 **goods tiles** (horses, oxen, wagons, plows, and scrolls) next to the game board as a general supply.

10. Place the 25 **bags of grain**, the **influence cubes**, and the 6 **plague cubes** next to the game board as a general supply. Also place the **green bag** nearby.

11. Put the 4 **monks** into the **black bag** and place it near the church.

12. Take the **base game setup card** (with the sun) that matches the number of players and place it nearby. Return the remaining setup cards to the game box. Also place the **mass overview card** near the game board.

13. The oldest player becomes the starting player and receives the **starting player marker**.

14. The following starting compensations are **recommended**:

- **1st player**: Starting player marker
- **2nd player**: 1 bag of grain
- **3rd player**: 1 influence cube randomly determined (e.g., rolling the die)
- **4th player**: 1 influence cube selected from the supply
- **5th player**: 1 (additional) coin

PLAYING THE GAME

The game is played over several rounds, during which you control the fate of your family members by placing them wisely in the village. They may give you prestige, influence, goods, or money depending on which profession you choose for them.

The different areas in the village allow for a variety of options. Each area has an associated action space where you can gain different types of influence and trigger certain actions.

In addition, many of these actions cost time. And just like in real life, the oldest family members eventually pass away. When a family member dies, their career choice determines whether they get a place in the village chronicle or not.

The game ends when either the village chronicle or the graveyard are fully occupied. At that point, you gain points for your family members in the different areas of the village. The player with the most prestige points wins.

Playing a round

Phase 1 - Seeding the action spaces

Distribute a certain number of randomly drawn cubes.

Phase 2 - Take a cube and perform the action

Beginning with the starting player, players take turns carrying out actions.

Step 1: Take one influence or plague cube from an action space.

Step 2: You may perform the action of the chosen action space.

Steps 1 and 2 are repeated in clockwise turn order until there are no more cubes on the action spaces.

Phase 3 - End of a round

The mass is held at the end of every round.

Influence cubes and plague cubes

Influence cubes are required for performing certain actions in the village. The following types of influence are available:

color:	represents:	is required for:	
	orange	Skill	crafts, travel
	green	Persuasiveness	market, council chamber
	brown	Faith	church, travel
	pink	Knowledge	crafts, travel
	black	The black cubes are not a type of influence. They are plague cubes that reduce the life span of your family members.	

Phase 1 - Seeding the action spaces

At the beginning of each round, seed the action spaces with influence cubes and plague cubes. The **setup card** shows how many different influence cubes you must take from the supply and add to the **green bag** at the beginning of a round. In addition, you must add **all** (6) available plague cubes to the bag.

Once the cubes are in the bag, mix them thoroughly. Then distribute a certain number of **randomly** drawn cubes onto each action space on the game board. The number of cubes **per** action space is also shown on the setup card.



Example for a 3-player game

Note: You will add more cubes to the green bag than you will draw. Thus, there will be leftover cubes in the bag each round, which are mixed up with new ones at the beginning of each round.

- If there are fewer influence cubes of one color available in the supply than the number you are supposed to add to the bag, then only add the cubes that are available.
- Occasionally you add less than 6 plague cubes to the green bag, because some of them were not drawn before and remained in the bag.
- Remember that the 7th plague cube is only added to the game when you play with the Marriage expansion.

Phase 2 - Take a cube and perform the action

Beginning with the starting player, players take turns carrying out actions:

Step 1: Take a cube from an action space

On your turn, you **must** take **one** influence or plague cube from an action space of your choice.

Exception: You perform the substitute action. (See “Well”, page 10.)

If it is an **influence cube**, put it on your farmyard. (You may store any number of influence cubes on your farmyard.)

If it is a **plague cube**, immediately return it to the supply and lose 2 time. This means you must move your life time track token 2 spaces forward in clockwise direction. (See “The ‘currency’ time” below.)

Step 2: Perform the action of the action space

You may then perform the action of the action space from which you took the influence or plague cube. You are allowed to only take the cube and not carry out the action.

Exception: If the cube is taken from the market space, a market day **must** be held. (See “Market”, page 8.)

- Then, repeat steps 1 and 2 with the next player in clockwise order until there are **no more cubes** on the action spaces.

Phase 3 - End of a round

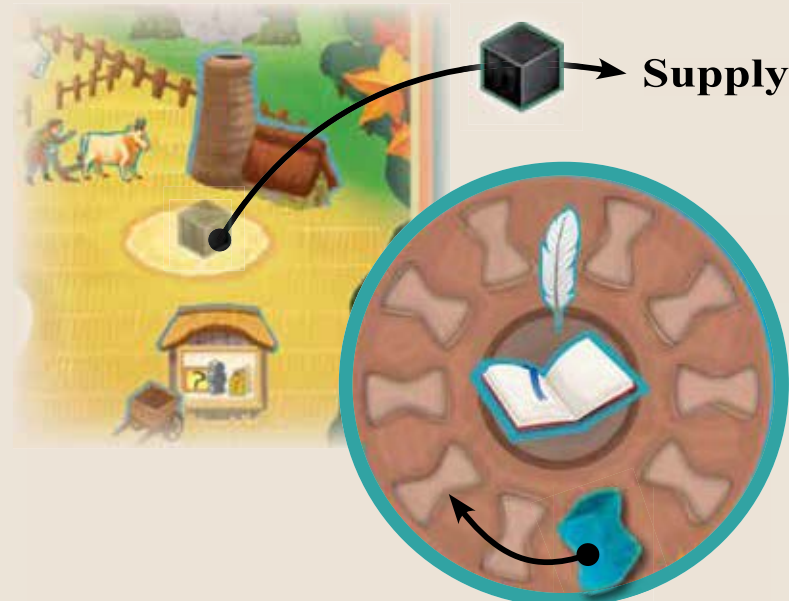
When a player takes the **last** cube from the game board (i.e., all action spaces are empty), they first may carry out their action as usual.

The current round is then finished and a mass is held. (See “End of a round”, page 11.)

The new round starts again by filling the green bag with cubes and seeding the action spaces.

Example:

Chris takes a plague cube from the “grain harvest” action space. He immediately returns the plague cube **to the supply** and moves his marker on the life time track of his farmyard 2 spaces forward. He may then perform the “grain harvest” action.



The “currency” time

Whenever you perform an action that costs time (every hourglass represents one unit of time), you must move your token on your life time track forward (clockwise) the appropriate number of spaces.



In addition, you lose 2 time whenever you take a plague cube.

As soon as your marker **passes the quill**, one of your oldest family members passes away. (See “A family member passes away”, page 12.)

THE ACTIONS



Grain harvest

If you have **one or more** family members **on your farmyard**, then you may perform a harvest action.

Immediately take **2 bags of grain** from the supply and place them onto the appropriate spaces of your farmyard.

If you do not have any family members on your farmyard, then you **cannot** perform this action!



Take **3 bags of grain**, if you own a horse and a plow in addition to your farming family members.

Take **4 bags of grain**, if you own an ox and a plow in addition to your farming family members.

(You may never use more than **one** combination, i.e., several family members, plows, oxen, or horses are of no additional use during a harvest. Thus 4 bags of grain is the maximum you can take with a “grain harvest” action.)

Your goods are not used up during the harvest. For example, when using an ox and plow with the harvest, you do **not** need to discard them. Your family members remain on your farmyard as well.

Note: Each farmyard has a capacity of 5 grain bags! You may never own more than 5 bags of grain at once. (Exception: special case in Port expansion.)



family



This action represents a new family member being born. Immediately take one family member of your color from the general supply and add it to your farmyard. You must always take the family member with the **lowest** available number from your supply.

Example:

Chris has one family member with the number “2”, two with the number “3”, and two with the number “4” left in the supply. He must take the “2” family member.



Important: Instead of taking a new family member from the supply, you may use this action to instead **return** one of your family members (not yet deceased) from the game board to your farmyard.

Note: Family members added to the game board **during one of the following actions** (or added to the black bag by means of the “church” action) must **always** come directly from your farmyard.





Crafts

This action allows you to produce 1 good in one of the five craft buildings. (Take the corresponding goods tile and put it on your farmyard.)

Exception: At the mill, you get 2 coins instead.

There are two ways of producing a good. At each craft building (except the mill), you may choose:

- a) to pay for the produced good with time
(for this you also need a family member in the craft building);

OR

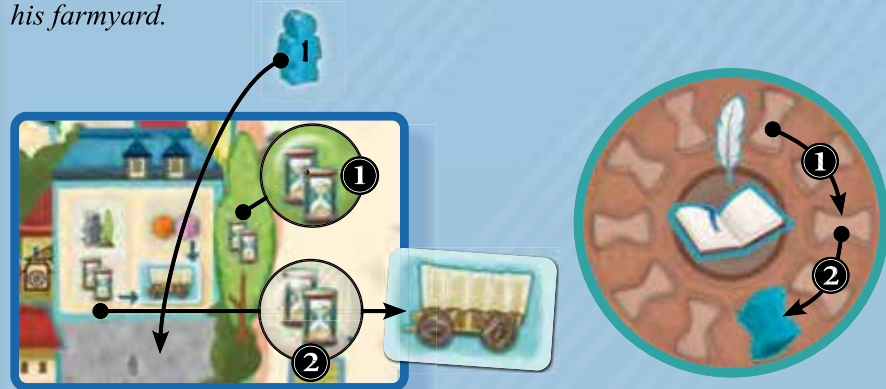
- b) to pay for the produced good with influence cubes
(or bags of grain, depending on the good).

a) Acquire goods by spending time

If you want to pay for a good with time, you first need to train a family member at the appropriate craft building. Place a family member from your farmyard below the craft building that you want to use. This costs you a certain amount of time: the number of hourglasses illustrated on the tree next to it. You may then immediately produce the corresponding good by paying as much time as indicated on the left of each craft building.

Example:

Chris wants to build a wagon. He takes a family member from his farmyard and places them below the wainwright (which costs him 2 time for training as indicated on the tree) and produces the wagon (which costs him another 2 time). He then takes a wagon from the supply and puts it on his farmyard.



Your family member will remain below the same craft building for **the rest of the game** (unless they die or return to the farmyard by means of the “family” action). As long as they remain below the craft building, you may produce a good again by means of the “crafts” action. In doing so, you now only pay as much time as indicated on the left of the respective craft building (since your family member is already trained).

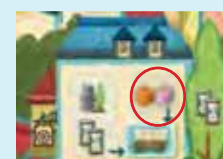
Note: There is no limit to the number of goods and coins that a player is allowed to own. If the general supply runs out of these items, mark any additional ownership in a different way (note it on paper, for example).

Note: Family members may only produce the goods of the craft buildings they are placed onto. (A blacksmith can only produce plows, not scrolls). There is no limit to how many family members may be below any building, regardless of colors.

Exception: Players may not place family members below/onto the mill.

b) Acquire goods by paying with influence cubes (or bags of grain)

Regardless of whether you have a family member below a craft building or not, you may purchase the good that the building produces by returning the specified amount of influence cubes (or bags of grain at the stables) to the supply. You **do not need** to have a family member below the craft building. (In the example on the left, Chris could have also acquired the wagon by returning 1 orange and 1 pink influence cube to the supply without placing a family member and spending time.)



Overview of the costs in the different craft buildings:



Wainwright

- a) Spend 2 time with a trained family member to gain a wagon:
b) Pay 1 orange and 1 pink influence cubes to gain a wagon:



Stables

- a) Spend 3 time with a trained family member to gain a horse **or** an ox:
b) Pay 3 bags of grain to gain a horse **or** an ox:



Office

- a) Spend 2 time with a trained family member to gain a scroll:
b) Pay 1 pink influence cube to gain a scroll:



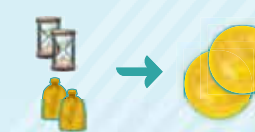
Smithy

- a) Spend 3 time with a trained family member to gain a plow:
b) Pay 1 orange and 1 pink influence cubes to gain a plow:



Mill

- No family members may be placed here. Instead, pay 2 time **and** return 2 bags of grain to the supply in exchange for 2 coins.



Note: Remember that option a) is also applicable for a family member that you just trained on the same turn (i.e., you just placed below the craft building).

Market

This action triggers a market day in which **all** players participate.

This action must be carried out. A market day must be held.

If you triggered the action, then you are the first player allowed to serve one available customer. Available customers are all customers close to the stalls, i.e., on **spaces with blue borders**. (The customers on the remaining 5 spaces with brown borders are in the waiting line and cannot be served.)

Each customer wants certain goods and/or bags of grain. To serve the customer you chose, return the required goods and/or the required amount of grain bags to the supply, take the corresponding customer tile, and put it face down next to your farmyard. At the end of the game, this customer is worth the amount of points printed on it. Then – in clockwise order – the other players may serve a customer. Each player may choose **one** of the remaining customers.

However, **in addition** to delivering the required goods and bags of grain, the other players must also pay **1 green influence cube** and **1 time**. Players who do not want to, or are unable to pay and sell anything, must pass and may not reenter the current market day later.

When all players in clockwise order have had their chance to serve a customer, a new sequence starts and all players who have not passed may serve another customer. This time, however, everyone must pay 1 green influence cube and 1 time. (Only the first sale of the “market day triggering player” is free.) The market day continues for more sequences until all customers have been served or all players have passed. The market day then ends.

Depending on the number of players, fill up the blue bordered spaces with customers from the waiting line. The waiting customers are moved forward **in order**. Then refill the waiting line with new customers from the pile. (If no customers were served, all customer tiles remain in place.)

Note: Should all customers be served at some point, the blue bordered spaces close to the stalls remain empty for the rest of the game.

Example: Market day in a 3-player game

Chris triggers the market day by taking the influence cube from the “market” action space.

He returns **1 horse** and **1 plow** to the supply, takes the corresponding customer tile and puts it face down next to his farmyard. This will give him 6 prestige points at the end of the game.



It is now Julie's turn. She wants to claim the tile that requires 3 bags of grain. But first, she must return **1 green influence cube** to the supply and pay **1 time**. Then she returns her **3 bags of grain** to the supply and receives the corresponding customer tile.

Oliver is up next. He has a scroll, but no bag of grain and also no horse. He must therefore pass.



It is now Chris's turn again. Unlike Oliver, he has both a scroll and a bag of grain. To claim the customer tile, he must first pay **1 green influence cube** and **1 time**. He then returns the **scroll** and the **bag of grain** to the supply and receives the tile.



Julie does not own a horse and passes. Chris passes as well (as he does not own a horse anymore as well). This ends the market day.

Now the customers in the waiting line move up:



First the 3 spaces close to the stalls are filled with the first 3 tiles from the waiting line.



Then the rest of the tiles in the waiting line are moved forward.



Lastly the empty waiting line spaces are filled with new customers from the pile.



Council chamber

This action allows you to exert influence in the council chamber.

You may use this action in 3 different ways:

a) Take a family member from your farmyard and place them on the 1st stage of the council chamber track. This costs 1 time and 2 green influence cubes **OR** 1 time and 1 scroll.

You may perform the privilege action of this stage (to become the next starting player) which is depicted below the costs;

OR

b) Move one of your family members already on the council chamber track one stage forward (to the right). This also costs you either 1 scroll **OR** 2 green influence cubes and **additionally**, you must pay either 2 or 3 time depending on the stage. You may perform one privilege action which is shown below the costs **either** of the current **or** a previous stage of the family member just moved;

OR

c) If you already have at least one family member on the council chamber track, you may also perform a privilege action **without moving** a family member forward. In this case, simply perform one privilege action shown below the costs **either** of that family members current **or** a previous stage for free (not paying the costs shown at the top – thus, this only costs “the action”).



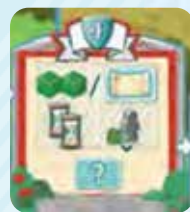
Overview of privileges:



1st stage: Take the **next starting player marker** (the ring) from the council chamber. If that marker has already been taken by another player, you receive nothing. If you have taken that marker, you will 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 on the roof of the council chamber.



2nd stage: Take 2 influence cubes of your choice from the supply and put them onto your farmyard. (They do not need to be the same color.)



3rd stage: Take 1 goods tile of your choice from the supply and put it on your farmyard.



4th stage: Pay exactly 1 coin to the supply in exchange for 3 prestige points on the prestige track.

There is no limit to the number of family members allowed on any stage.

At the end of the game, each family member that has reached at least the 2nd stage in the council chamber is worth prestige points.

(See “Final scoring”, page 14.)





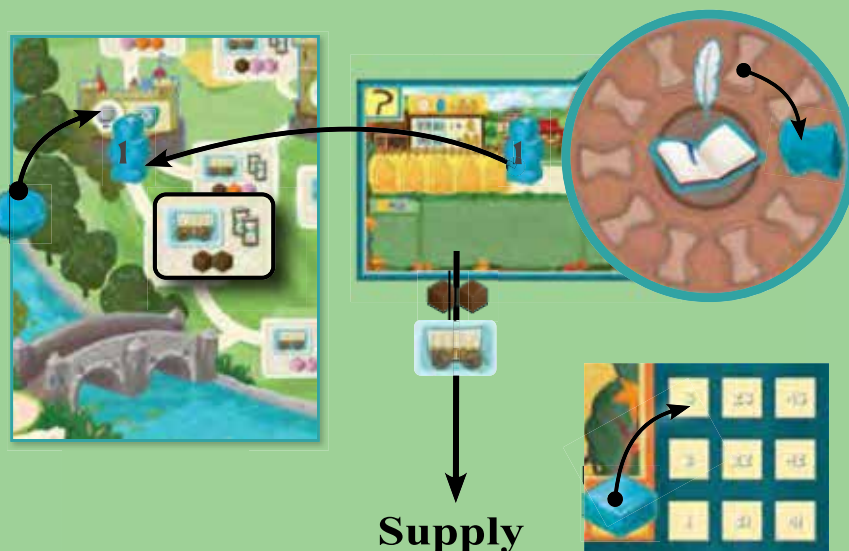
Travel

This action allows you to send a family member out into the world. If you **do not have any family members on the travel map** of the game board, then take a family member from your farmyard and place that member on one of the two neighboring cities that can be reached from the village.

You must pay the cost of the trip, shown on the path. You will certainly have to pay **2 time** and return **1 wagon** to the supply. Additionally, depending on which way you go, you will also have to return a certain number of influence cubes to the supply. Take one of your markers and place it on the city traveled to (left side). This gets you the reward shown on the city (right side).

Example:

Chris wants to send a family member to the northern neighboring city. He takes a family member from his farmyard and places them there. This costs him 2 time as well as 1 wagon and 2 brown influence cubes, which he returns to the supply. He then places one of his markers onto the city and receives the city's reward (3 prestige points on the prestige track).



If you already **have at least one family member on a city on the travel map**, you can choose either:

- to send another family member from your farmyard to one of the two neighboring cities;

OR

- to move 1 of your family members already on a city to an **adjacent** city.

Adjacent cities are all cities directly accessible via a path (without skipping over another city). You must also pay the cost of this trip and put a marker onto the city you reached.

You then receive the city's reward (3 prestige points, 2 influence cubes of your choice from the supply, or 1 coin).

Note: You can only place a marker and thus receive a city's reward once per city. Should your family member travel to a city where you already have a marker, then you may neither place another marker nor receive the reward.

There is no limit to the number of family members and **different** colored markers allowed on any city.

At the end of the game, you will receive prestige points depending on the total number of cities that your family visited during the game.

(See "Final scoring", page 14)



Church

With this action you may add **one** family member from your farmyard to the **black bag**. For doing this, you must pay either 1 brown influence cube (returned to the supply) **OR** 3 time.

Family members added to the black bag may be drawn and placed onto the 1st stage of the church track **during a mass**. A mass is held at the end of each round as well as at the end of the game. (See "End of a round", on the right.)

Note: You may check at any time which family members are in the black bag, also just before the mass begins.



Well (substitute action)

Instead of taking a cube from an action space, you may return **3 influence cubes of the same color from your farmyard** to the supply to carry out any one of the previously listed actions.

This is incidentally the **only** way to perform a specific action when there is **no cube left on that corresponding action space**.

Note: The "well" action is only possible as long as there is **at least one cube left on any of the action spaces**.



END OF A ROUND

The current round is finished when a player takes the **last** cube from the game board and carried out their action (or not) as usual.

Afterwards, a mass is held (also see the mass overview card):

Mass

Each mass consists of 3 steps:

1. Draw 4 pieces from the black bag
2. Move family members up in the church hierarchy
3. Award 2 prestige points for the church majority

1. Thoroughly shuffle the family members and monks in the black bag. Then draw **exactly 4 pieces** from the bag, **either at random or deliberately by paying coins**. Beginning with the starting player and then continuing in clockwise order, each player may pick one or more of **their family members** from the bag by paying **1 coin per family member**. (Since there are always 4 monks in the black bag, this is the only way to make sure that your family members are drawn.)

Once a total of 4 family members have been bought from the bag, no more pieces may be drawn. Should fewer than 4 family members have been bought from the bag, bring the **total** count up to **4 pieces** by drawing the rest randomly.)

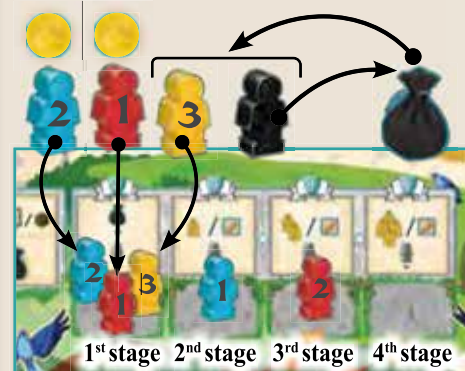
As soon as you have drawn 4 pieces, if 1 or more monks were drawn return them to the black bag. Place any drawn family members onto the **1st stage of the church track**. Family members that are still in the bag remain there and might be drawn during the next mass.

2. After 4 pieces have been drawn from the black bag (even if they were only monks), **each player** may move **one or even several** of their family members up in the church hierarchy (i.e., moving them one stage forward to the right on the church track).

Beginning with the starting player and then continuing in clockwise order, each player may do this **once**. To move a family member to the next stage (forward to the right), you must return as many bags of grain to the supply as above each of the stages (the depicted bread may only be paid instead when playing with the Marriage expansion). Your family members may even move up more than one stage, provided you pay the appropriate amount of grain bags to cover all the movement.

3. At the end of the mass, the player who has the **most** family members on the church track immediately gains **2 prestige points** on the prestige track. In the case of a tie, the prestige points are awarded to the player whose family member is on the furthest stage to the right (furthest forward). If there is still a tie, then each of the tied players gains 2 prestige points. (It doesn't matter on which stages the other family members are located. Only the one furthest to the right is decisive.)

Example for a mass:

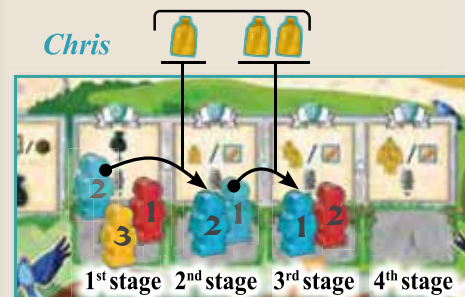


In a 3-player-game, Chris is the current starting player when a mass is held. He pays 1 coin and picks his blue "2" family member from the black bag.

Oliver also pays 1 coin and picks his red "1" family member from the bag.

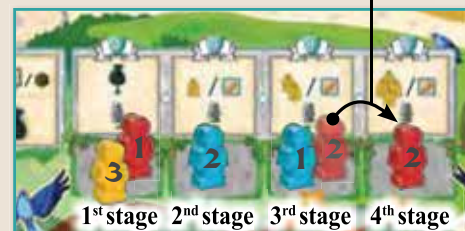
Julie does not want to pay to take her family member out of the bag.

Therefore, Chris now brings the total number of pieces up to 4 by randomly drawing 2 more pieces from the bag (one of which is Julie's family member). He then places the 3 colored family members on the 1st stage of the church track and returns the monk to the black bag.



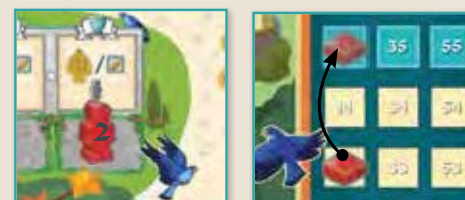
Now, starting with Chris, the players may move their family members forward. He returns 2 bags of grain to the supply and moves his blue "1" family member forward (to the 3rd stage). He then pays another bag of grain and also moves his "2" family member forward to the 2nd stage.

Oliver



Oliver pays 4 bags of grain and moves his red "2" family member forward to the 4th stage.

Julie has no grain and therefore cannot move up her family member.



Now 2 prestige points are awarded. Even though Oliver and Chris have the same number of family members in the church, Oliver gains the 2 prestige points since he owns the furthest forward family member.

At the end of the game, each family member on the church track is worth prestige points, depending on which stage they are. (See "Final scoring", page 14.)

Beginning a new round

If a player has acquired the **next starting player marker** during the previous round, then they now take the **starting player marker** and return the next starting player marker to its designated space on the council chamber. Otherwise, the starting player remains the same.

The new round starts again by filling the green bag with cubes as shown on the setup card and seeding the action spaces.



The coins

You get **coins** at the mill or while traveling.

There are 3 possible ways to use coins:

1. To buy prestige points in the **council chamber** (at the 4th stage).
2. To ensure your family members are chosen from the black bag during a **mass**.
3. As a **SUBSTITUTE** for any one influence cube.

At the end of the game, each coin you did not spend is worth 1 prestige point.
(See “Final scoring”, page 14.)

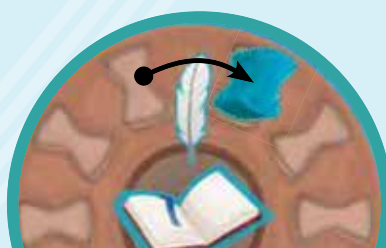
Example for 3.:

If Chris wants to move his family member forward in the council chamber and needs to pay 2 green influence cubes, then he could also pay 1 coin and 1 green influence cube OR 2 coins.



A family member passes away

During the game, you must often pay for actions with time by moving the token on your life time track forward in clockwise direction. Once you move the token **past the quill**, one of your oldest family members passes away. First finish your chosen action and then **at the end of your turn**, decide which of your oldest family members dies.



Exception: Anyone who moves their life time track token past the quill during a **market day** must **immediately** choose which of their family members dies.

Of your family members, it is **always** the one with the **lowest** number that has to die. If you have several family members with the lowest number, you can choose one of them.

A dying family member must be **visible** at the time of their death. This means that they must be either on the game board or on your farmyard, otherwise you do not lose a family member. Family members still in the black bag cannot die, nor can ones that have not yet entered play (from the supply).

For a dying family member, there is always one of two possibilities:

a) There is still a free space in the village chronicle

The village chronicle records the stories of the great residents and their deeds. It has a few spaces open for each professional category. Depending on where the family member “worked” at the time of their death, they are added to one of the following empty spaces:



At the end of the game, you receive prestige points depending on how many of your family members were immortalized in the village chronicle.
(See “Final scoring”, page 14.)

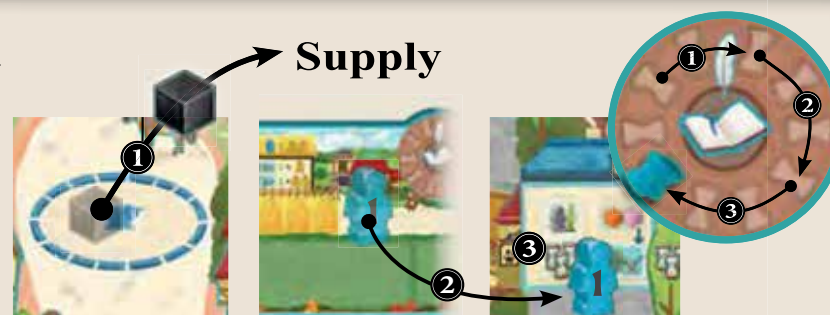
b) There is no proper space left in the village chronicle

In this case, the family member is placed onto one of the graves next to the church. Here they can rest in peace, but are not worth any prestige points.

Example:

Chris chooses the “crafts” action by taking a plague cube from the corresponding action space. He loses 2 time in doing so, moving his token on the life time track past the quill. Before one of his family members dies, he may still perform the “crafts” action.

He places a “1” family member from his farmyard below the smithy (which costs him 3 time) and produces a plow (which costs him yet another 3 time). Now that his action is over, one of his family members with the lowest number must die. He has two “1” family members on the game board and decides to choose to let die the craftsman he just placed below the smithy.



Example:

During his action, Chris has moved his life time track token on his life time track past the quill. At the end of his action, one of his blue “1” family members must pass away.

Should he choose the “1” family member on the 4th stage of the church track, then he would have to place it in the graveyard (because all church spaces in the village chronicle are already occupied).

Should he instead choose any other of his “1” family members, then he would get to place that member in the corresponding area in the village chronicle.

Note: Family members that have died should always be laid down so you can easily tell them apart from the standing family members that are still alive.



Hint 1: It is an effective strategy to add family members to the village chronicle quickly. So don't be afraid of paying for actions with time.

Hint 2: The number of influence and plague cubes distributed at the beginning of a round is always dividable by the number of players, so everyone has the same number of turns (unless someone uses the “well” action).

Hint 3: If you are putting a family member from your farmyard onto the game board, you should always consider the family member's number. The “1” family members are likely to die during the game. If you want to score for the church or council chamber at the end of the game, placing family members with higher numbers is usually the better choice.

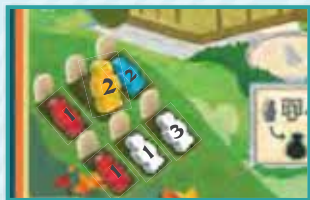
END OF THE GAME

The end of the game is triggered when a family member is put onto either:

a) the last empty space in the **village chronicle**

OR

b) the last empty space in the **graveyard** next to the church



The player who put their family member onto the last empty space of the village chronicle or the graveyard does **not** get another turn.

All other players may perform **one** last action in clockwise order. As always, you must either take an influence or plague cube from an action space or pay 3 cubes of the same color to perform this last action.

In case the final cube is taken from the game board (even though there are players left to act), the action spaces are **not** reseeded. Instead, the remaining players may perform any action without having to return 3 cubes of the same color to the supply.

Note: In this case, the usual mass at the end of a round is skipped/postponed. The final mass is not held **until** all players have taken their final action.

Note also: If family members die during the final actions and there are no proper spaces left in the village chronicle or the graveyard, they are simply removed from the game.

Special case: If the end of the game is triggered during a **market day**, finish the market day completely. Afterwards, determine who has triggered the end of the game by occupying the last space in the chronicle or graveyard.

If it is the same player who also triggered the market day, then they have taken their last turn and everyone else has one action left.

If it was triggered by a different player, then **all** players, in clockwise order, may carry out one final action.

After each player has taken their last action, the **last mass** is held. Then the final scoring takes place. (See “Final scoring”, on the next page.)

FINAL SCORING

Travel

Count the number of cities that your family has visited on the travel map (i.e., number of markers of your color) and gain prestige points accordingly:

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

Each family member on the:

- 1st stage, is worth 2 points.
- 2nd stage is worth 3 points.
- 3rd stage is worth 4 points.
- 4th stage is worth 6 points.

Customer tiles

At the end of the game, each player reveals their concealed customer tiles and receives the prestige points printed on them.

Each time you receive prestige points, score them by moving your marker forward on the **prestige track**. Whoever gained the **most prestige points** wins the game.

In the case of a tie, the tied player who has the most bags of grain left on their farmyard wins. If there is still a tie, the tied player with the highest number of family members still alive wins.

Village chronicle

You gain prestige points depending on how many of your family members are immortalized in the village chronicle:

1 or 2 are worth **no points**.
3 family members are worth 4 points.
4 family members are worth 7 points.
5 or more family members are worth 12 points.

Council chamber

Each family member on the:

- 1st stage, is worth **no points**.
- 2nd stage is worth 2 points.
- 3rd stage is worth 4 points.
- 4th stage is worth 6 points.

Coins

Each **coin** leftover on your farmyard is worth 1 point.

Example: Final scoring





SOLO MODE

Life becomes even more complex in the village ...

Your biggest rival from childhood days “Carla” and her family have only one goal:
To become the most prestigious family in the village!

But even Carla and her family members can’t stop time, eventually claiming their own spaces in the chronicle.

SOLO MODE COMPONENTS

1 Carla’s board



1 solo mass overview card (back of the mass overview card)



3 wooden discs



6 fate tiles (two sets of 3)



1 solo wedding overview card (back of the wedding overview card)



1 pink family member



(to be used with the Marriage expansion)

All the rules of the base game apply. The setup as well as the gameplay are similar to the 2-player game with a few modifications.

However, in general you may tread the same strategic paths as you would follow in a 2-player game, or maybe you’ll try out some different ones. Whichever you choose, it’s a race against time.

Furthermore, while you can gauge Carla’s turns and reactions, you won’t be able to shake her. Unlike you, she does not collect any goods, coins, or bags of grain. She also does not receive any prestige points.

All influence and plague cubes she “collects” in a round (which you do for her) are placed on her board. Also, every time the following rules talk about Carla “taking” something, it always means, of course, that you are doing it for her as well.

SETUP

The game is set up as for a **2-player** game. Follow the setup description on page 3 of this rulebook with the following adjustments to the respective numbers listed below:

2. Place **Carla's board** next to yours. Depending on whether you are playing the base game only or with expansions, cover the unavailable action spaces accordingly on Carla's board with the **wooden discs**.
3. Carla receives 11 **family members** (12 if you play with the Marriage expansion) of a color of your choice, but only 1 **disc marker** of that chosen color. Return the remaining 5 markers, the life time and point track tokens of that chosen color to the game box. All family members with the numbers "1" and "2" are placed next to her board. While her 4 family members with the numbers "3" and "4" are placed onto the church.
5. Carla does not receive a coin.
6. Carla's disc marker is placed (as a reminder only) next to the **frontmost** customer at the market. Then separate the **fate tiles** into **two sets** of 3 tiles, shuffle them thoroughly face down and place them in the corresponding spaces of Carla's board (3 in the top spaces and 3 in the bottom spaces).

Important: Each set contains exactly 1 tile showing a quill on its front.

12. Use the **setup card** for 2 players (if you play with expansions, use the corresponding one for 2 players). Also use the back of the **mass overview card**. (The backs of the two overview cards are adjusted for solo mode.)
13. You are always the starting player (for the entire game).

Note: In the solo mode, the **next starting player marker** may be used exactly like a coin after you received it (and would then be returned to the supply if you use it). However, it is only valid as a coin until you proceed with "Beginning a new round". Thus, before the green bag is refilled, the marker "next starting player" is returned to its designated place on the council chamber as usual (if you had taken it, but not used it).



Playing a round

- **Each time** after you have taken an influence or plague cube (and regardless of whether, you performed the action or not), Carla takes a cube of the **same color** from the **same action space**, if possible (i.e., from where you last took a cube).
- If there is no cube of the same color on this action space, Carla takes a cube of the **same color** from the **next clockwise action space containing one**. (The clockwise order of the action spaces to follow is indicated on Carla's board.)

In case there is no cube of the color you are looking for on the board, she takes a cube of **your choice** from the **same action space** you had just taken a cube from (could be an influence or plague cube).

If there is also no cube left on the same action space, she then takes a cube of **your choice** from the **next clockwise action space containing one**.

Tip: Place your influence cubes on your farmyard in the order you took them to better track which cube you had taken last. Also, as a reminder, you could place 1 of Carla's unused markers under the cube she "will take" next.

Alternate rule for taking Carla's cubes: Instead of the above described, roll the four-sided die with the 4 influence colors (from the Marriage expansion) to determine which cube she will take (after you have taken an influence or plague cube).

Carla takes the **rolled color** from the **same action space** from which you have just taken a cube. If this color is **not there**, she takes a cube of that **rolled color** from the **next clockwise action space containing one**.

In case there are no more cubes of the color you are looking for (i.e., rolled color) on the game board, roll the die again (until you roll a color that is available on display) and follow the rules described above for the rolled color.

However, as soon as there is only **1 color of influence cubes left** (and usually some plague cubes), you don't roll the die anymore. Carla then always takes a cube of any color from the **same action space** or (if you just emptied that action space) from the **next clockwise action space** that contains a cube of any color. If there are several cubes, you choose which cube she takes from there.

The cubes you take for Carla are placed on her board.

The **first cube** is always placed in the space **next to the council chamber icon**.

The **next cube** is placed in the **next space following the direction of the arrow**.

Keep following this direction for the rest of the game everytime Carla collects a cube. (There might be more than 1 cube per space when playing with expansions.)

IMPORTANT: Whenever you place an influence or plague cube past a fate tile on Carla's board, flip it **immediately**. If the flipped tile is blank nothing happens.

If there is a **quill** on the flipped tile, one of her "oldest" family members passes away. This member is placed in the village chronicle at the professional category **from which action space** Carla just took the cube placed on her "life time" track of her board (according to the corresponding color and icon). The action spaces "grain harvest" and "family" count towards the professional category "farmyard".

In case there is **no proper space left in the village chronicle** or her last taken (triggering) cube came from the action space "market", the oldest of Carla's family members is placed in the **graveyard**.

Example:

Chris took the green cube from the "market" action space and served the frontmost customer. He then places the previously second-frontmost customer tile next to Carla's board (see "Carla's (re)-actions" on the next page). Now Chris could pay 1 green cube and 1 time to serve the third available customer but chooses not to.

The market day thus ended (Carla never serves more than 1 customer per market day), and the blue bordered spaces are filled up with new customers, just as the waiting line is refilled from the face-down pile.



Now it's Carla's "turn": Since there is always only 1 single cube on the "market" action space, she now "looks" for a green influence cube on the clockwise following action spaces. As she does not find a green one (i.e., there is no green influence cube left on the game board) and because there is no other cube left on the "market" action space (as usual there was only 1), Carla takes a cube from the "council chamber" action space (since there are also no more cubes left on the "travel" action space).

While here are a brown and a black cube, Chris chooses the plague cube for her and places it on the next clockwise space on Carla's board.



By taking and placing this plague cube (from the "council chamber" action space) onto Carla's board, the passed fate tile is revealed.

On this one, a quill is now visible. Accordingly, one of Carla's family members with the lowest number passes away and is placed on a free space of the professional category "council chamber" in the village chronicle, as the plague cube was taken from the "council chamber" action space.



Note: Once **all 3** fate tiles on the top or bottom of Carla's board are **revealed**, shuffle all 3 tiles of that set face down and place them again (face down) in the corresponding spaces of her board. Repeat this **each time** one of the two sets has been **completely revealed** (until the game ends as usual).

However, if she just took an influence or plague cube from the market or church, she “reacts”:

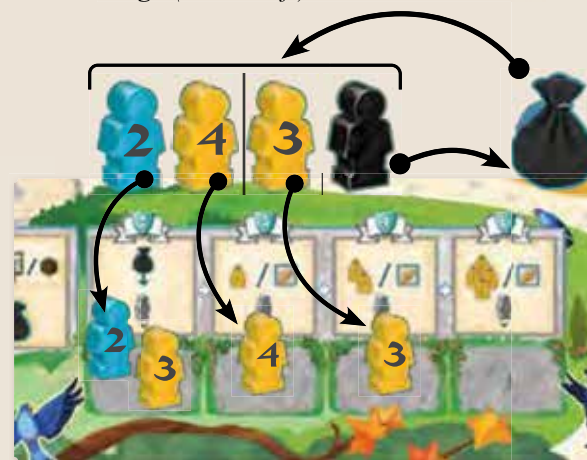
- In case you have triggered the market day and already served the frontmost customer, Carla will take the previously second-frontmost customer respectively.
- In case you have triggered the market day and served any other customer than the frontmost one, or Carla has triggered the market day, she always takes the frontmost customer.

- She pays **neither** 3 time nor a brown influence cube for this.
- If there are no more of Carla's family members on the church, she forgoes this reaction for the rest of the game (when she took a cube from there).

Mass

Only **one** of Carla's family members can be on each stage of the church hierarchy at a time. Therefore, draw pieces from the black bag one after the other until you have brought up the total to 4 pieces.

In phase 1 of the mass, Chris decides against the possibility of picking out one or more of his family members from the bag by paying a coin. Accordingly, a total of 4 pieces are randomly drawn from the bag one after the other. Since one of Carla's family members (with a number "3") is already on the leftmost stage of the church hierarchy, her first drawn family member (with a number "4") is immediately placed on the 2nd stage and her (last) drawn family member (also with a number "3") onto the 3rd stage. Only one of Chris's family members was drawn from the bag, and is placed on the 1st stage (on the left) as usual. The monk drawn as the fourth is thrown back into the black bag afterwards. Even if Chris would move his drawn family member up to the highest stage with a total of, for example, 3 bags of grain and 1 bread, Carla has the most family members and Chris would not get 2 prestige points.



The game ends as usual.



Supply

 - : Apprentice

40 – 49 : Journeyman

50 - 59 : Master

60 – 69 : Grandmaster

70 - 79 : Genius

 -  : Polymath

The solo mode may be played with all expansions

All expansion rules of the corresponding used expansions still apply, with the following adjustments for each:

Inn expansion: If the most recently taken cube by Carla that **reveals** a quill is from the “inn” action space, Carla’s oldest family member is placed in the **graveyard** (similar as with the market). Carla never picks up villager cards.

Port expansion: If the most recently taken cube by Carla which **reveals** a quill is from the “travel” (at sea) action space, you follow the procedure as described under “A family member passes away at sea” in the rules of the Port expansion: Thus, if the travel section of the village chronicle has no free space left, Carla’s oldest family member is placed on an empty sea burial space instead. This can trigger the end of the game there as well, if the **last** empty sea burial space was occupied by her.

Marriage expansion:

- During setup the additional **pink family member** is added to the supply. Also place the **marriage overview card** nearby (with its back face up).
- Since the action space “marriage” is yellow, the same procedure is followed for it as for the action spaces “grain harvest” and “family”, which thus all “belong” to the professional category “farmyard”.
So if the most recently taken cube by Carla that **reveals** a quill is from the action space “marriage”, one of her family members with the lowest number is placed to the professional category “farmyard” in the village chronicle (if there is a free space).
However, if one of the oldest of Carla’s family members dies as a result of taking a cube from the action space “smuggler”, this family member is placed in the graveyard (just like for the market space).
- During the “wedding”, roll the four-sided die **a second time** and proceed in the same way **with another** pink family member (as with the first).
If **for the result** of the second die roll there is no pink family member left next to the marriage board, take the pink family member as usual from the family house area and place it on the ceremony area.

Adjustments to the point ranges depicted on the left:

- If you play the solo mode with the Inn expansion, the point ranges in the table on the left are increased by 10 each.
- If you play the solo mode with the Port expansion, the point ranges in the table on the left are each increased by 5.
- If you play the solo mode with the Marriage expansion, the point ranges in the table on the left are each increased by 15. So, for the “Polymath” level, you would need to reach at least 95 points.

For example: The point range for “Genius” in a game with **all** three expansion is 100-109 points.

Example:

Chris has 1 family member on the ceremony area and rolls the four-sided die two times in step 1. According to the result of the first roll, he places a pink family member on rank 3. On the second die roll, there is no pink family member left in the supply. However, Chris does not take the pink family member out of the family house area, because he rolled the color of rank 3 again and this rank is already occupied. He then proceeds to steps 2 and 3 of the wedding.

First roll:



Second roll:



If two pink family members happen to get married, they are simply returned to the supply.



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