














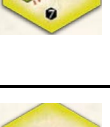
# Player Aide

Possible Actions per Turn	
Title	Description
<b>TAKE</b> 6 sided tile from game board	Take any 6 sided tile from numbered depot matching dice & place in storage.
<b>ADD</b> 6 sided tile to estate	Add any tile in player storage to estate location matching dice that has adjacent existing tile.
<b>SELL</b> goods of 1 type	Sell all goods of one type from player storage which matching dice. Player gets 1 silver & VP per tile = # of players. (EX: 2 players = 2 VP per tile)
<b>TAKE 2 WORKERS</b>	Use any dice number to take 2 workers from general supply.
<b>BUY</b> from Black Depot for 2 Silver	At any time during turn player can buy 6 sided tiles from the black depot in the center of the game board for 2 silver. Can be done only once per turn.









Tile Type	Effects When Placed in Estate	Tile Type	
 Ship	1) Take all goods from any numbered depot and add to player storage. Only like goods can be stacked. Any extra goods must be discarded. 2) Move player token ahead one space on turn order track. If other player is in space move on top. Player on top or ahead takes white dice & is 1st player	 Castle	Take another action as if having extra dice of any number.
 Animals	1 VP per animal on tile. Any existing animals in estate of same type score again.	 Mine	Receive 1 silver for each mine at the END of Each PHASE + any Knowledge modifiers

<b>Start of Phase</b>	Replace all 6 sided tiles on game board.
<b>Start of Round</b>	First player rolls white dice with player dice & places current goods tile into game board goods storage area corresponding to white dice number.
<b>End of Phase</b>	1 silver per mine on player board + any knowledge modifiers
<b>End of Game</b>	Each unsold good tile = 1 VP   Each Silver = 1 VP   Every 2 Workers = 1 VP   Any end of game knowledge modifiers.

## Knowledge Tiles

Picture	Advantage When Placed	Picture	Advantage When Placed
	No restriction on duplicate buildings in cities.		May adjust all dice by +/- 1 for any placement of castles, mines or knowledge tiles into estate.
	Receive 1 worker at the end of each phase for each mine.		May adjust all dice by +/- 1 if being used to take new 6 sided tiles from the game board into player storage.
	Take 2 silver instead of 1 when selling goods.		Take 1 silver in addition to 2 workers when doing "Take Workers" dice action.
	Receive extra worker in addition to silver when selling goods.		Takes 4 workers when doing "Take Workers" dice action.
	When adding a ship take goods from 2 neighboring numbered depot goods storage areas & add to players storage.		Receive 3 VP @ game end for each goods type sold.
	May buy tiles for 2 silver from any depot.		4 VP for each of building type indicated on tile
	1 VP for each animal tile.		4 VP for each animal type added to estate.
	Workers now adjust dice by up to +/- 2.		1 VP for each sold goods tile.
	May adjust all dice by +/- 1 for any placement of buildings into estate.		1 VP for each large or small bonus claimed
	May adjust all dice by +/- 1 for any placement of ships or animals into estate.		

## BUILDINGS

Name & Picture	Advantage When Placed	Name & Picture	Advantage When Placed
 Warehouse	Sell all goods of one type	 Boarding House	Take 4 worker tiles
 Carpenter's Workshop	Take building tile of choice from any numbered depot (not black).	 Bank	Take 2 Silver
 Church	Takes mine, knowledge or castle from any numbered depot (not black).	 City Hall	Add an additional 6 sided tile to estate.
 Market	Take any animal or ship tile from any numbered depot (not black).	 Watchtower	Immediately receive 4 VP.

<b>Completed Region Bonus 1</b>	VP bonus based on number of tiles in completed region. Refer to table on player game boards.												
<b>Completed Region Bonus 2</b>	VP bonus based on bonus for current phase. <table border="1" style="float: right; margin-top: 10px;"> <thead> <tr> <th style="text-align: left;">Phase</th> <th>A</th> <th>B</th> <th>C</th> <th>D</th> <th>E</th> </tr> </thead> <tbody> <tr> <td><b>VP Bonus</b></td> <td>10</td> <td>8</td> <td>6</td> <td>4</td> <td>2</td> </tr> </tbody> </table>	Phase	A	B	C	D	E	<b>VP Bonus</b>	10	8	6	4	2
Phase	A	B	C	D	E								
<b>VP Bonus</b>	10	8	6	4	2								
<b>Large &amp; Small Bonuses</b>	First player to fill all tiles of a specific color receives large bonus tile for that color & VP corresponding to the number of players. Second player to fill in that color gets small bonus tile. <table border="1" style="margin-top: 10px; width: 50%; margin-left: auto; margin-right: auto;"> <thead> <tr> <th># Players</th> <th>Large Bonus VP</th> <th>Small Bonus VP</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">2</td> <td style="text-align: center;">5</td> <td style="text-align: center;">2</td> </tr> <tr> <td style="text-align: center;">3</td> <td style="text-align: center;">6</td> <td style="text-align: center;">3</td> </tr> <tr> <td style="text-align: center;">4</td> <td style="text-align: center;">7</td> <td style="text-align: center;">4</td> </tr> </tbody> </table>	# Players	Large Bonus VP	Small Bonus VP	2	5	2	3	6	3	4	7	4
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