

# Village

## Set-Up (page 3):

1. Each player takes: player board, 11 family members (**all #1 people start on farmyard** of player board), 8 markers (1 on book track, 1 to right of the bridge) and **1 coin**. Choose start player. Place the ring on Council Chamber.
2. Shuffle customer tiles and lay out depending on player count. 4 monks go in black bag.
3. Use current player set-up card. 2/3 players? Cover up spaces on Chronicle/Graveyard that are not used.

## Game Flow (page 4):

- Game is played over a number of rounds until either the Chronicle book or Church graveyard is full.
- According to set-up card, randomly seed the board each round by placing cubes in green bag based on the number, then place cubes on spaces as shown. If any cubes remain, leave them in the green bag!
- On a player's turn, they **must obtain a single cube** from an action spot, and then **may take corresponding action**.
- **If a black cube is taken** from an action space, spend 2 "time" and discard the cube. Don't keep it!
- Once the last cube is taken from the board, round ends, and Mass takes place before the next round begins.
- Coins can be used as a wild cube, to insure success in the church during Mass, and to buy VP in the council.

## Family Members Passing Away (page 10):

- When the Time marker moves over the bridge, at the end of the turn (exception during Market), you must "kill" one of your lowest numbered family members that is visible (ones in the black bag and reserve can't be killed).
- Place this person in the Chronicle book based on where it was located when it died (see colored shields).
- If that location is full of people already, then it must go in the unmarked graves by the church.

## Actions:

- **Grain Harvest (page 5)**
  - Must have a family member on Farmyard. Take 2 bags of grain. Limit of 5 bags!
  - Instead, take 3 bags if you have a horse and a plow
  - Instead, take 4 bags if you have an ox and a plow
- **New Family Member (page 5)**
  - Take 1 new family member of lowest number from the reserve and place on farmyard for later actions.
  - Instead, may move any 1 living family member back to farmyard from the board (not black bag).
- **Crafts (page 6)**
  - Choose 1 of 5 buildings to use – **Wainwright, Stables, Office, Smithy, or Mill**
  - Choose to pay with Time (must use a worker) or Pay with resources (grain, cubes)
  - Pay with Time: Place worker on building from farmyard if not there already (except Mill), and pay Time for the worker being placed and for the good. If worker is present already, just pay Time for the good.
  - Pay with Resources: No worker is needed (but one can be present), pay cost, and take good.
  - Any player may have a worker on a building regardless if another player is there already.
- **Market (page 7)**
  - Only space that must occur when cube is taken. Player who took cube is "start" seller.
  - Market has 3-5 open stalls depending on player count. Can only sell to tiles in front of stalls.
  - Start player has first pick. Either pay goods shown on 1 tile or pass (can't reenter). Only this first action is free. When taking a tile, don't score it, keep it face-down for end game scoring.
  - Going clockwise, each player may do the same with an additional cost of 1 green cube and 1 Time.
  - Continue going clockwise around until all players have passed or all tiles are taken. Slide tiles and refill.
- **Travel (page 8)**
  - No traveler on map? From farmyard, place at entrance and choose a path, paying all cost, even wagon!
  - Only move 1 space along path, then place marker and take reward if your marker isn't already present.
  - If you have a traveler on the map, may move him adjacently, but still can start a 2<sup>nd</sup> or 3<sup>rd</sup> traveler.
  - No limit to the number of travelers in a city, and all players may place their marker in each city (6 total)

- **Council Chamber (page 8)**
  - From farmyard, move a member to stage 1, pay 1 Time and 2 green cubes/1 scroll. Take Ring if present, otherwise gain nothing since another player has already taken the ring for next round.
  - Instead, may move an existing member forward 1 stage by paying 2/3 Time and 2 green cubes/1 scroll.
  - Instead, may choose to not move the family member and just take the current reward for FREE!
  - No limit to number of members in Council, will earn VP at end of game based on current location.
- **Church (page 9)**
  - From Farmyard, place member in black bag, paying 1 brown cube or 3 Time. (See Mass below)
- **Well (substitute action) (page 9)**
  - Turn in any 3 matching cubes (not black) to perform any action even if it has no cube.
  - Must be at least 1 cube left anywhere on the board, otherwise round would have ended prior.

### Mass/End of a Round (page 9):

- Round ends after the turn when the last action cube has been taken off the board.
- **Mass** takes place by drawing 4 people from black bag, if family members are drawn, put on 1<sup>st</sup> space of church.
- Before the random draw, going in clockwise order, players may pay 1 coin for each member they wish to remove for a guaranteed spot in the church as 1/2/3/4 of the 4 chosen.
- If 4 family members are paid for, no draw happens, otherwise, draw out of the bag to complete the 4 selected
- Put any monks (black members) back in the bag and player family members on 1<sup>st</sup> space on church.
- In clockwise order, players have 1 chance to pay grain to move any members up in the church hierarchy. May move same person multiple times.
- Player with most members in the church earns 2 VP. Tied? Player furthest along the windows gets the 2 VP. Still tied? All tied players earn 2 VP.
- Player with the ring token is the new start player for the next round and returns the ring to the council.
- Seed the board again as you did in the beginning based on the set-up card.

### End of Game (page 11):

- Game ends when either the Chronicle book or the unmarked graves fill up completely.
- The player that caused end game will not get another turn, but everyone else does.
- If it wasn't the turn of the person who triggered end game (market), then everyone else will get 1 more turn.
- If action cubes on the board run out during this last round of turns, players remaining just take any action they want without having to pay 3 cubes, but don't get a cube.
- Do a final Mass in the church.

### Final Scoring (page 12):

- **Travel** – See board for VP earned based on markers placed in the cities.
- **Council Chamber** – See board for VP earned for each family member in the different stages.
- **Church** – See board for VP earned for each family member in the different windows.
- **Chronicle Book** – See board for VP earned based on number of family members present
- **Customer Tiles** – Score VP showing on the tiles earned
- **Coins** – 1 VP per Coin

**MOST VP WINS!** Tied? Most customers win! Still tied? Most “living” family members remaining