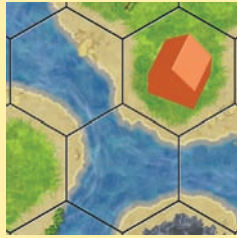


Kingdom Builder cards



1 gold

Note - Extra harbor action:
The „Fishermen“ card does not generate gold for settlements on water hexes.



1 gold

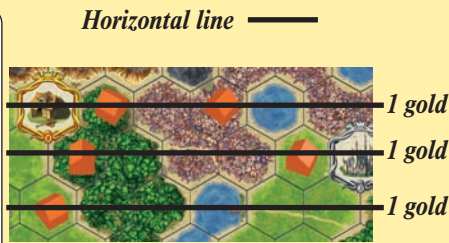


4 gold 4 gold 0 gold



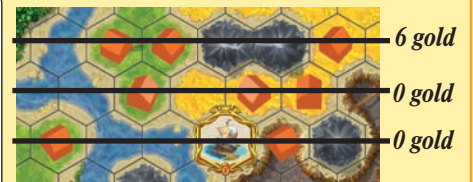
1 gold

0 gold
1 gold
1 gold



Horizontal line ———

1 gold
1 gold
1 gold



Horizontal line ———

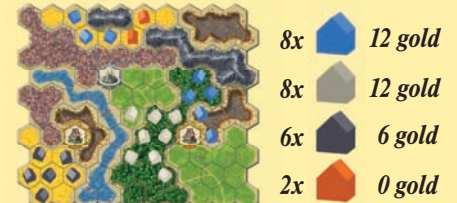
6 gold
0 gold
0 gold
Note: If a player has built the same maximum number of settlements on more than one horizontal lines they earn gold for one line only.



1 gold

1 gold

Note: Settlement area = cluster of adjacent settlements belonging to one player.



8x 12 gold
8x 12 gold
6x 6 gold
2x 0 gold

Note: If several players tie for the most settlements all tied players earn 12 gold. Likewise, tied players for the second most settlements earn 6 gold each.



0 gold

3 gold

Note: Settlement area = cluster of adjacent settlements belonging to one player.



The fewest settlements of Orange are in the sector bottom right. They earn 12 gold (4x3).

Note: If there is the same number of a player's fewest settlements in more than one sector, they earn gold for one sector only. In order to qualify as a "Farmer" a player must have built at least 1 settlement in each sector.

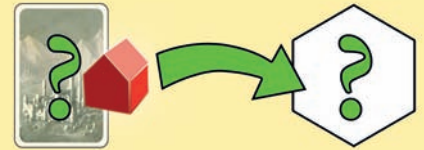
Extra location file actions - Apply building rules as usual

Extra action: Build one additional settlement from your personal supply.



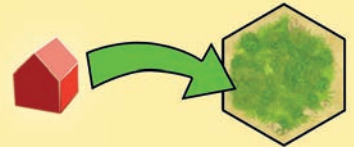
Oracle

Build **one settlement** on a hex of the same terrain type as your played **terrain card**. Build adjacent if possible.



Farm

Build **one settlement** on a **grass hex**. Build adjacent if possible.
Skip this action if there is not a single unoccupied grass hex on the game board.



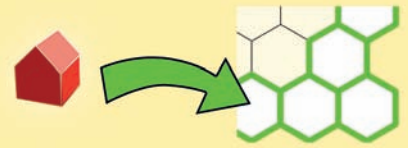
Oasis

Build **one settlement** on a **desert hex**. Build adjacent if possible.
Skip this action if there is not a single unoccupied desert hex on the game board.



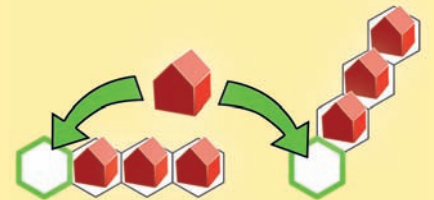
Tower

Build **one settlement** at the **edge of the game board**. Choose any of the 5 suitable terrain type hexes. Build adjacent if possible.



Tavern

Build **one settlement** at one **end** of a **string** of at least **3 of your own settlements**. The orientation of the string does not matter (horizontally or diagonally). The chosen hex must be suitable for building.

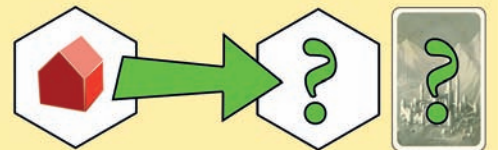


Extra action: Move one of your existing settlements.



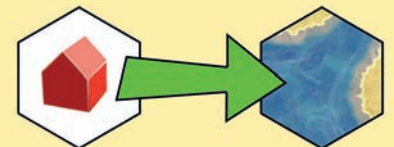
Barn

Move **any one of your existing settlements** to a hex of the same terrain type as your played **terrain card**. Build adjacent if possible.



Harbor

Move **any one of your existing settlements** to a water hex. Build adjacent if possible. This is the only way to build settlements on water hexes.



Paddock

Move **any one of your existing settlements** **two hexes in a straight line** in any direction (horizontally or diagonally) to an eligible hex. You may jump across any terrain type hex, even water, mountain, castle and location, and/or your own and other players' settlements. The target hex must not necessarily be adjacent to one of your own settlements (building rule no. 3 does not apply in this case).

