

HAMLET

THE VILLAGE BUILDING GAME



SOLO GAME GUIDED SCENARIO



WELCOME
TO HAMLET!

In this guided scenario, we will take you through your first few turns of a solo game of Hamlet, and help you to quickly learn the game. Through the actions of both you and the automated opponent Botric, by the end of this booklet, you should know all of the basics you need to get you going with playing a solo game of Hamlet.

This guide assumes you have followed the First Time Play setup sheet included in the retail version of the game. If you can't find the sheet, get it on www.mighty-boards.com/learnhamlet



SETUP

Set up the game following the [First Time Play set up](#) instructions for a 2 player game. You will be the Blue player. Botric will be the Yellow player. Now read and follow the Solo Setup, with the following exceptions:

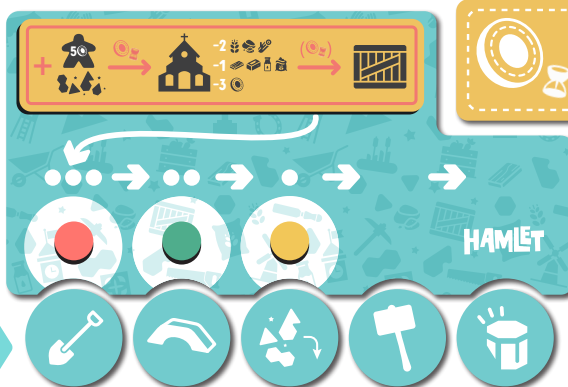
1B As mentioned in the First Time Play set up, both players start with no Gold ☹.

(4) Botric also needs their action tokens arranged in the specific order below, beneath their player mat:

Produce ➔ **Build Road** ➔ **Purchase Blueprint** ➔ **Construct** ➔ **Refine**

(5-9) Botric will use ● RED for the first "unused player colour" markers, and ● GREEN for the "second unused player colour" markers when setting up its Solo

Action tile and draw bag/cup. It will use ● YELLOW for its own player colour for this setup.



You will be using the Starting Player token to indicate player turns and Botric's coin count.



ROUND 1

The BLUE player (you) will be going first.



You are the early riser of the group and therefore will act as the first player in this introductory scenario.

How to start this radiant day?

First, look at the tile that you received during setup. In a full game of Hamlet, you would start with none, but in this introductory game, you already own the Stonemason Blueprint – a Refinery! It will transform 1 Stone into 1 Brick once built, as well as reward you with Victory Points ★ and Gold ☹... But first, you will have to build it.



Take a look at the right part of the tile to see its material requirements: to build the Stonemason tile, you will need 2 Wheat and 1 Wood, and when you build it, you will immediately gain 4 Victory Points ★ and you will take the Mason Milestone. More on that later.

At the moment there is enough Wood on the Woodcutter tile, but not enough Wheat on the Farm.

Luckily you have two Villagers in your hamlet who are ready to get to work! Having two Villagers means you get two actions during your turn.

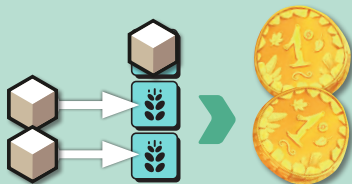


ACTION 1: Place a Villager on the Farm.

Each of your Villagers may move to any tile they can access by any number of Roads, and may then take an action on the destination tile.



Whenever you work at a Production building, you always fill ALL of the empty slots on that building.

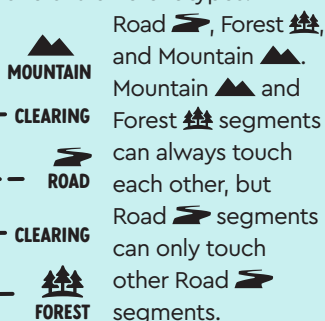


In this case, we have 2 empty slots so fill them with Wheat and gain 2 Gold.

You now have enough Wheat available to build your Stonemason! You decide to build it next to the Quarry as you can easily place a Mountain side of the Stonemason next to a Mountain side of the Quarry.

The **edges** of each tile are made up of one or more **equal-length segments**.

Segments are always separated by a small clearing. A segment can be one of 3 different types:



ACTION 2: Place your second Villager on the Quarry.

Since you placed your Villager on the Quarry, you can take an action to build in an empty space **adjacent** to the Quarry.

Place the Stonemason tile, North of the Quarry, matching a Mountain-to-Mountain segment, as shown in the image to the right.

To build the Stonemason tile, you need to make sure the required materials can be delivered to the Villager performing the building action. In this case, both the Wood and Wheat materials are available on the board, but are they able to make it to the Villager?

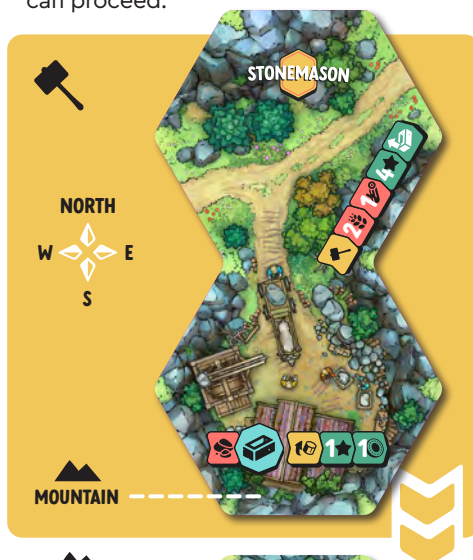
When transporting resources, you can move them up to **one space without needing Donkeys**, but if you want to move them farther away, you're going to need to use Donkeys. Whenever a resource is moved to a tile that has one of your Donkeys on it, you can move it again one tile further. If there is another one of your Donkeys in the tile it is moved to, then you can move it again, and so on.

In this case, 1 Wood can be moved from the Woodcutter to the Church for free, and since you have a Donkey on the Church, you can move it once again to the Villager on the Quarry, as shown below.

Remember! All movement always happens along Roads.

You will see that the same logic can be applied to the Wheat on the Farm.

Great! All resources required for this construction can reach the Villager performing the build. This means we can proceed.



Consume 2 Wheat and 1 Wood and remove them from the board.

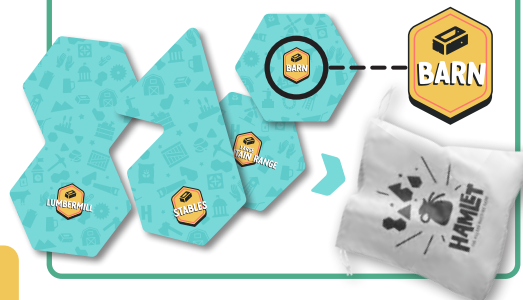
Time to reap your rewards!



This icon means that you gain 4 Victory Points, mark them on the Scoreboard.



This icon means that we develop Brick technology. Grab the pile of tiles with the Brick icon on the back and place them into the bag. Each Refinery technology can only be developed once in the hamlet. Once Brick technology is developed, we don't do it again.



Finally, since you are the first one to discover Bricks, you take the Mason Milestone. This means that you are the only one who can produce High Quality Brick this game. You show this in the hamlet by using the white side of your Brick tokens. We'll talk more about this when you produce it.



Since there is no Road leading to the Stonemason, nobody can access it and it cannot be used... yet! Someone will need to build a Road to it, but we'll get to that later.



Botric has woken up!



BOTRIC

Look at Botric's Action Tile. Botric's Villagers will always first attempt to take an action from the top row (called Priority Actions), going left to right to find a valid action; otherwise they will try to take one of the Non-Priority Actions.



Botric checks the first action - **Hire a Villager**. To do this, they would need 5 Gold .

Gold is placed on the Favour tile whenever Botric is unable to Hire a Villager or do a Church Delivery action. Gold can only be added once per turn.



Since Botric doesn't have enough Gold to Hire a Villager, they place 1 Gold onto the Favour token due to the skip, and place the Starting Player token next to it, as a reminder that Botric already received 1 Gold this turn.

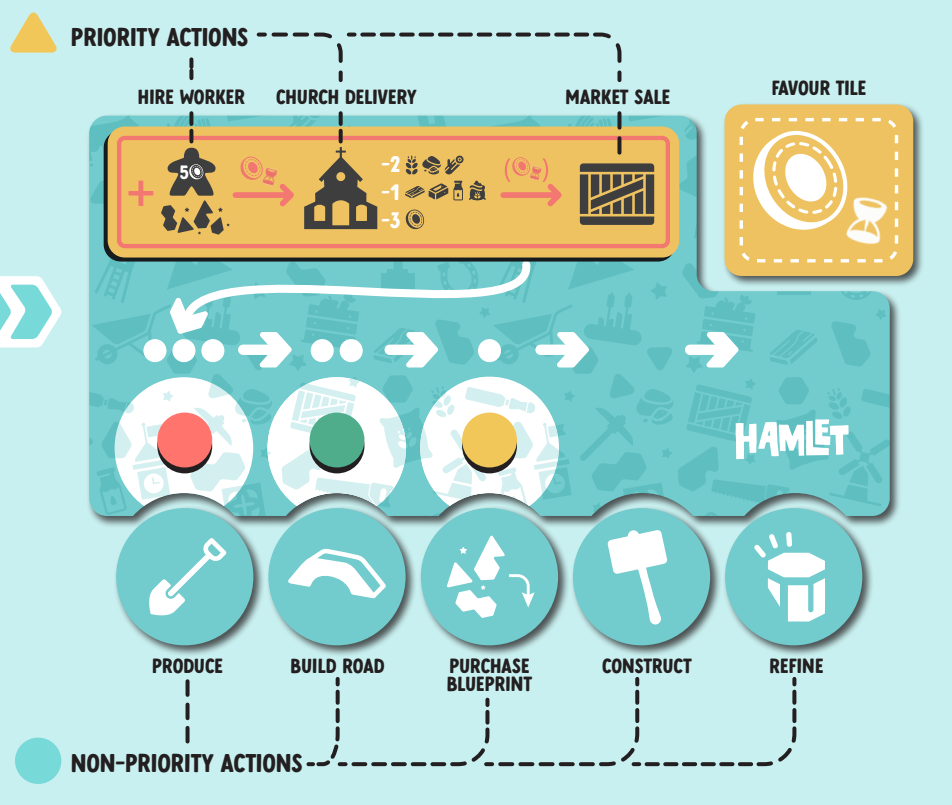


Botric moves on to the next action - **Deliver to the Church**. Even though Botric receives a discount on Church deliveries due to their connections in the hamlet, none of the delivery spots can be fulfilled using resources on the map or Gold from Botric's supply.



Maybe Botric can do a **Market Sale**? Demand at the market is currently only for refined resources; which haven't been produced yet in the hamlet. There is nothing to sell to the market!

Botric therefore moves to the Non-Priority Actions below the Action Tile. To pick which action to take, Botric draws a token out of the Action Markers bag/cup, and then takes the action under the matching-colored token. However, for this guided tutorial, specifically draw a Red token, and place it nearby Botric's Action Tile. If possible, Botric



then takes the action under the matching red token on its board: **Produce** .

Can Botric take the Produce action? Yes! There is at least one production tile with space to produce on. Botric therefore wants to produce on whichever tile has fewest resources on it, which currently is the Woodcutter.

ACTION 1: Botric places a Villager on the Woodcutter. Fill the production slots with Wood . Botric gains 1 Victory Point instead of 2 Gold .



ONLY VICTORY POINTS FOR ME!



Botric never gains Gold from taking actions; they always gain 1 Victory Point instead of any Gold earned.

Now move the Produce token from under Botric's mat, over to the right-hand side of all the other tokens, then slide all the tokens to the left to fill the gap. Produce is now the least-likely action for Botric to take!





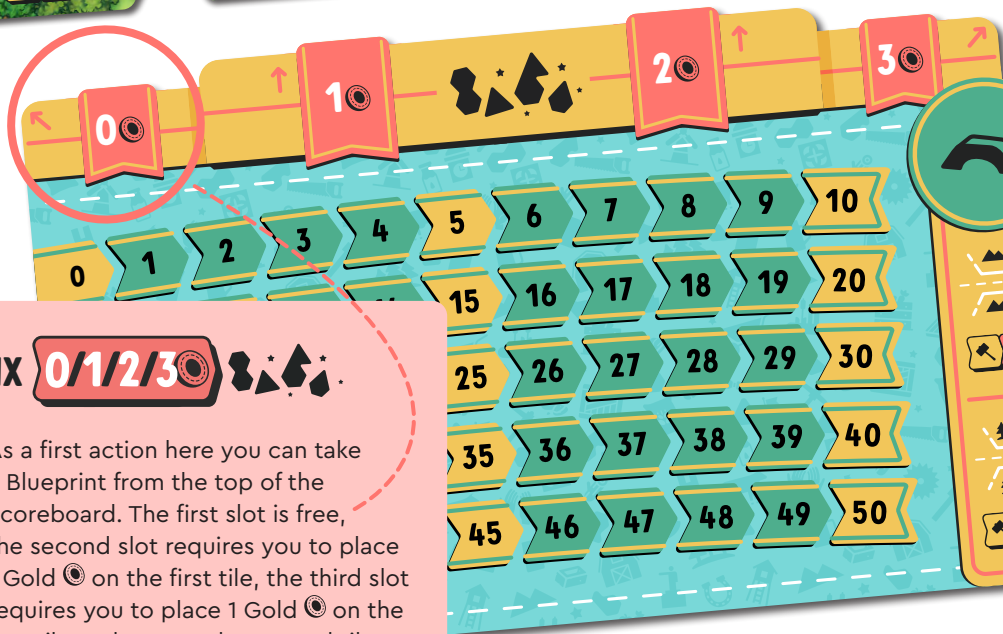
Time to put Botric's second Villager to work. They check again through all the Priority actions, left to right, to see if any actions can now be taken. None can.



Normally Botric would gain 1 Gold for not being able to perform these Priority Actions, but note that they already took 1 Gold this turn as you are reminded by the Starting Player token on top of the Gold .

So Botric will take another Non-Priority Action by drawing a token from their Action Marker bag/cup.

For the purpose of this tutorial, draw a Green token from the bag. This will cause Botric to choose the action currently under the green token on their mat: Purchase Blueprint .



1X 0/1/2/3 .

As a first action here you can take a Blueprint from the top of the Scoreboard. The first slot is free, the second slot requires you to place 1 Gold on the first tile, the third slot requires you to place 1 Gold on the first tile and one on the second tile and so on.

Botric will always first look for a Refinery, of a type which has its Milestone still available. Botric is in luck, there is such a tile: the Sawmill! This blueprint is in the third slot, so Botric places 1 Gold from the supply onto the Small Woodland and one on the Shrine.

Normally, players would be able to perform a second action here: hiring new Villagers and/or Donkeys . However, Botric never uses donkeys and only hires new Villagers when the Hire Worker priority action on the top of the Solo Action Tile is used. So for this action, all Botric will do is take a Blueprint from the top of the Scoreboard.

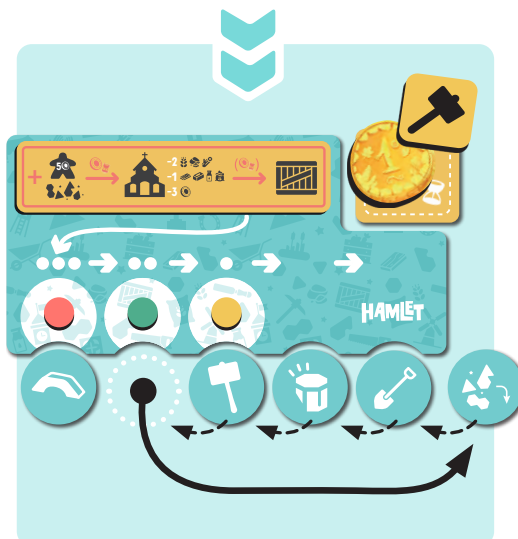
Botric takes the Sawmill from above the Scoreboard, then slides the Flour Mill to the left to fill the empty space. Now draw a new tile from the bag and place it into the rightmost spot so all spots are filled again.

Finally, Botric slides the Purchase Blueprint token from under their Action Tile over to the right-hand side of all the other tokens, then slides the tokens (except the leftmost, which is already as far left as it can go) to the left to fill the gap. Purchase Blueprint is now the least-likely action for Botric to take.

Can Botric take a blueprint? They only have one tile (out of the maximum of three) in their supply at present, so: yes! To take a new blueprint, Botric needs to visit the Town Hall.

ACTION 2: Place Botric's second worker on the Town Hall – a tile where you can acquire new Blueprints, Villagers and Donkeys. By placing a Villager on the Town Hall, a player is allowed to take both actions available on this tile if they want - purchasing a blueprint and/or hiring new Villagers and/or Donkeys (in that order).

Botric also pays the costs for Blueprints, but uses Gold from the general supply for this purpose.





ROUND 2



Place the Starting Player token back in front of you. It's your turn!

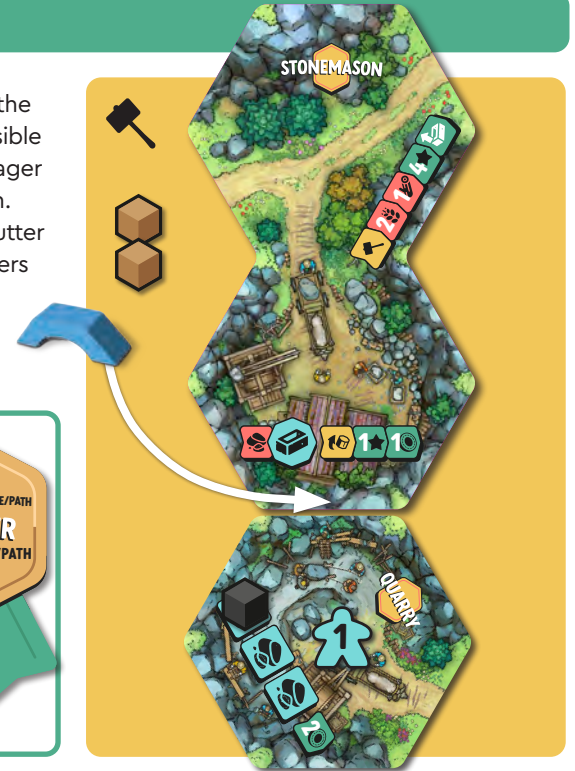
YOU

Yellow just took a very nice Refinery Tile! But you can start producing High Quality Brick soon if you connect your Stonemason to the hamlet by a road! It looks like the edges between the Quarry and the Stonemason are both mountains. That means you will need to build a Bridge, which requires 2 Wood... You're in luck! Botric just produced Wood on the Woodcutter tile!

ACTION 1: Place a Villager on the Quarry. To build the Bridge, you need to make sure the required materials can be

delivered to the Villager performing the building action. In this case, it is possible to transport the Wood to your Villager thanks to your Donkey on the Church. Remove 2 Wood from the Woodcutter tile and place one of your Road Markers between the Quarry and the Stonemason. The Stonemason is now connected to the hamlet!

Since you are first to build a Road, you have now earned the Planner Milestone. From now on, all your Paths and Bridges will be worth 1 more Victory Point at the end of the game!



ACTION 2: Place your second Villager on the Stonemason. To produce Brick on the Stonemason, remove 1 Stone from the adjacent Quarry (no Donkeys needed for deliveries from an adjacent tile) and place one of your High Quality Brick tokens (White Side) on the Stonemason tile.



When a Refined Material is consumed by you or another player, the player who refined the material will be granted 1 Victory Point and 1 Gold. However, since your material is High Quality, you get double the rewards, 2 Victory Points and 2 Gold instead.

REFINED MATERIALS:

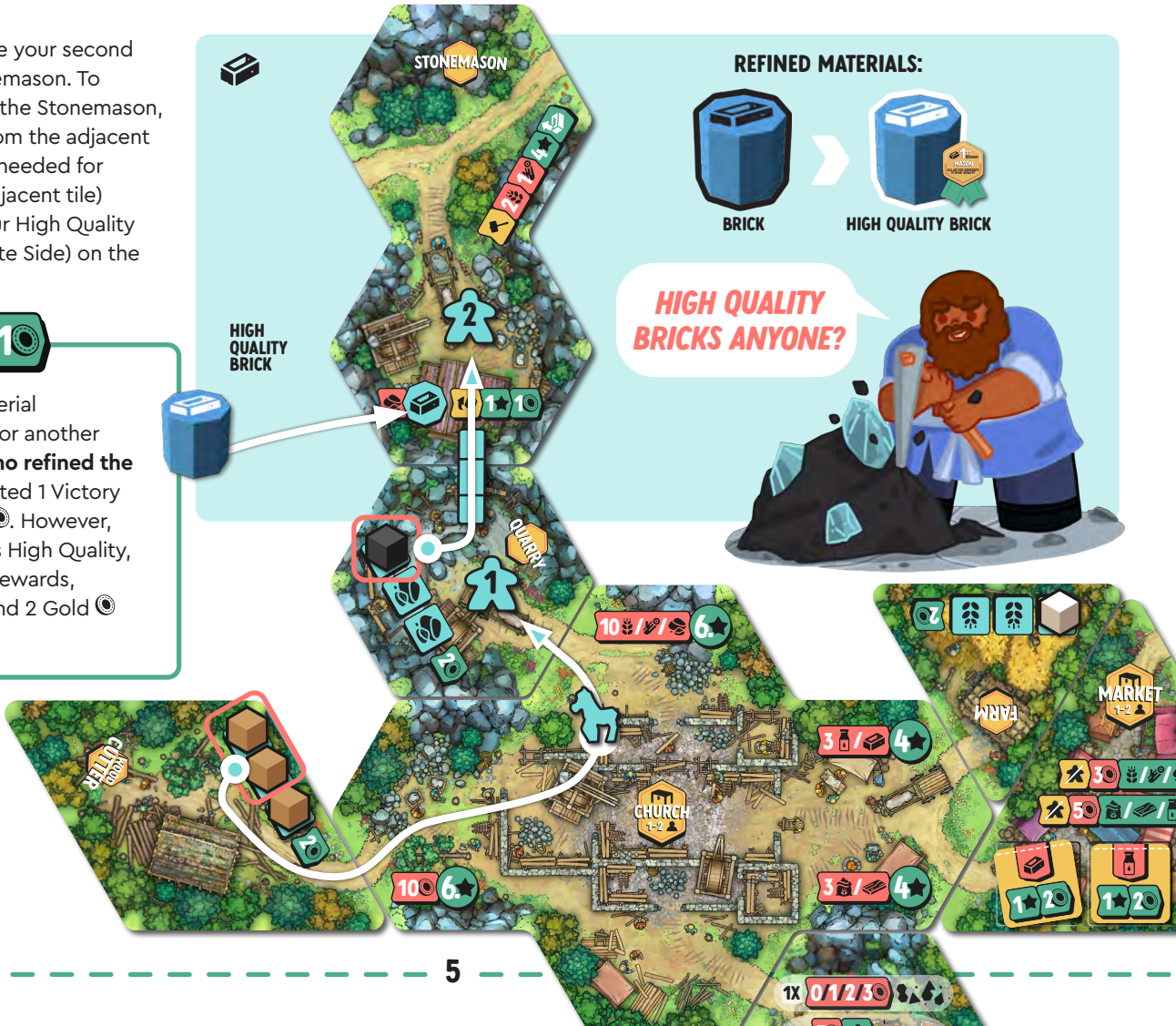


BRICK



HIGH QUALITY BRICK

HIGH QUALITY BRICKS ANYONE?



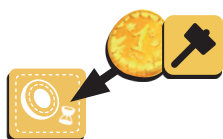


BOTRIC

Wow, that was a strong move! But Botric still has some tricks up their sleeves...

Botric starts off by checking the Priority Actions.

Can they hire a Villager? Not with only 1 Gold ... Place 1 Gold on the Favour tile and place the Starting Player token next to it to remind you they've now taken a Gold this turn.



As there are still not enough resources for any Church deliveries, Botric also skips this Priority Action.



However, Botric noticed there's a demand in the Market for Brick – which you just produced!

Taking an action at the Market allows you to sell materials and export them. During actions in other places (not at the Market), you may also buy materials from the Market at the rates listed on the centre part of the tile, but you won't need a Villager on the Market to do that. For now, we will make a Market delivery and sell some goods here. Botric does not use the Market to buy materials, but will sell materials to the Market if they are able to.

**SELL,
SELL,
SELL!**



ACTION 1: Move Botric's first Villager to the Market. Botric consumes and delivers the Brick from the Stonemason to the Market (which they can, as Botric doesn't use Donkeys for transport). Botric takes the Market Sale tile requiring a Brick , and gains 1 Victory Point from the VP reward on the market tile + 1 Victory Point instead of the Gold reward from the tile. 2 Victory Points in total!

At the same time, because Botric used your Brick , you get the bonus mentioned earlier: 2 Victory Points and 2 Gold !

An excellent side-effect for you!

Now draw a new Market Sale tile from the top of the pile and place it on the Market to replace the one you just took.



Botric considers the next action and tries to perform Priority Actions again –

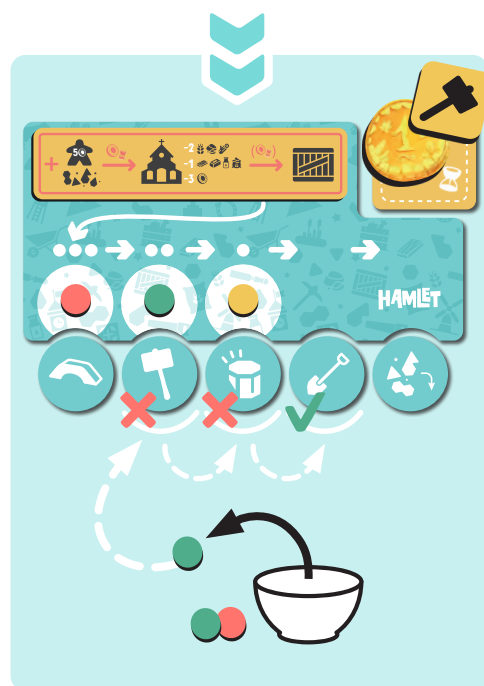


they still can't Hire a Villager or Deliver to the Church, and they can't make a Market Delivery either this time, so Botric looks to the Non-Priority Actions.

Draw another Green marker from Botric's draw bag/cup. This indicates Botric wants to try to Construct , and as they have two blueprints, they will certainly try to! Let's check if Botric can build either of their blueprints...

Botric's first refinery blueprint – the Dairy Farm – needs 2 Wood and 1 Stone to build, which is not available in the hamlet right now. Botric's second refinery blueprint – the Sawmill – requires 2 Wheat and 1 Stone to build. Those aren't available either!

So Botric can't Construct a Blueprint. In this case, Botric looks to the next non-priority action to the right of the Construct token, which is to Refine . The only refinery in the hamlet at present is the Stonemason, but there's no Stone in the Quarry to use to refine, so Botric can't take this action either! Botric checks the next action to the right of Refine : Produce . This is possible as there aren't many resources in the hamlet at the moment.



ACTION 2: Place Botric's second Villager on the production tile with the fewest resources – the Quarry. Fill the production slots with Stone and give Botric 1 Victory Point instead of the Gold reward.

Finally, slide the Produce token to the far right of the line, and slide the Purchase token to the left to fill the space. Botric is done for this round.

ROUND 3



Place the Starting Player token back in front of you. Your turn!

YOU

Botric has been purchasing some interesting Blueprints! Since you don't have any in your personal supply and the Gold ☉ on top of the first two Blueprints has caught your eye, you decide to visit the Town Hall.

ACTION 1: Place a Villager on the Town Hall. Take the Small Woodland Blueprint above the Scoreboard. It's in the first position, so requires no payment. It also comes with 1 Gold ☉ already on it, which Botric placed on there on their last turn!

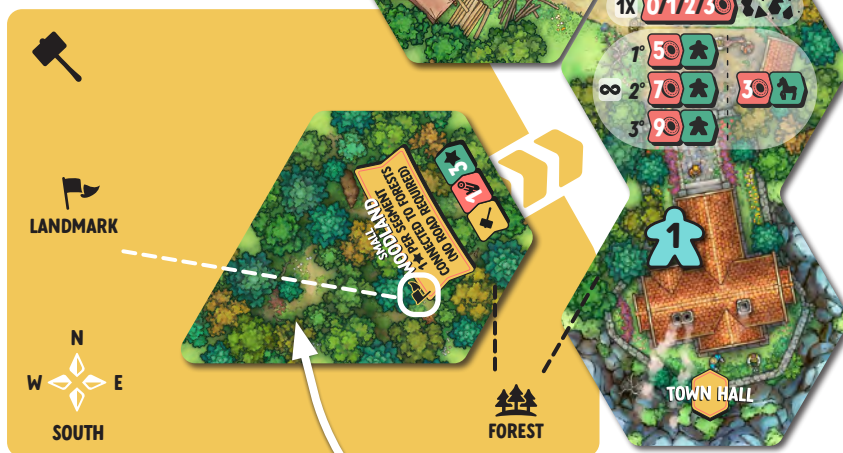


This Small Woodland tile is a Landmark tile. You can recognize these tiles by a little Flag icon 🚩 next to their name on the yellow banner. These tiles will allow you to score Victory Points ★ at the end of the game. You mark that they're yours by placing a Flag token on them.

Now slide all the other tiles to the left to fill the empty space. Draw a new tile from the bag and place it into the rightmost spot so all spots are filled again.

While you're still on the Town Hall, spend 3 Gold ☉ to acquire a second Donkey.

LET ME HELP YOU!



Place one of your Flag tokens on the tile and immediately score 3 Victory Points ★.

Place it immediately on the Quarry so you have the ability to access Brick 🧱 that you will hopefully refine on the Stonemason on a future turn!

You take a closer look at the Small Woodland tile you just purchased. It requires 1 Wood 🌲 to build. You're in luck! There is 1 Wood 🌲 available in the hamlet. On top of that, there's a great placement for it just South of the Church!

ACTION 2: Place your second Villager on the Church. Consume 1 Wood 🌲 from the Woodcutter (you can always automatically move a resource up to one space without the need of a Donkey) and build the Small Woodland tile so that its bottom edge is adjacent to the "infinity" ∞ symbol on the Town Hall tile, as shown above.

The tile is already touching 3 other Forest 🌲 edges, so you will get at least 3 more Victory Points ★ during end-game scoring. Most Landmark tiles need to be connected to the hamlet via roads to be scored at the end of the game, but Small Woodland does not require this.

BOTRIC

Botric still can't afford to Hire a new Villager, can't yet Deliver to the Church, and can't sell anything to the Market.



Therefore, Botric places 1 Gold ☉ on the Favour tile and places the First Player token next to it), then draws a token.





This time we draw a Red token for Botric.

Botric attempts to do the action shown below the Red marker, which is the Build Road action. Botric looks for an unconnected tile in the hamlet. There's a possible Bridge location between the Farm and the Market and a possible location between the Church and the Small Woodland. Since Botric always prefers to connect tiles closest to the Church, Botric decides to build a Bridge there.

ACTION 1: Place Botric's Villager on the Church. To construct a Path, remove

2 Stone from the Quarry and place one of Botric's Road Markers between the Church and the Small Woodland.

Now slide the Build a Road token to the far right of the line, and slide the other tokens to the left to fill the space.

Botric has one more worker. They still can't afford a to Hire a third Villager, Deliver to the Church, or sell to the Market, so they draw another token. We draw another Red token for Botric. This indicates they want to Construct .

The resources required to build the Blueprints in Botric's supply are still not available in the hamlet, so Botric moves

on to the next Non-Priority Action – Refine . At the moment there is only 1 Refinery in the hamlet – the Stonemason – and it's possible to refine there!

ACTION 2: Place Botric's second Villager on the Stonemason. To produce Brick on the Stonemason, remove 1 Stone from the adjacent Quarry and place one of Botric's normal Quality Brick tokens (Black Side) on the Stonemason tile.



Now slide the Refine token to the far right of the line, and slide the other tokens to the left to fill the space.

THAT WAS GREAT!



This is the end of the guided scenario. You can now start a new game of Hamlet using the normal setup, or you may choose to continue with this game from here. If you choose to carry on, here are some tips for future turns:

THANKS FOR HELPING US!



BLUE

Botric just managed to refine some Brick , but it's not the High Quality you wanted...

You do own two Milestones and have built the first Refinery and Landmark tile, but you don't own any Blueprints at the moment. You might want to visit the Town Hall again. There's a Shrine available with 1 Gold on it, but also a Flour Mill in the second slot!



HI!

WHERE HAVE YOU BEEN?!



You could also produce some extra resources and score some Gold to save up for a third Villager. Three actions might give you the advantage you need!

While you're currently the favorite for the Landscaper Award (most Flag buildings), keep in mind that Botric already made a first Market Sale and has started the race for the Merchant Award (most sales at the Market).



Try to make good use of the Planner Milestone when you decide where to build next.



YELLOW

As always, Botric will try to hire more Villagers, help with Church deliveries and sell to the Market.

Botric has one last Action Marker in their bag/cup – a yellow one! That means they will try to Produce next turn. If you don't fill up the Production tiles, Botric will definitely fill up the Quarry or Woodcutter.



Once Botric's bag/cup of Action Markers is empty, they will put all previously draw Action Markers back into the bag or cup (don't remove the ones from the Solo Action Tile itself).

As their second action, Botric will most likely try to Construct a Building , Purchase another Blueprint or Build a Road , depending on the Action Marker color picked from the bag/cup.

Remember that Botric hires all Villagers for just 5 Gold and gets a discount on Church deliveries.

