

HAMLET

THE VILLAGE BUILDING GAME



2 PLAYER GUIDED SCENARIO

WELCOME
TO HAMLET!



In this guided scenario, we will take you through your first few turns of Hamlet, and help you to quickly learn the game. When going through the scenario, read the instructions out loud, so other players can also understand what you are doing. Through the actions of all players, by the end of this booklet you should know all of the basics you need to get you going with playing 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

Hamlet is a competitive village building game. A game of Hamlet ends when the players complete the Church, and what was once a fledgling village has become a bustling town. Although

everyone is building the same village, the winner of the game is the player who earns the most Points ★ by being the biggest contributor to the growth of the village.

ROUND 1

Pass the document to the BLUE player, who will be going first.



BLUE

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.

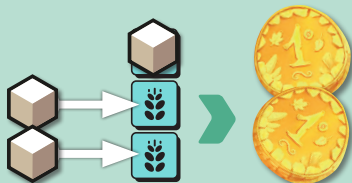
Luckily you have two Villagers in your hamlet who are ready to get to work! Having two Villagers means you get two actions during your turn.



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.

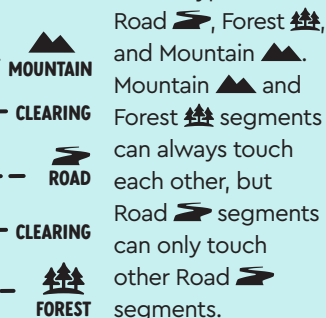


In this case, we have 2 empty slots so fill them with Wheat and gain 2 Gold (Current Gold: 2).

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?

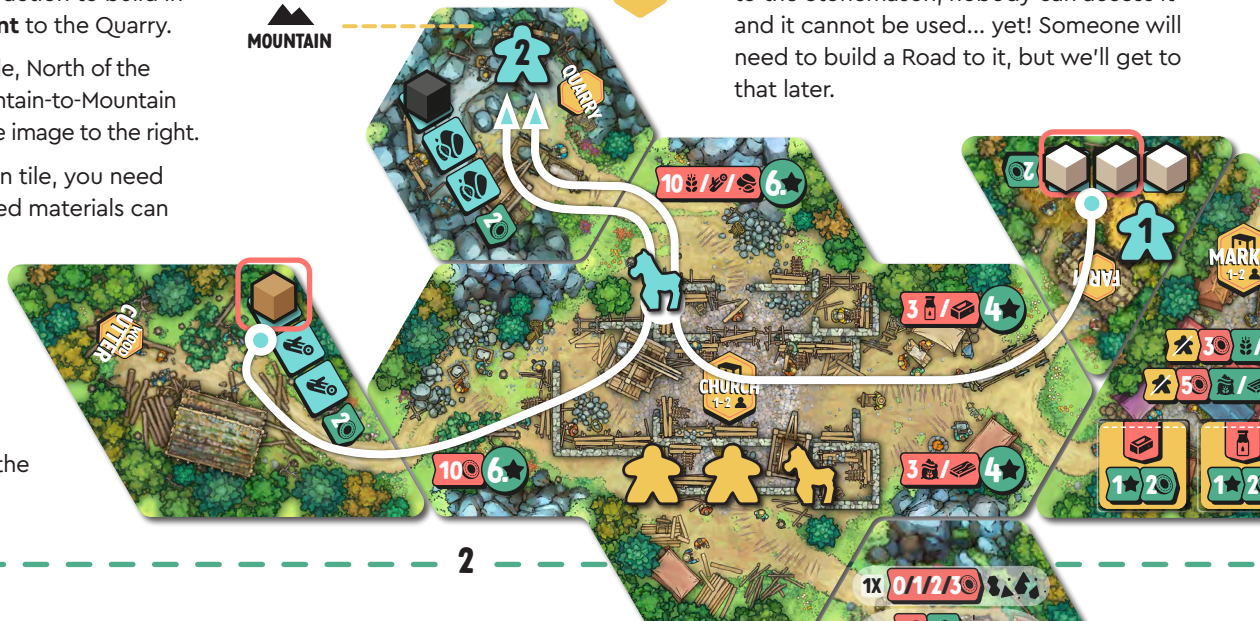
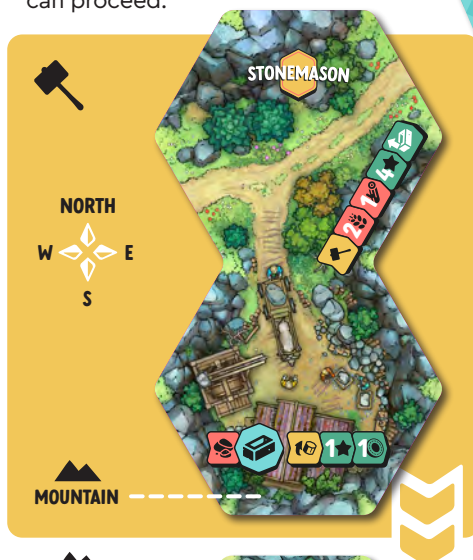
When transporting resources, you can move them up to **one space without needing Donkeys**, but if you want to move them farther away, you're going to need to use Donkeys. Whenever a resource is moved to a tile that has one of your Donkeys on it, you can move it again one tile further. If there is another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



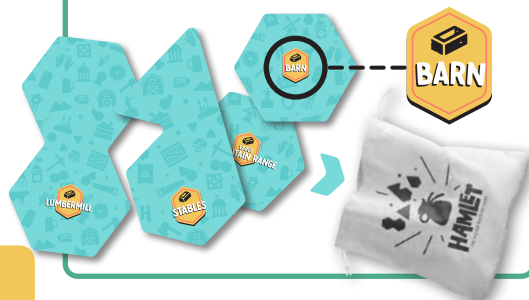
Consume 2 Wheat and 1 Wood and remove them from the board.

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 Refined Material tokens, so flip your Brick tokens to their white side. 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.



At the end of each player's turn, when all Villagers have taken their actions, you can either take them off the board or leave them there laid on their side.

I NEED A NAP



Pass the document to the YELLOW player.

YELLOW

So Blue has already built a tile. You could build your own Refinery, the Dairy Farm, if you have one of your Villagers produce Wood first. But look at the tile that is currently free at the top of the Scoreboard: it's a Small Woodland. This Landmark tile will grant 3 Victory Points when you build it, and then at the end of the game, you'll receive 1 Victory Point for each Forest tile segment adjacent to the Small Woodland. Also, right now there's a perfect location available for it, just South of the Church! Let's try this!

You notice that for both the Dairy Farm and the Small Woodland you're going to need Wood, so you decide to produce some Wood first.

ACTION 1: Place a Villager on the Woodcutter. Fill the production slots with Wood and take 2 Gold. (Current Gold: 2)

ACTION 2: To get the Small Woodland tile, you'll need to visit the Town Hall – a tile where you can acquire new Blueprints, Villagers and Donkeys. By placing a Villager on the Town Hall, you are allowed to take **both** actions available on this tile - purchasing a Blueprint and hiring new Villagers and/or Donkeys (in that order).

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.

Take the Small Woodland Blueprint from above the Scoreboard (it is free, being in the first slot), then slide all the other tiles 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.

Normally, you'd be able to perform a second action here: hiring new Villagers and/or Donkeys, but at the moment you don't have enough Gold.

END GAME REWARD



to perform this second Town Hall action (as a third Villager would cost you 7 Gold and a second Donkey 3 Gold).

Constructing a building is a separate action, so we will have to do it next turn. For now, place this building in front of you in your personal supply.

ROUND 2

Pass the document back to the BLUE player.

BLUE

Wake up your Villagers. Yellow just took a very nice Landmark 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 can see the costs of building Bridges and Paths on the right side of the Scoreboard)... You're in luck! Yellow 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.

LET ME HELP YOU!



To produce Brick, you need to transport 1 Stone from the Quarry to your Villager, which can be transported there because of your Donkey on the Church. Remove 1 Stone from the Quarry and place one of your Brick tokens (High Quality - White Side) on the designated slot on the Stonemason tile. This High Quality Brick token will grant you 2 Gold and 2 Victory Points when any player uses it!



Pass the document back to the YELLOW player.

YELLOW

Wow, that was a strong move from Blue! You've noticed that there's a demand in the Market for 1 Brick with a reward of 1 Victory Point and 2 Gold, but as neither you nor Blue have enough Donkeys in place yet to make this delivery, you decide not to worry about that for now.

There is only 1 Wood on the Woodcutter tile, but it's enough to build the Small Woodland. Let's build it while we can.

Let's put your first Villager to work to build the Small Woodland. After all, there's a great placement for it just South of the Church!

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.



ACTION 1: To build the Small Woodland, place a Villager on the Church tile. The cost to build this tile is 1 Wood, so remove 1 Wood from the Woodcutter tile (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 "infinite" symbol on the Town Hall tile, as shown above.

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

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.



There are not enough Raw Resources in the hamlet to build your Dairy Farm as well, so you decide to produce some Stone as you will need it to build your tile later.

ACTION 2: Place your second Villager on the Quarry. Fill the production slots with Stone and take 2 Gold. (Current Gold: 4)

Now, it's pretty clear what Blue has in mind for their next turn: they want to sell their High Quality Brick at the Market.



ROUND 3

Pass the document back to the BLUE player.



You'd like to answer that Market demand for 1 Brick, but will need to hire a second Donkey first – which you can't afford right now as it costs 3 Gold.

Luckily you can easily make some money by working in one of the production buildings. Since you'll have to visit the Town Hall to hire a Donkey and you'll have a chance to get a Blueprint, you take a look at what's available above the Scoreboard. The Sawmill tile catches your eye and you see that Wheat will be needed to build it, so to earn some Gold, you decide to produce Wheat.

ACTION 1: Place a Villager on the Farm. Fill the production slots with Wheat and take 2 Gold. (Current Gold: 4)

You now have enough money to hire a Donkey!

ACTION 2: Place your second Villager on the Town Hall. Take the Sawmill Blueprint above the Scoreboard.

It's in the second position, so pay 1 Gold for it, placing the spent coin on top of the skipped Blueprint tile, the Shrine. Then slide all the other tiles 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.

Then, while you're still on the Town Hall, pay 3 Gold to the general supply to acquire a second Donkey. Place it immediately on the Quarry so you can deliver your High Quality Brick to the Market next time!

Newly hired Donkeys can be placed on any building tile that is accessible to the Church by a road – you may use these immediately.

I CAN WORK RIGHT AWAY!



Donkeys move slowly and can each only move to an adjacent tile once per turn.

Pass the document back to the YELLOW player.



Oh no, Blue can deliver to the Market now! You're not going to let that happen and let Blue score for both the Market delivery and consumed Brick, are you?

ACTION 1: Place a Villager on the Town Hall. You're here to hire a Donkey, but since you have enough Gold in your supply, you decide to take the Flour Mill Blueprint above the Scoreboard. It's in the second position, so pay 1 Gold for it, placing the spent coin on top of the skipped Blueprint tile, the Shrine. Then, slide the other 2 Blueprint tiles to the left and take a new one randomly from the bag, placing it on the rightmost spot.

Then, while you're still on the Town Hall, spend 3 Gold to acquire a second Donkey. Place it immediately on the Quarry.

Time to deliver that Blue Brick to the Market!

ACTION 2: Move your second Villager to the Market.

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.

The Blue Brick token moves via your Donkeys on the Quarry and Church to the Market and is consumed. Since you made the delivery, you take the Market Sale tile requiring a Brick and obtain 1 Victory Point (Current Points: 4) and 2 Gold (Current Gold: 2).

At the same time, Blue gets 2 Victory Points and 2 Gold. It was Blue's High Quality Brick after all!



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





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:



BLUE

Yellow just stole your chance of scoring double with that Market delivery! But they had to use your materials to do it, at least this way, both of you gained something.

You do have two Milestones and own a Sawmill Blueprint, but Yellow already did a Market delivery, built a Landmark tile and owns the Dairy Farm and Flour Mill.

You could work towards building the Sawmill. There's enough Stone and Wheat on the board...

You could also go for a first Church delivery! There's plenty of Stone and Wheat in the hamlet and you'd only need to produce Wood and buy an extra Raw Material from the Market to be able to score 6 Victory Points in the delivery. Church deliveries will grant you plenty of Victory Points and help growing the hamlet into a fledgling town!

You could also try to make some Gold to hire a third Villager (as a third Villager will grant you a third action), or try to get a Landmark Blueprint - especially because the Shrine comes with 2 extra Gold!

HI!

WHERE HAVE YOU BEEN?!



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



YELLOW

That was quite the sale you made at the Market! It's Blue's turn now, what will they do?

They might produce another High Quality Brick, build the Sawmill or even go for a first Church delivery! There's plenty of Stone and Wheat in the hamlet and Blue only needs to produce Wood and buy an extra Raw Material from the Market to be able to score 6 Victory Points in the delivery.

For your part, you have 2 Gold and own two Blueprints. For both of them you're going to need more Wood, so you might want to give that job to one of your Villagers.

If Blue does not deliver to the Church and there's still enough Raw Materials in the hamlet, you certainly could do so yourself, putting some pressure on Blue and starting the race for the Chaplain Award!

You could also try to get another Landmark Blueprint - especially because the Shrine comes with 2 extra Gold! Just keep in mind that there's a limit of 3 Blueprints in your personal supply.

LOOK 2 EXTRA GOLD!



Remember: a game of Hamlet ends when players complete the Church. Keep an eye out for possible Church deliveries as they help you complete the hamlet and score you extra Victory Points!