



HAMLET

THE VILLAGE BUILDING GAME

KICKSTARTER PREVIEW RULEBOOK

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Hamlet v6.0

Rulebook

Hamlet is a village building game. “Hamlet”, in British English, usually refers to a small village without a church. So a game of Hamlet ends when you finish building the church, and what was once a fledgling village has become a bustling town. Although everyone is building the same village, Hamlet is a competitive game – the winner is the player who contributed the most to the village, and thus gained the most points.

Components

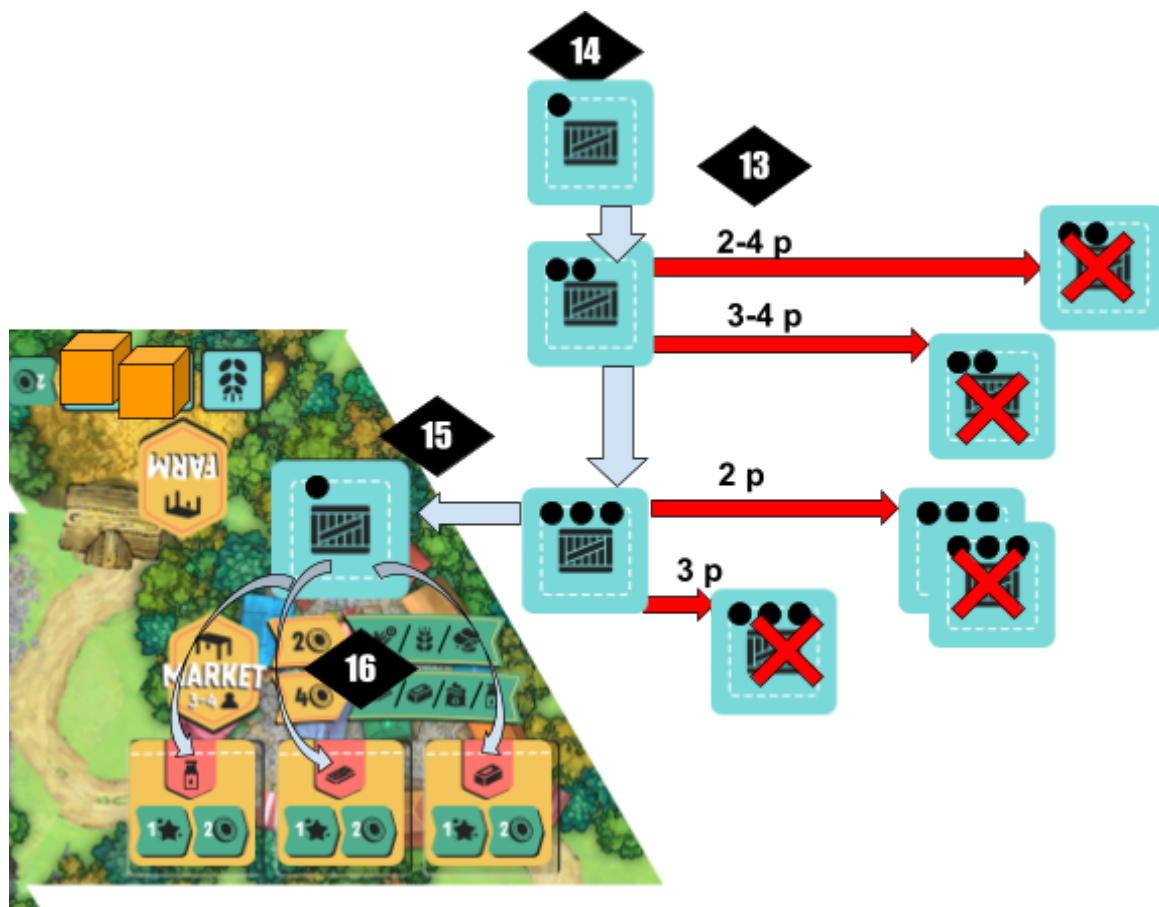
- For each player, in their colour (x4):
 - a. 8 Refined material tokens (wooden octagonal cylinders), 2 of each of the 4 refined materials (Timber, Flour, Milk, Stone). These tokens are marked with the regular Refined version on the top side (black), and the High Quality version on the bottom side (white).
 - b. 5 Roads (wooden bridges)
 - c. 6 Player markers (small wooden discs)
 - d. 6 Flags (wooden Flag meeples)
 - e. 6 Donkeys (wooden Donkeeples)
 - f. 4 Villagers (wooden Meeples)
- 3x6 wooden cubes representing the 3 Raw materials - Wood, Stone and Wheat
- 23x 1 Gold coins
- 7 x 5 Gold coins
- An assortment of 32 building tiles
- 11 Award tiles - In two different colours (Awards and Milestones)
- 12 Market Delivery tiles
- 1 Scoreboard
- 1 Starting Player marker (Wooden Hammer)

Setup

1. Give each player all the components of their colour.
2. Place the Church tile on the centre of the table. In a 2 player game, use the 2p side. Otherwise, use the 3p-4p side. For a 1 player game, read the separate Solo Game leaflet.
3. Each player places 1 Villager and 1 Donkey of their colour onto the Church tile.
4. Place the Woodcutter, Quarry and Farm adjacent to the Church so that their road segments match up with any of the road segments of the Church. Do the same for the Market and the Town Hall. If it's your first play, follow the setup picture provided below. In a 2 player game, use the 2p side of the Market and Town Hall. Otherwise, use the 3p-4p side.
5. Place 2 Wood, Ore and Wheat cubes on the Woodcutter, Quarry and Farm respectively.
6. Take the bag and fill it with the starting tiles. The starting tiles have a Bag icon over their name on the back of the tile.

7. Sort out the rest of the tiles into 4 piles of 4 based on their unlock class, printed on top of the name of the tile - Timber, Milk, Bricks and Flour.
8. Place the Scoreboard on the side of the table. Each player places their scoring marker on the empty area beside the 1 point space.
9. Draw 4 tiles from the tile bag. Place a tile above the 0 Gold slot, 1 Gold slot, 2 Gold and the 3 Gold slot on top of the Scoreboard.
10. Randomly determine the starting player and give them the starting player marker.
11. Give each player 3 Gold.
 - a. In a 4 player game, player 3 and player 4 receive an additional 1 Gold.
 - b. In 2 or 3 player game, the last player receives an additional 1 Gold.
12. Place the award tiles where everyone can see them.
13. Split the market tiles into 3 piles, based on their tier (Shown by the tier number in the back)
 - a. In a 2 player game, randomly remove **two** tier 2 tiles and **three** tier 3 tiles.
 - b. In a 3 player game, randomly remove **one** of the tier 2 tiles and **two** of the tier 3 tiles.
 - c. In a 4 player game, randomly remove **one** of the tier 2 tiles.
 - d. Place the removed tiles in the box, they will not be used this game.
14. Place the remaining market tiles face down in a **single stack** with tier 3 tiles in the bottom, tier 2 tiles on top of them and tier 1 tiles on top. This forms the market tile stack.
15. Place the market tile stack on the **top slot** of the market tile.
16. Reveal the top 3 market sales tiles and place them face up on the three bottom slots of the market tile in any order.





You are ready to start your game of Hamlet.

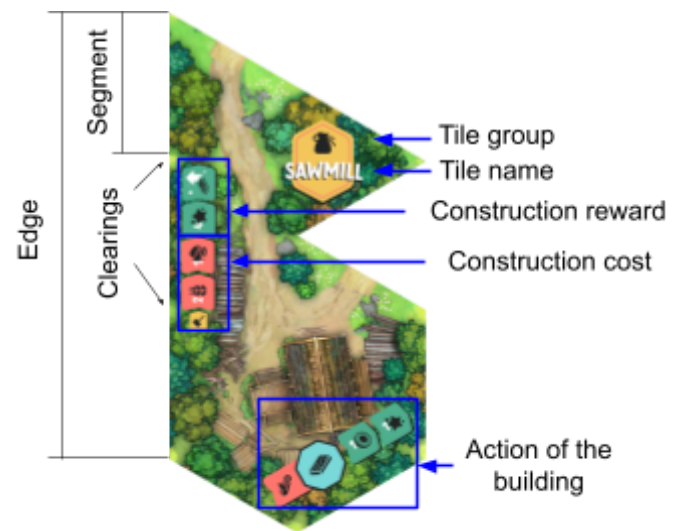
General Concepts

Tile Anatomy

In Hamlet, you will be growing a village by placing tiles on the board next to each other. Each tile is a specific building or landmark. A tile in your personal supply or above the scoreboard represents the **blueprint** of a building. When you lay it on the board, it becomes the **building** itself.

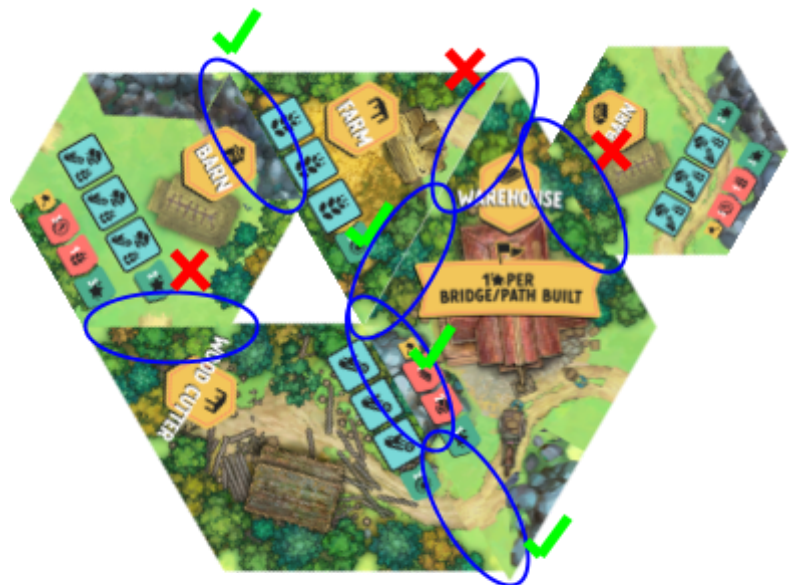
Tile segments

The edges of the tiles are made up of one or more segments. Segments are always equal length and are always separated by a small clearing. These segments can be one of 3 different types: Road, Forest and Mountain. These segments come into play when building and traversing the village.



Adjacency in Hamlet

Whenever you place tiles together, you always do so in a way that at least one full segment touches the full segment of another. Mountain and Forest segments can always touch each other, but Road segments can only touch other Road segments. **A tile is considered adjacent if it has at least one full segment touching the other building's full segment.**



Ownership in Hamlet

In Hamlet, the tile blueprints and Gold in your personal supply are yours, but buildings and materials **on the board** are commonly owned. Everybody can use all the materials on the building tiles – even ones in a player's colour – and activate all buildings in the village. Certain Landmarks (buildings with the Flag icon on them) will give points only to you at the end of the game, but otherwise, everything is open game in Hamlet.

Gold

Gold is a resource that is used to purchase various things in Hamlet and is also worth a small amount of points at the end of the game. All Gold is owned by a player and is kept public in that player's personal supply. You can only use your own Gold.

There are many actions that cost or award Gold. Whenever you receive Gold as part of your action, **you may use it immediately, even within the same action.**

Raw, Refined and High Quality materials

- **Raw materials** are the most basic type of resource. They are represented by cubes and anybody can use them. **Raw materials are not limited.** If you run out of tokens, use a suitable proxy.
- **Refined materials** are created by processing Raw materials. They are made by a specific player and are represented by an octagon of their colour with an icon on the top and bottom showing the type of material. Anyone can use these materials as well. However, the player who created them will receive rewards when they are consumed.
 - **High Quality materials** are Refined materials that are produced by the player having the appropriate award. For example, Carpenters always make High Quality Timber instead of regular Timber. When you would produce a High Quality material, use the side with a white icon of the Refined material marker, instead of the black side. When someone uses these materials, the player who created them will receive double the rewards printed on the Refinery tile.

Refined and High Quality materials are limited - each player has two of each material type and they cannot make more if both tokens are already on the board. When they are consumed, they are returned to the player who made them and can be produced again.



Villagers and Donkeys

There are two types of workers in Hamlet: Villagers and Donkeys.

- **Villagers** perform actions in the village. They purchase, produce, refine and consume materials in order to build roads and construct buildings. They can also activate buildings to perform their specific action. Villagers move quickly in the village and can get to any tile in a single turn. Villagers are represented by meeples. You start with 1 Villager on the board and you can acquire up to 4 during the game.

- **Donkeys** are only used to transport materials to the Villagers. Donkeys move slowly and can only move to an adjacent tile in a turn. Donkeys are represented by donkeeples. You start with 1 Donkeeples on the board and you can acquire up to 6 during the game.

Roads

Roads in Hamlet are used to indicate where your workers (Villagers or Donkeys) can go. Your workers can only go to buildings that are connected with roads, and always move through roads. You will often construct buildings that are not immediately connected (no printed road connected to another tile). Those tiles can later be connected by either building a road or by connecting it to the network through another tile's printed road. As long as they are not connected to the Church's road network, buildings cannot be activated, and usually cannot be scored at the end of the game either. Your road markers (wooden bridges) are **limited**. Once you build all of them you may not build any more.

Consuming materials

Almost all actions taken by your Villagers require materials to be consumed. Whenever you consume a material, after transporting it (see Transporting Materials), remove it from the board. Raw materials are returned to a common supply, Refined and High Quality materials are returned to the player who produced them.

When a **Refined** material is consumed, the player who produced it immediately gains the reward indicated on the tile the Refined material had been placed on.

When a **High Quality** material is consumed, the player who produced it immediately gains the indicated reward **twice**.

Note: if a player consumes their own Refined material, they get the rewards themselves.

When a **Raw** material is consumed, no special reward is given to any player.



Transporting materials

As described above, Villager actions will require you to consume materials to refine, build, or deliver. Whenever you consume materials, they either need to be on the same tile as your Villager or you will need to have the materials transported from their current location to where your Villager is performing the action.

The village's transport system is always able to move each material one space from where it is to an adjacent tile, **even if there is no road between those two tiles**. To transport materials farther, you will need to aid the transport with your own **Donkeys**. If the materials land on a tile with one of your Donkeys in it, crossing that tile becomes easier, and therefore the material can **move once more** to an adjacent tile. If there is another one of your donkeys in the next tile, the material can move once more. This keeps going until it lands on a tile without one of your donkeys in it.

If you cannot transport all of the materials required to be consumed for the action to the place where the action is taking place, then you may not perform the action. **You cannot transport materials that you do not consume.**

A hexagonal board game map composed of several interconnected hexagonal tiles. The tiles feature various locations and icons:

- Top Left:** A yellow hexagon labeled "SCHOOL".
- Top Center:** A yellow hexagon labeled "BANK".
- Top Right:** A yellow hexagon labeled "RESTAURANT".
- Middle Left:** A yellow hexagon labeled "MALL".
- Middle Right:** A yellow hexagon labeled "CHURCH".
- Bottom Center:** A large brown hexagon labeled "CITY CENTER" with a yellow star icon.

Other locations include "MALL", "BANK", "RESTAURANT", "MALL", "CHURCH", and "CITY CENTER". The map is populated with various icons representing buildings, trees, and people. Movement paths are indicated by colored arrows:

- Green Arrows:** Indicate valid movement paths between adjacent tiles.
- Red Arrows:** Indicate invalid movement paths, often ending at a red 'X' mark.
- Yellow Arrows:** Indicate specific movement paths, such as from the "BANK" to the "CITY CENTER".

Example: Your Villager from before wants to perform an action on the Church again. Now there are Donkeys helping. The Wheat on the Barn and the Flour on the Windmill can be transported: moving them to the Quarry lands it on your Donkey, and you may move it again to the Church. The Timber on the Sawmill can also be moved onto the Barn, then Quarry, since both have your Donkeys on them. The Flour on the

Flour Mill can not be transported as moving it once would land it on a Donkey belonging to another player, not yours, so it can't be moved again.

Milestones and Awards

Hamlet has two types of objectives to vie for: **Milestones** are granted to the players during the game, giving them points or specific abilities for being the first to achieve something, while **Awards** are granted at the end of the game for being the best at something. Whenever you get a Milestone, take it and place it in front of you. Points will be scored at the end of the game, but if the milestone gives you an ability, gain it immediately. Awards will be given out during final scoring.

Game Structure

A game of Hamlet consists of an indefinite number of rounds. Beginning with the starting player, each player takes one turn each round. Continue taking turns until the Church is completed, triggering the end of the game. After a player completes the Church, players continue to play until the player sitting to the right of the starting player has completed their turn. Then, proceed to the End Game Scoring.

Turn Flow

During your turn you may perform these actions in **any order**:

- Move Donkeys: **Once per turn**, you may move each of your available Donkeys by up to 1 tile.
- Villager action: Take an action with one of your available Villagers.

Move Donkeys

You may move each of your Donkeys once to an adjacent tile if it is connected by a road. **You may only take the Move Donkeys action once per turn.**

Villager action

Each Villager may perform a maximum of one action per turn.

The Villager can take **one** of the following actions:

1. Activate a building tile on the board,
2. Construct a building adjacent to an existing building
3. Build a Road starting from a building.

Whenever you perform a Villager action, **move** the Villager to the building tile where you will perform the action. The Villager can move to any building which is connected to the church road network. If a building is not connected by a Road, then no worker can move to it.

Lay the Villager **down on its side** to show that it is being activated.

Almost all actions require you to have materials transported to the tile where the action takes place, or to have Gold available in your supply. If you cannot transport all the materials needed or lack the Gold in your supply, **you cannot take the action.**

1. Activate a building:

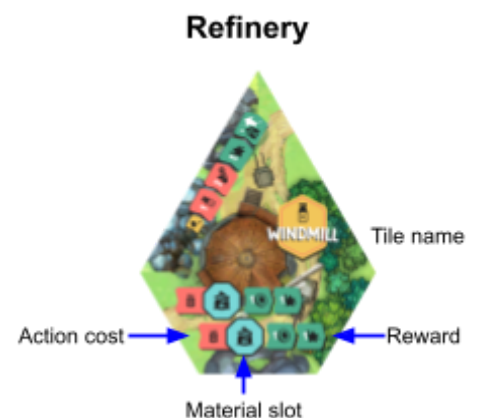
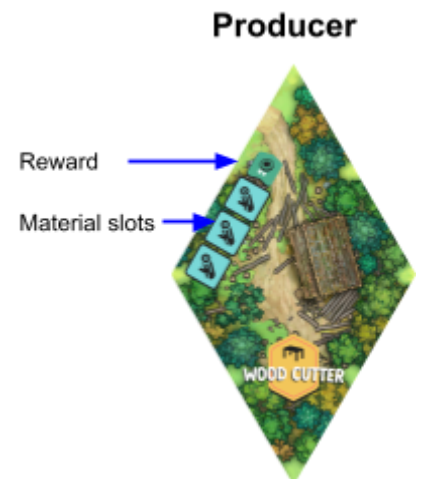
To activate a building, you must place your Villager to a building tile you would like to activate. Each building has a different action. The buildings that start on the board are detailed here, additional buildings can be found in the Building Glossary at the end of this rulebook.

1. **Producers:** The Raw materials displayed in teal squares are produced in these buildings. To activate them:
 - i. Check for empty **material slots** on the tile. If all are occupied, **you cannot take this action.**
 - ii. Fill all the empty **material slots** on the tile by taking the corresponding Raw material from the supply and placing one on **each** slot.
 - iii. Then, gain the rewards listed on the tile for working there.
2. **Refineries:** Refineries are used to convert Raw materials into Refined materials displayed in the teal octagons.
 - i. Check for empty **material slots** on the tile. If all are occupied, **you cannot take this action.**
 - ii. Transport the required raw materials to the Refinery and consume them. If the required materials cannot be transported to the tile, you cannot take this action.
 - iii. Take a corresponding Refined material from your supply and place it white side up on the tile. If you don't have the Refined material token in your supply you cannot take this action.
 - iv. If you have an appropriate Award for creating High Quality materials, flip the Refined material token to the golden side up. Otherwise, place it with the regular side up.
 - v. You or other players can now use this material for other actions. Refining materials does not immediately give any rewards. The rewards are gained by the player who refined the material, when is consumed.

3. **Town Hall:** Placing a Villager on the Town Hall allows you to take **both** actions available on this tile: Purchasing a blueprint and hiring new workers.

I. Purchase a blueprint

1. If you already have 3 blueprints in your personal supply, you cannot take this action.
2. Choose one of the 4 tiles displayed above the Scoreboard. The leftmost tile is free. If you choose the second tile, place a Gold on the leftmost tile. If

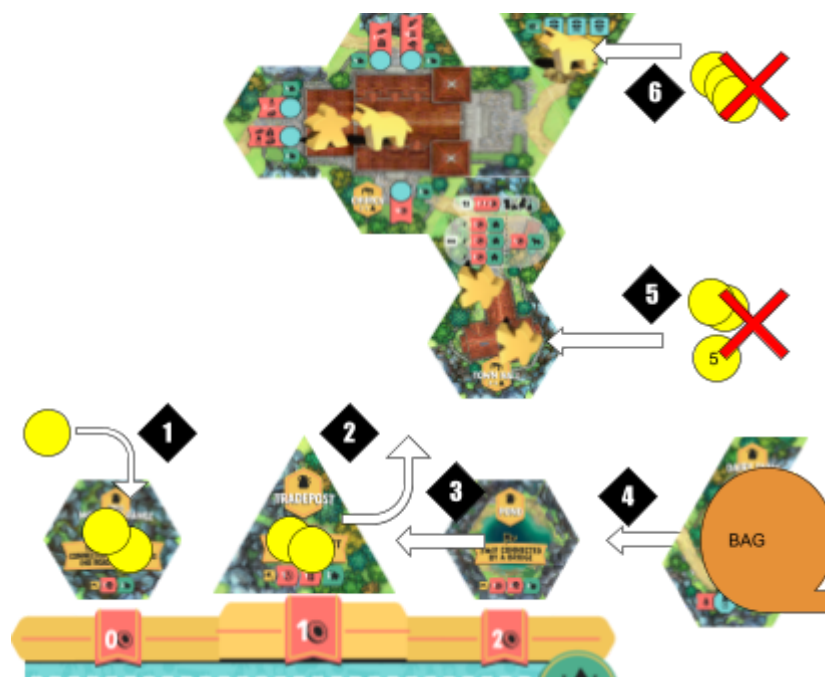


you choose the third tile, place one Gold on the middle and leftmost tile each and so on.

3. Add the tile and any Gold on it to your personal supply.
4. Slide tiles to the left.
5. Draw a tile from the bag to the rightmost spot so that there are 4 blueprints available again.

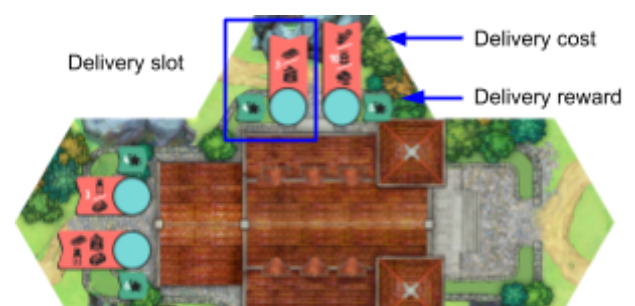
ii. AND/OR Hire Workers

1. You may hire as many workers as you can afford in one action
2. The first additional Villager that you hire will cost 5 Gold, the second, 7 Gold and the third, 9 Gold. You may not have more than a total of 4 Villagers including the one you start with.
3. After paying their cost, take a Villager from your personal supply and place them on the Church tile, laid down on their side. You may use them on your next turn.
4. Donkeys cost 4 gold each in 3 and 4 player games and cost 3 Gold in a 2 player game.
5. After paying their cost, place them on any building that is connected to the Road network. Donkeys are active immediately.



Example: you activate the Town hall and purchase a blueprint. You have 9 Gold in your supply. You need the middle tile so you first place 1 Gold on the leftmost tile, then take the middle tile which has 2 Gold on it already. You now have 10 Gold. You slide the rightmost tile to the left and draw a new tile from the bag. You now decide to hire workers: one Donkey and one Villager. Since you have 2 Villagers on the board already, the Villager costs 7 Gold and the Donkey costs 4 Gold (in a 3 player game). You pay the total of 10 Gold, place the new Villager on the Town Hall laid on their side and place the Donkey on the Woodcutter which is connected to the Church by a Road.

4. **Church:** Making a Church delivery means building one part of the Church. The Church is a massive project that requires multiple deliveries



to complete, each indicated by a **delivery slot**. The required materials and the Victory Point rewards are different for all slots. The deliveries can be fulfilled in any order. The Church is considered complete when all delivery slots are fulfilled. To make Church a delivery:

- i. Transport the required materials to the Church tile one by one, in any order, and consume them gaining any rewards for consuming them immediately (Refined and high quality materials give rewards to the player of their colour)
- ii. Place one of your player markers (small discs) on the delivery slot to indicate that you are the one who completed it.
- iii. Score the points awarded by the Church delivery slot immediately.

Note: Whenever there is a “/” sign, it means to say OR - therefore deliver a mix of those resources. 3 Milk/Stone means a mix of 3 resources that are either Milk or Stone

- b. **Beg:** Take an action at the Church to gain 1 Gold. **This action is only available if it is impossible to work in any one of the 3 Producers (Farm, Woodcutter and Quarry) as they are full.**

5. Market: The market is one of the most important landmarks, as it allows for the purchase as well as the sale of materials. At the Market you can do two things:

- i. **Make a sale at the Market** - This action works similarly to making a Church delivery, however the available deliveries change throughout the game. To make a sale:

1. Choose one Market Sale tile that you would like to fulfil.
2. Transport all required materials to the Market tile
3. Consume all required materials (Refined and High Quality materials give rewards to the player of their colour).
4. Take the chosen Sale tile and place it in front of you. Receive the tile's rewards (VP and/or Gold) immediately.
5. If there are still tiles in the draw pile, draw one Market sale tile so that there are always 3 available.



Note: You may not purchase materials at the market to sell them at the market (see Free Market Action)

- ii. **Purchase materials at the Market.** This is a free action and does not require your Villager to be on the Market tile. This is explained in detail in the Free Market Action section.

2. Construct a building:

- a. Place your villager on a tile that has at least one empty segment.
- b. Choose a blueprint from your personal supply that you would like to build.

- c. Check that the blueprint can be legally placed adjacent to the tile your villager is standing on, following adjacency rules. To build, at least 1 segment needs to be legally adjacent, and no segments can be illegally adjacent.
- d. Transport the required materials to the **villager who is building tile**, one by one, in any order, and consume them gaining any rewards for consuming them immediately (Refined and high quality materials give rewards to the player of their colour)
- e. Place the tile adjacent to the tile your Villager is standing on, following adjacency rules.
- f. Gain the Construction Rewards indicated on the building you just placed:
 1. Points
 2. If still available, the Milestone Award tile with the Refined material matching the Construction Reward. If this Milestone is taken by another player already, you may not take it from them.

Your blueprint is now a building. If you still have Villagers that have not yet been activated you may immediately activate the newly constructed building, provided it is connected to the road network..

Building Landmarks (flag icon): Landmarks have a Flag icon next to their name on the yellow banner. This means that the buildings need to be marked, as the player who built the Landmarks can score points from them at the end of the game. Whenever you construct a building with a flag icon, place one of your flag markers on it. Flags are not limited. If you run out, use a suitable proxy.



Adding more tiles to the bag: as soon as the first Refinery is built for each of the 4 Refined materials(Flour, Milk, Brick, Timber) add the entire pile of blueprints corresponding to this material into the bag and shuffle it. In the case that there are less than 4 tiles on top of the scoreboard, replenish them immediately up to 4 tiles.

is taken by another player already, you may not take it from them.

Note: Building a Road does not give you immediate rewards, but it will score you points at the end of the game (See end game scoring)



Joining of two roads: It is theoretically possible (although extremely rare) for two roads to join to create a loop. This is not possible through building a Road as an action, but a building may be placed that naturally connects the two paths through its road segments. In this case, take a note which is the building that caused the loop as it will not be considered for scoring (See Bridge and Path scoring in End Game Scoring)

Free Market Action:

Whenever you need to consume materials in order to activate a Refinery or the Church, build a Road or construct a Building, you may purchase materials from the Market. You may **not** purchase from the Market **to make a sale to the Market.**

Purchasing does not cost an action, and does not require you to place a Villager on the Market. The costs of the materials are displayed on the Market tile. You may obtain as many materials as you can afford from the Market at any time.

In order to use a purchased material, you must be able to transport it to your Villager that is taking the current action (by being adjacent or connected with Donkeys)

The Market, in essence, always has an infinite, invisible supply of materials, but note that the materials are not created physically. Purchased Refined materials do not belong to any player and reward no Gold or points. High Quality materials cannot be purchased.

End of turn

When you have finished your turn, **stand up all of your Villagers.**

Completing the Church

Once all of the Church parts are completed, the Hamlet is no longer a Hamlet - it has now become a Town. The game is also very close to the end. Complete the current Round so that every player will have played the same number of turns (until the player sitting to the right of the starting player has completed his turn). Then proceed to end game scoring.

End Game Scoring

1. **Award tiles:** Hand out the end of game Award tiles to the players. In case of a tie, the rewards are shared, rounded down.
2. **Landmark Scoring:** Go through the Landmarks (buildings with flag icons) and grant their owners points as listed. Unless otherwise stated, all Landmarks score points at the end of the game.
Remember that Landmarks need to be connected to the network to be scored at the end of the game, unless explicitly stated otherwise on the tile itself.
3. **Bridge and Path scoring:** Each player-built road will grant the owner points based on each building that it gives access to. Count the number of buildings starting from the one directly connected to the

road network by the bridge or path, and score 1 point for each building that relies on that player-built road for access. If later roads were built that rely on that road's access to connect more buildings, then those newly connected buildings count for both player-built roads.

- a. If a loop was formed during the game (see *Joining of two roads* above), remove the building that created the loop from the board before starting Bridge and Path scoring, then score as usual.

4. **Gold:** Score 1 point for every 3 remaining Gold you have.



Example: Yellow player has built a Road that connects the Pond to the Quarry. This Road connects 4 tiles to the Road network: the Pond, two Barns and the Stables. This is worth 4 points. Yellow player has built another road connecting the Barn and Stables. This Road connects 2 tiles to the network: the Stables and Barn. This is worth 2 points, so Yellow gets 6 points in total for their Roads. Red player has built another Road connecting the Pond to the Barn. This Road connects 3 tiles to the Road network: The two Barns and the Stables. Red player gets 3 points.

Your little hamlet is now a town. The player with the most points is the winner and will become known as the founder of the new town. Name it, take a photo of it, as the next one you build will be very different. In case of tie, the player with the most church deliveries wins, if there is still a tie, the player with the most market tiles wins.

Building Glossary

Producers:

- **Barn:** If the Barn isn't full, fill it up with any combination of Raw materials (Wheat, Ore and Wood) and gain 2 points. Do not gain any Gold.
- **Farm:** If the Farm isn't full, fill it up with Wheat materials and gain 2 Gold.
- **Quarry:** If the Quarry isn't full, fill it up with Ore materials and gain 2 Gold.
- **Woodcutter:** If the Woodcutter isn't full, fill it up with wood materials and gain 2 Gold.

Refineries

- **Cow Conservatory:** If the Cow Conservatory isn't full, you may refine 1 Wheat into 1 Milk for **each empty space**. For each Wheat you have refined, place a Milk marker on its black side on each empty space, or on its white side if you are the Herder. When a player, or yourself consumes it, gain 1 Gold and 1 point, or 2 gold and 2 points if you are the Herder. **If both slots are empty, you may refine 2 Milk in one action, provided that 2 Wheat is available.**
- **Dairy Farm:** If the Dairy Farm isn't full, you may refine 1 Wheat into 1 Milk. Place a Milk marker on its black side (or on its white side if you are the Herder) on the empty space. When a player or yourself consumes it, gain 1 Gold and 1 point (or 2 gold and 2 points if you are the Herder).
- **Flour Mill:** If the Flour Mill isn't full, you may refine 1 Wheat into 1 Flour. Place a Flour marker on its black side (or on its white side if you are the Miller) on the empty space. When a player, or yourself consumes it, gain 1 Gold and 1 point (or 2 gold and 2 points if you are the Miller).
- **Lumbermill:** If the Lumbermill isn't full, you may refine 1 Wood into 1 Timber for **each empty space**. For each Timber you have refined, place a Timber marker on its black side on each empty space (or on its white side if you are the Carpenter). When a player, or yourself consumes it, gain 1 Gold and 1 point (or 2 gold and 2 points if you are the Carpenter). **If both slots are empty, you may refine 2 Timber in one action, provided that 2 Wood is available.**
- **Master Stonemason:** If the Master Stonemason isn't full, you may refine 1 Stone into 1 Brick for **each empty space**. For each Brick you have refined, place a Brick marker on its black side on each empty space (or on its white side if you are the Mason). When a player, or yourself consumes it, gain 1 Gold and 1 point (or 2 gold and 2 points if you are the Mason). **If both slots are empty, you may refine 2 Brick in one action, provided that 2 Stone is available.**
- **Sawmill:** If the Sawmill isn't full, you may refine 1 Wood into 1 Timber. Place a Timber marker on its black side (or on its white side if you are the Carpenter) on the empty space. When a player or yourself consumes it, gain 1 Gold and 1 point (or 2 gold and 2 points if you are the Carpenter).
- **Stonemason:** If the Stonemason isn't full, you may refine 1 Stone into 1 Brick. Place a Brick marker on its black side (or on its white side if you are the Mason) on the empty space. When a player or yourself consumes it, gain 1 Gold and 1 point (or 2 gold and 2 points if you are the Mason).
- **Windmill:** If the Windmill isn't full, you may refine 1 Wheat into 1 Flour for **each empty space**. For each Flour you have refined, place a Flour marker on its black side on each empty space (or on its white side if you are the Miller). When a player, or yourself consumes it, gain 1 Gold and 1 point (or 2 gold and 2 points if you are the Miller). **If both slots are empty, you may refine 2 Flour in one action, provided that 2 Wheat is available.**

Landmarks:

- **Farrier:** When you're counting road points at the end of the game, note which road gives access to the most building tiles. Score 2 points per building for that road instead of 1.
- **Monument:** Score 2 points for each matching segment. The monument has a total of 9 segments, three forest, three mountain, and three road segments.
- **Outpost:** Count the number of tiles on the shortest road from the Outpost to the Church. Include both the Outpost and Church. Score points equal to the number of tiles counted.
- **Pond:** As long as the Pond is connected by a road, score 3 points.
- **Shrine:** Score 2 points for each Church delivery you've successfully completed.
- **Small Mountain Range (& Large Mountain Range):** Score 1 (or 2) points for each segment connected to another Mountain segment. Mountain Ranges do not need to have a road connection (such as a Bridge) in order to be counted at the end of the game.
- **Small Woodland (& Large Woodland):** Score 1 (or 2) points for each segment connected to another Forest segment. Woodlands do not need to have a road connection (such as a Path) in order to be counted at the end of the game.
- **Square:** Score 3 points for each connected Road segment. Do not score any points for any built roads (such as Bridges or Cobbled Paths) or any other matching segments (such as Forest to Forest segments).
- **Stables:** Score 2 points for each Donkey you own.
- **Tavern:** Score 1 point for each 1 Gold you still have at the end of the game. You can only score a maximum of 8 points this way. You still also score end of game Gold points as normal.
- **Tradeport:** Score 1 point for each Market Sale that you have completed. You still also score end of game Market Sale points.
- **Warehouse:** Score 1 point for each Bridge or Path that you have built. You still also score end of game Road points as normal.