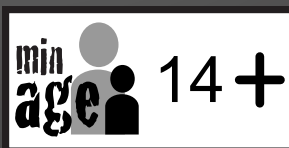
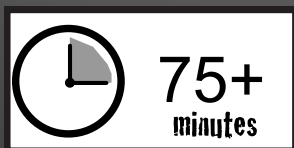


You are a serious magistrate trying to build the best hamlet possible, but all this crazy stuff (dwarven larceny, goblin attacks, uncouth rats, etc) keeps coming up. How you deal with it will determine if you are a professional hamlet builder capable of success in this crazy world.



VERSION 1.0

Objective

During seven rounds of play, you must build the best possible hamlet through tile draft and placement. Will you try to be a cultural paradise, a military power house, or an economic wonder? How you deal with the opportunities and emergencies that emerge will determine the fate of your hamlet.

Components



2 Tile Bags



20 - 0 Point Tiles



84 - 1 Point Tiles



50 - 2 Point Tiles



Coins



1 First Player Marker



24 Scoring Rings



4 Group 1 Year Cards



9 Group 2 Year Cards



9 Group 3 Year Cards



9 Group 4 Year Cards



6 Reference Mats



6 Score Mats

Setup

Separate the building tiles by the color/number on their back. There are 3 colors: black, green, and purple. Black have a 0 on their back, indicating 0 point value; green have a 1 on their back indicating 1 point value; purple have a 2 indicating a 2 point value.

Place the black (0 point) tiles in the center of the table face up. There are 5 types, so create 5 stacks.



Place the green (1 point) tiles into the green bag. Place the purple (2 point) tiles into the purple bag.

Give each player 25 coins (any denominations so that they add up to 25). Give each player 4 scoring rings, 1 score mat, and 1 reference mat. Also give each player 2 random tiles from the green bag. Each player now places their scoring rings on the starting positions for each of the four score trackers: 0 for military and culture, 5 for income, and 15 for coin storage.

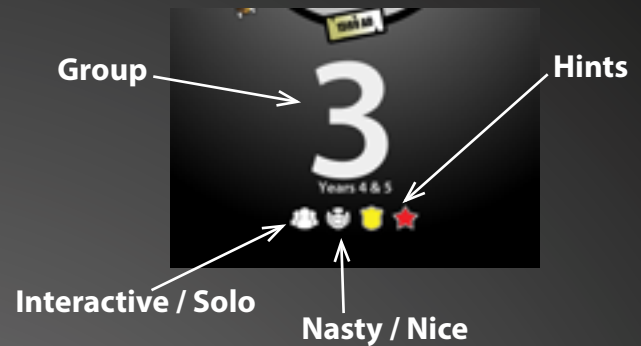


The table space in front of you should have enough room to hold your score mat, to build out your Hamlet (a square foot), and a place to store the tiles you haven't yet built (known as your Build Queue).

Place the remaining coins in the middle of the table in easy reach of all players.

Year Card Symbolology

Year cards set up a sequence of turn events. After 7 cards the game is over. On the back of each year card you'll notice a number and a series of symbols.



Group numbers help you build the Year deck so that the cards gradually increase in intensity. Group 1 is for turn 1. Group 2 is for turns 2 and 3. Group 3 is for turns 4 and 5. Group 4 is for turns 6 and 7.



Interactive



Solo

The interactive and solo icons indicate a play style. Interactive cards compare your hamlet in some way to the neighboring hamlets. Solo cards are all about comparing your hamlet to the card. Therefore, solo cards must be used in the single-player variant of the game. However, in the multi-player version, you can choose whether you want to use interactive, solo, or a mix of Year cards.



Nasty



Nice

The nasty and nice icons allow you to set whether you like a "take-that" style of play, or a more positive experience. Nasty cards represent setbacks for one or more hamlets. Nice cards represent events where something positive happens to one or more hamlets.

Hints give you an indication of what the card is about. If it shows a culture symbol, then the card will have something to do with your hamlet's culture. This allows you to plan a long-term strategy. Keep in mind that a nasty card may give you a false indication. The card is about culture, but if it is nasty, it could mean that culture will hurt you or it might mean it will help you.

SOLO SETUP

If you are playing the game solo, remove all the interactive cards from the Year deck.

Now choose whether you want to play a nice, or nasty, or a mix. If this is your first game we recommend you play a mix.

Based upon what you picked, select 1 group 1 card, and 2 of each of groups 2, 3 and 4. Place them in order with group 1 on top, group 2 below that, and groups 3 and 4 respectively below that. You should have 7 cards face down in a stack. This is known as the Year Deck.

Place the remaining year cards back in the box. You won't use them in this game.

In a solo game, your objective is to score as high as possible, and compare your score to the table below.

	Nasty	Mix	Nice
Rat Catcher	17	20	22
Street Sweeper	25	29	33
Alderman	33	38	44
Superintendent	41	47	55
Mayor	49	56	66
Burgomeister	57	65	77
Magistrate	65	74	88
Czar	73	83	99

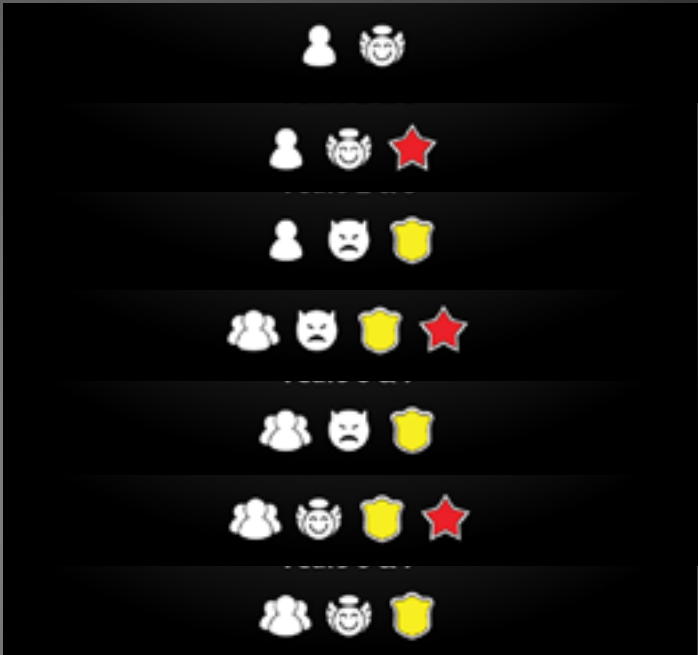
Place the first player marker, and the remaining rings back in the box as you won't need them.

Now you're ready to start the game.

MULTIPLAYER SETUP

If you are playing with 2 or more players, as a group, you should decide if you want to play a solitary or interactive game, and a nice or nasty game, or mixed. If this is your first game, we recommend you play a mixed game.

Based upon what you picked, select 1 group 1 card, and 2 of each of groups 2, 3 and 4. Place them in order with group 1 on top, group 2 below that, and groups 3 and 4 respectively below that. You should have 7 cards face down in a stack. This is known as the Year Deck. Fan out the cards so that everyone can see the hints at the bottom of each card in the Year Deck.



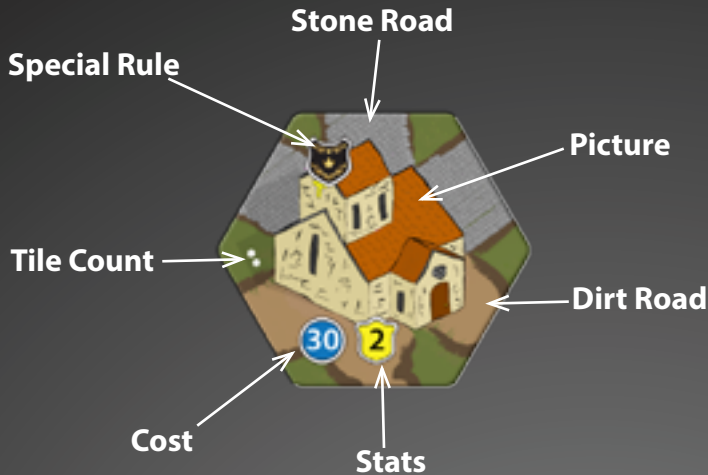
Place the remaining year cards back in the box. You won't use them in this game.

Give the first player marker to the player who lives most rurally (furthest away from a city center). If you're having a hard time determining that, then pick the player who sleeps furthest away from the table you're currently playing at.

You are now ready to begin the game.

Tile Layout

While there are many different types of tiles, they all share a common layout.



Special Rule - If the tile has a special rule, it will have a black shield icon on it, and the rule will be explained on the reference mat.

Tile Count - The dots here tell you how many of this tile exist in the game.

Cost - This is how many coins you'll need to spend to move this tile from your Build Queue to your Hamlet.

Stats - The icon(s) here increase the values on your score mat.

Dirt Road - This tile connects to other tiles with dirt roads.

Picture - An image showing you what this building looks like.

Stone Road - This tile connects to other tiles with stone roads.

NOTE: 0, 1, and 2 point tiles all have different colored grass. This helps you denote the difference between the tiles without having to flip over the tiles.



Playing The Game

The same steps will be taken on each turn. Those steps are:

FORECAST A NEW YEAR CARD.

Draw the top card from the Year Deck and read it aloud. Also read the "Lowest" plaque which is usually on the bottom right-hand corner of each card.

The things you just read have not happened yet. This is what will happen at the end of this turn. That means you have this one turn to try to update your hamlet to take advantage of that card (or to protect yourself from it).

DRAW 3 TILES FROM 1 BAG INTO YOUR BUILD QUEUE.

Choose either the green bag or the purple bag and draw 3 tiles from the bag you choose.

The green tile costs range from 1 to 15 coins. The purple tile costs range from 15 to 30 coins. You probably want to keep picking from the green bag until your third or fourth turn.

Add any tiles you draw to your Build Queue.

PLAY AS MANY TILES AS YOU LIKE FROM YOUR BUILD QUEUE.

Playing a tile requires you to spend coins equal to the cost of the tile. The cost of a tile is the number in the blue circle on the tile. Spent coins return to the bank.

Once you've paid the tile's cost you must place it in your Hamlet. It must connect to a like-road: dirt roads connect to dirt roads, and stone roads connect to stone roads. Grass, water, and other decorations do not matter as connection points. You cannot dead-end a road into the side of a tile that does not have a matching road. See "Placing Tiles" for more information.

NOTE: You cannot move tiles once they have been placed.

During this phase you may also buy one black (0 point) tile from the bank in the center of the table. If you buy this tile you must immediately place it. You cannot leave it in your Build Queue.



NOTE: Some tiles have special rules about how or when they can be placed. Please consult the special rules reference mat for details.

After you've placed the tile into your Hamlet, adjust your Hamlet's attributes on the score mat.

GIVE ANY REMAINING TILES FACE-DOWN TO THE PLAYER ON YOUR LEFT.

Any tiles you cannot afford to play, or choose not to play, must be given face-down to the player on your left, except for 1. You may keep 1 tile in your build queue for a subsequent turn.

As soon as you have passed your extra tiles to the player on your left, you may flip over the tiles the player on your right gave you and look at them. Those tiles become part of your build queue for the next turn.

Please note that some tiles, such as the Wall and Towers allow you to keep additional tiles in your build queue without building them. In that case, you have the choice of whether or not to keep a tile (one per wall/tower) in your build queue for a subsequent turn.

If this is a solo game, any tiles you cannot keep will be removed from the game during this phase.

RESOLVE THE YEAR CARD.

It is now time to resolve the year card you drew at the beginning of the turn.

Read aloud each section of the card, and allow players to adjust their Hamlets accordingly.

If this is a multiplayer game, whomever meets the lowest plaque criteria gets the card, and may add the attributes of the lowest plaque to their hamlet. If there is a tie for lowest, then the player who meets the criteria for lowest who is also closest to the starting with the first player (and moving clockwise), gets the card. If the first player is involved in the tie, then the first player wins the tie.

If this is a solo game, the lowest plaque can be disregarded.

If this is a multiplayer game, pass the first player marker

clockwise.

You're ready to begin the next round.

Ending The Game

The game ends after all 7 year cards have been resolved. At that point it's time to begin scoring each Hamlet.

Scoring The Game

Flip over all the tiles in your Hamlet. Add the numbers on the back of each tile together to form a score.

Then add your culture to your score.

Then add your military to your score.

The total from culture, military, and the backs of your tiles is your final score. Compare your score to the other players to determine winner.

Ties are broken by whoever has the most coins. If there is still a tie, then you must duel to the death. I'm sorry that it is so harsh, but those are the rules and you must follow them. Life is hard, Hamlet building is harder.

Game Play Example

Jon and Kara are playing a 2 player game, with a mix of Year cards. They've set up the game as described in the Setup section of this manual. We'll follow the build of Kara's hamlet. Jon has the first player token.

During setup Kara was given an Animal Farm and a Monument.

The first Year card is drawn and it's Homesteading. With that Kara and Jon are ready to begin the drawing tiles.

Jon draws from the green bag, and Kara waits as Jon has the first player token and she wants to also draw from the green bag.

Kara draws her 3 tiles and gets a Farmstead, Lumber Mill, and an Outpost.

She starts by spending 9 coins on the Farmstead, which increases her income to 6 and her storage to 16. She then builds the Animal Farm for 6 coins, leaving her with 10 coins, and increasing her culture to 6 and her income to 9 (2 for the Farm and 1 more for being adjacent to the Farmstead). She then buys a Crop Farm from the bank for 1 coin and increases her income to 11 (1 for the Farm and 1 more for being adjacent to the Farmstead). With 9 coins left she buys both the Monument and the Outpost for a total of 7 coins, which increases her culture to 8 and her military to 6.

Since she has only 1 remaining tile, she does not need to pass it to Jon, so she keeps the Lumber Mill in her build queue.

She ends her build phase with 11 income, 16 storage, 6 military, 8 culture, and 2 coins.



Kara's hamlet looks like this at the end of her build phase.

Jon had 2 tiles remaining at the end of his turn, so he passes 1 of them face down to Kara. Since Kara is done with her build phase she can look at the tile now. It's a Wall. Walls have a special ability in that they allow you to hold extra tiles in your build queue at the end of your build phase. Kara thinks that Jon must be holding something really cool to have passed her the Wall.

Now that all the players are done building, it's time to resolve the Year card they drew at the beginning of the round.



"Each player collects their income;" This increases Kara's coins from 2 to 13, because she has 11 income.

"then discards down to their coin storage limit." Luckily Kara has a coin storage limit of 16, and therefore doesn't have to discard any coins.

"Whichever player(s) have the most tiles in their hamlet gain 1 coin for each tile." Kara has 5 and Jon only has 4. Therefore Kara gains 5 coins. This puts her up to 18 coins, but her coin storage limit is only 16. The good news is that we've already resolved coin storage for the round, so Kara gets to keep her 2 extra coins!

The plaque at the bottom reads "Fewest Coins gets 1 income and 3 coins." Jon has 14 coins, and therefore gets that bonus. He takes the card so that if there is any question where that extra 1 point of income came from in the future, he has proof.

Now the first player pawn passes to Kara. And that's the first round of play and the end of this example!



Placing Tiles

The diagram below shows the correct placement of tiles in a Hamlet.



INCORRECT PLACEMENT

The following examples show incorrect placement of tiles.



Special Tiles

There are 17 tiles in the game with rules beyond the icons printed on them.

FARMSTEAD

Provides an extra income to all adjacent Animal Farms and Crop Farms. For example, the income of the 4 tiles below would equal 7.



BARRACKS

Provides an extra military to all adjacent military-producing tiles adjacent to the Barracks. For example, the military of the 4 tiles below would equal 20.



WALL & TOWERS

By default you may hold 1 tile in your build queue between turns. For each wall or tower that you build, you can hold another.



PAVILION

Provides an extra culture to all adjacent culture-producing tiles adjacent to the Pavilion. For example, the culture of the 5 tiles below would equal 21.



WATERMILL

Doubles the stats of the connected tile. In this case, connecting the Watermill to the Keep means the Keep will now have stats of 12 military and 6 culture.



MONASTERY

Gains 2 extra culture from all adjacent tiles. In the configuration below, the Monastery will produce 8 culture.



BAZAAR

Gains an extra culture from any other unique culture-producing tiles in your Hamlet. In the configuration below the Bazaar is producing 8 culture: 5 from itself, and 1 each from the Inn, Market, and Monument. The Monuments don't provide 1 culture each, just 1 total, because the Bazaar scores from unique types.



WINDMILL

Requires a Crop Farm somewhere in the Hamlet. It doesn't need to be adjacent or connected.



BAKERY

Requires a Windmill somewhere in the Hamlet. It doesn't need to be adjacent or connected.



LORD'S MANOR

Requires a Market somewhere in the Hamlet. It doesn't need to be adjacent or connected.



BLACKSMITH

Requires a Smelt somewhere in the Hamlet. It doesn't need to be adjacent or connected.



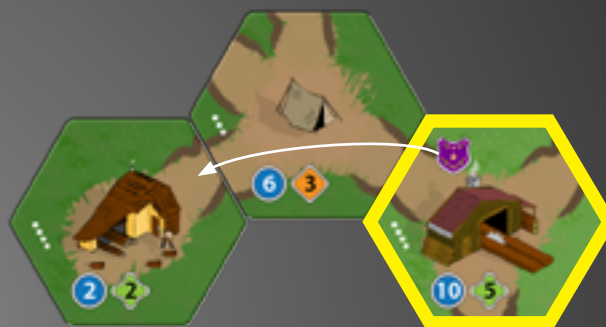
KEEP

Requires a Round Tower or a Square Tower to be directly connected via a road.



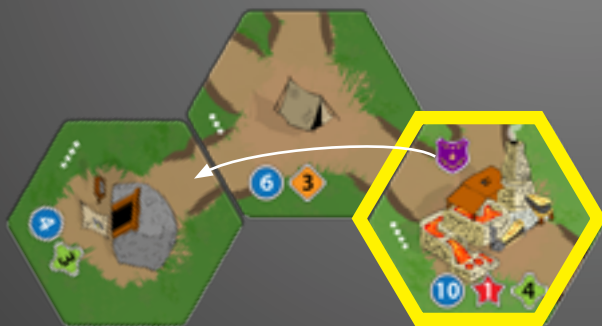
SAWMILL

Requires a Lumber Camp somewhere in the Hamlet. It doesn't need to be adjacent or connected.



SMELT

Requires a Mining Camp somewhere in the Hamlet. It doesn't need to be adjacent or connected.



CRAFTSMAN

Requires a Saw Mill somewhere in the Hamlet. It doesn't need to be adjacent or connected.



Terms

This section documents important terms used in the game.

ATTRIBUTES

Each hamlet has four attributes: culture, military, income, and coin storage.

BUILD QUEUE

Your build queue is an area in front of you that contains tiles you have not yet built into your hamlet. Your build queue will change every turn.

ADJACENT

Tiles are adjacent to each other if they have an edge touching each other.

CONNECTED

Tiles are connected to each other if they have roads touching each other.

OUTSKIRTS

Some of the year cards will refer to doing something with a tile on the “outskirts” of your Hamlet. Outskirts is defined as any tile you could remove, without breaking your hamlet into two or more disconnected hamlets. A tile with only 1 road is always on the outskirts of your Hamlet, as nothing else can connect to it.

COST DIFFERENCE

Some year cards may ask you to pay the cost difference between your culture and another player’s culture (for example). In this case, subtract your culture from their culture and then pay that many coins to the bank.

SHORTFALL

A shortfall is debt that you owe, but do not have enough coins in storage to pay. You may pay as much of the shortfall as you can with coins in storage. For the remainder you must destroy a tile or tiles in your hamlet with a cost equal to or greater than the remainder.

ICONS

-  Has Prerequisite
-  Cost
-  Has Special Rule
-  Income
-  Culture
-  Coin Storage Limit
-  Military

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Credits

The following people made this game possible.

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Artwork Jason Beane, Julian Harris

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