# Setup

## Board

* Starter tiles (yellow shield side) on stater spots after bridge, and last on Construction Site (upper left)
* 1 Wooden tile (brown shield) after starter tiles and another on the Construction Site. ***Exclude*** Stonemason.
* 1 Stone tile on the space with grey shield and another on the Construction Site.
* Provost on the small bridge between Starter & Wood tiles
* Player houses under the Guilds Bridge
* Players + 3 Character Tiles

## Players

|  |  |
| --- | --- |
| Players | Workers |
| 2 | 10 |
| 3 | 6 |
| 4 | 6 |
| 5 | 10 |

* 2 Wood, 1 Meat, 1 Stone, and 1 Character tile

# Turn Structure

1. Place workers, in turns, going clockwise from first player.
	1. On unoccupied buildings (not monuments, residences, or construction)
		1. Owners get a VP if used by an opponent
	2. OR leftmost unoccupied track space below Construction Site tiles
	3. OR pass
		1. Move house to leftmost unoccupied space on the Guilds Bridge
		2. Take 1st Player tile if you’re the first to do this
		3. Other players must return a worker to Camp to play a worker
2. Resolve building (workers returned to Camp) in sequence up to Provost
	1. Favor: steal a Character or activate a construction site tile and take an unclaimed Character.
3. Resolve construction site majority in sequence (tiebreaker: leftmost)
4. Stewardship
	1. Score/Upgrade buildings (Residences are mandatory)
	2. Take workers per board plus one for every Residence
	3. Take resources granted by owned Garden, Granary, or Factory
	4. Provost before last constructed consecutive building

# End Game

* Convert each gold to 2 VP
* Tiebreakers: none (shared victory)