

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.
 - a. On unoccupied buildings (not monuments, residences, or construction)
 - i. Owners get a VP if used by an opponent
 - b. OR leftmost unoccupied track space below Construction Site tiles
 - c. OR pass
 - i. Move house to leftmost unoccupied space on the Guilds Bridge
 - ii. Take 1st Player tile if you're the first to do this
 - iii. Other players must return a worker to Camp to play a worker
2. Resolve building (workers returned to Camp) in sequence up to Provost
 - a. 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
 - a. Score/Upgrade buildings (Residences are mandatory)
 - b. Take workers per board plus one for every Residence
 - c. Take resources granted by owned Garden, Granary, or Factory
 - d. Provost before last constructed consecutive building

END GAME

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