

Quick Reference

Sixteen spaces · turn order · promises · winning



BOARD SPACES · 0–15 · CLOCKWISE

0	Campfire	+1 coin (offer). Also +1 when passing through.
1	Workshop	Pay 2c → +1 Upgrade
2	Market	Buy or sell 1 resource at posted price
3	Rumor Mill	Draw an Event card
4	Trade Dock	Propose a trade with any player
5	Festival	Donate 1c → +1 Rep
6	Trouble	Lose 1c OR lose 1 Rep
7	Help Desk	Give 1c to another, both +1 Rep
8	Mint	+2 coins
9	Rumor Mill	Draw an Event card
10	Builder	Pay 3c → +1 Upgrade (need Rep ≥ 3)
11	Faucet	+1 coin
12	Trade Dock	Propose a trade with any player
13	Taxman	Pay 1c. Can't? Lose 1 Rep.
14	Commons	Vote: majority yes → everyone +1c
15	Crossroads	Draw a Deal card. Accept or pass.

TURN ORDER

1. Roll the d6, move clockwise.
2. Do what the space says.
3. Optional: propose one trade.
4. End your turn.

PROMISES

Once per round, say “I promise...” out loud.

Keep it +1 Rep Break it -2 Rep

The table decides.

THE APOLOGY

Once per game. Pay 1 coin to the player you wronged. Regain +1 Rep.

WINNING

Prosperity	20+ coins
Beloved	10 reputation
Builder	4+ upgrades

After 15 rounds: $(\text{Coins} \div 2) + \text{Rep} + (\text{Upgrades} \times 3)$ — highest wins.

VOUCHERS

Need Rep ≥ 2 to issue.

Rep ≥ 5: vouchers pay face value +1 (trusted).

Rep ≥ 8: trade with 2 players per turn.

Miss the deadline → automatic default, lose Rep.