



# SKARA BRAE

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## Introduction

Around five thousand years ago, a resilient group of farmers and hunters built a thriving community on the Orkney Islands of Northern Scotland. Rather than discarding their empty shells, broken tools, bones, and other waste, they used them to form large mounds of earth over hundreds of years. Later generations dug into these midden piles to create a series of rooms and tunnels to shelter from the harsh winds and cold winter months.

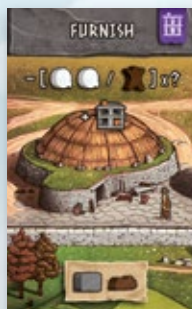
## Aim of the Game

The aim of Skara Brae is to gather various Resources in order to feed, clothe, and shelter the growing number of Settlers. Players take turns drafting Village Cards and using their Workers to Furnish, Cook, Craft, Clean, and Trade. At the end of each Round, players need to provide for their Settlers and will likely create more Midden that needs to be cleaned up. After 4 Rounds, the player with the most Victory Points (VP) wins.

## Components



4 Player Boards



36 Standard  
Action Tiles  
(9 per player  
colour)



8 Special  
Action Tiles



1 Turn Order Tile



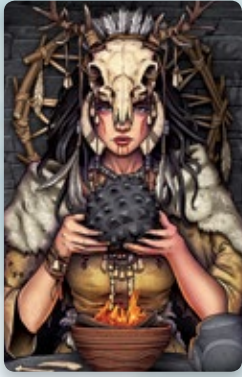
4 Sliders



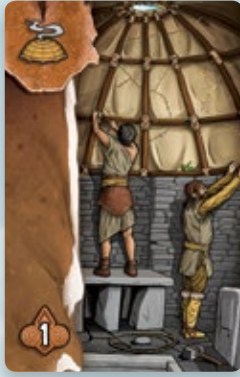
5 Extra Storage  
Tiles



## Components



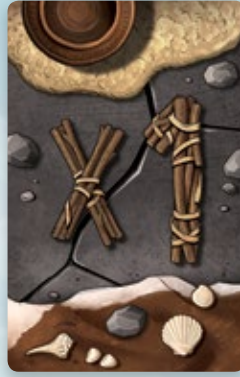
80 Village Cards



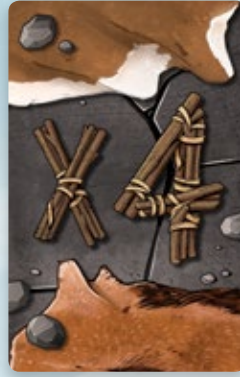
40 Roof Cards



10 Spindle Whorl  
Cards



8 Focus Cards



10 Task Cards

COMPONENTS



4 Turn Markers  
(1 per player colour)



4 Large Workers  
(1 per player colour)



15 Small Workers  
(3 Black + 3 per player colour)



4 Furnish  
Markers



4 Trade  
Markers



3 Boar

Note: All Resource quantities listed below are approximates. Please expect them to vary in some cases.



25 Shells



25 Barley



25 Seaweed



25 Wool



25 Stone



25 Wood



25 Hides



25 Bone



16 Rabbits



16 Fish



12 Sheep



12 Deer



12 Cows



25 Skaill Knives

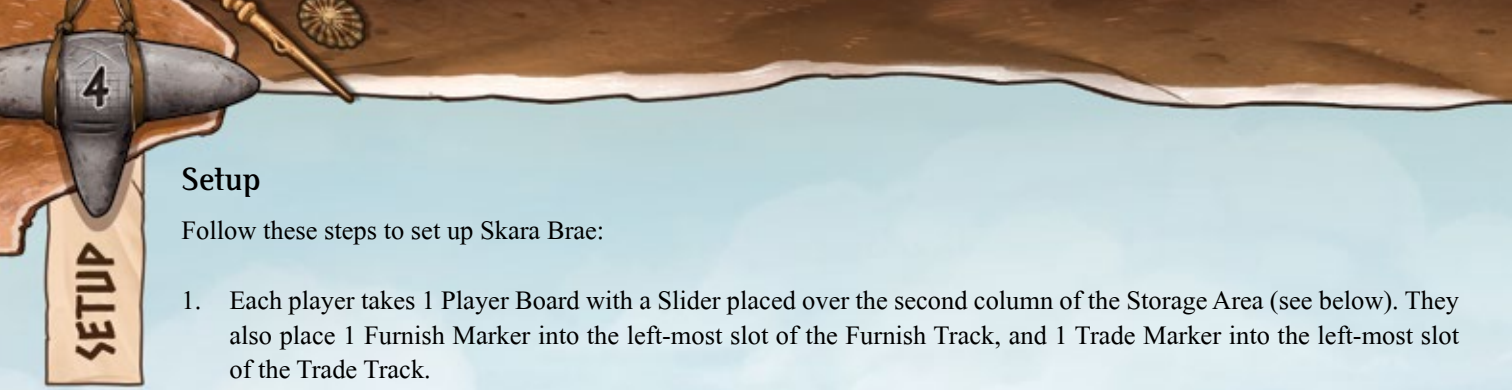


40 Food



40 Midden





## Setup

Follow these steps to set up Skara Brae:

1. Each player takes 1 Player Board with a Slider placed over the second column of the Storage Area (see below). They also place 1 Furnish Marker into the left-most slot of the Furnish Track, and 1 Trade Marker into the left-most slot of the Trade Track.
2. Each player takes all 9 Standard Action Tiles in their chosen player colour (see the banner in the top-right corner of each Tile). These should be placed in the correct order to the right of their Player Board so that the artwork lines up. Make sure that all Action Tiles are placed on their correct side. Each Action Tile should show 2 Resources on a tan banner along the bottom edge.
3. Each player places all 4 of their Workers in a nearby reserve (these are not in their supply yet).
4. Place all Resources, Roof Cards, and Extra Storage Tiles into a Main Supply.
5. Each player takes 2 Skaill Knives from the Main Supply, placing them to the left of the Slider on their Player Board (each in a separate space of the Storage Area).



6. Place the Turn Order Tile within reach of all players. Randomly stack the Turn Markers of all player colours being used on the left space of the Turn Order Tile.

2-Players: Include 1 more Turn Marker of an unused colour.

Solo: Return the Turn Order Tile and all Turn Markers to the box.



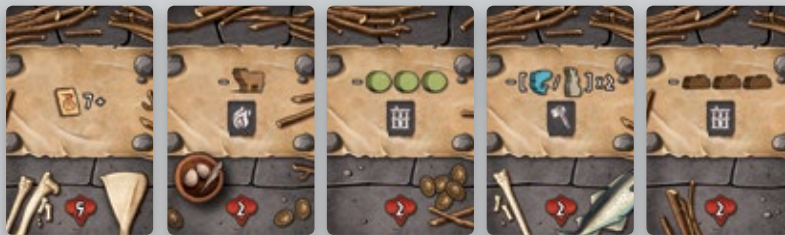
7. Shuffle all Village Cards, placing them into a facedown Draw Pile.

If at any time, the Village Card Draw Pile runs out, simply shuffle all discards to form a new Draw Pile.

8. Solo games only:

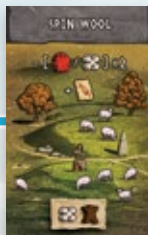
Shuffle the Focus Cards, placing 1 faceup above the Player Board. Return the rest to box.

Shuffle the Task Cards, placing 4 faceup above the Player Board. Return the rest to box.



9. Shuffle all Special Action Tiles and deal 2 to each player. Players must select 1 to keep, returning the other to the box.

1-2 Players: If desired, 3 Special Action Tiles can be dealt to each player instead, with each player returning 2 of them.



Each player's Special Action Tile should be placed below their Trade Action Tile with the correct side facing up (showing the Craft cost along the bottom edge).

Some Special Action Tiles also require players to store other components nearby:

**Hunt Boar:** 3 Boar.

**Spin Wool:** 10 Spindle Whorl Cards.

**Recruit:** 3 Black Workers.



## Gameplay Overview

Skara Brae is played over 4 Rounds. Each Round consists of each player taking 3 turns. On each of their turns, players must select an available Village Card, and place their Workers.

Once all players have taken their 3 turns, the Round ends. Players must then carry out the End of Round steps, which mostly involves feeding their Settlers and producing Midden. At the end of all 4 Rounds, players add up their Victory Points to determine a winner.



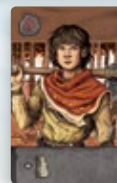
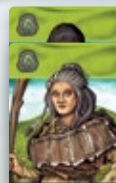
## Player Area

Over the course of the game, players will be managing Resources in the Storage Area of their Player Board, advancing their Furnish and Trade Tracks, placing Workers on their Action Tiles, and placing Cards below.



Roofs, Stone Balls, Utensils, and Spindle Whorls should be placed on the left.

Settlers should be placed below their corresponding Environment on the right.



## Managing Resources

A big focus for players is how they manage their Resources. The term “Resource” refers to the 16 types of wooden tokens shown on the bottom half of page 3, as well as the Boar tokens if a player is using the Hunt Boar Action Tile.

When players gain a Resource, they must place it into the Storage Area of their Player Board. Each space may contain only 1 Resource. When players spend a Resource, it is removed from their Storage Area, and returned to the Main Supply. Players may freely rearrange Resources within their Storage Area at any time, but can never discard Resources at will.

Resources must be placed into an empty space to the left of the Slider. If players do not have enough space, they must move their Slider 1 column to the right. If a Slider is already on the far-right column, it cannot move any further. However, players may still gain additional Resources. These must be kept off the Player Board until space is created for them.

Players may never freely move their Slider back to the left. This can only be done when clearing Midden.

The holes at each end of the Slider indicate how much Midden players will produce at the end of each Round, as well as Victory Points they may lose at the game’s end. While gaining plenty of Resources will be important for taking actions, players may become wary of hoarding too much, due to the negative consequences.

This player has only 4 empty spaces. If they were to gain 5 new Resources, they would need to move their Slider right 1 column to create more space.



The Slider’s current position indicates that this player will produce 3 Midden at the end of the Round.



Midden is unique to other Resources. It cannot be spent by any means. If a cost requires “any Resource”, this may never include Midden. Players will need to take actions in order to remove Midden from their Storage Areas.



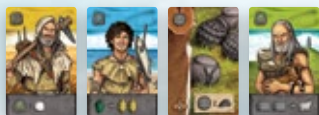
All Resources are intended to be unlimited. If players ever run out a Resource type, they can use the Extra Storage Tiles. Simply place 1 Resource on the Tile to indicate a quantity of 4, and place the Tile into the Storage Area, covering 4 spaces.



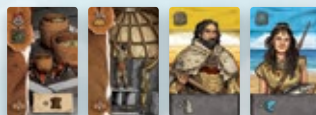
## Start of Round

If playing with 2-4 players, follow these steps at the start of each Round:

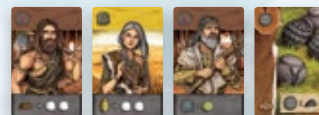
1. All players gain 1 Worker of their colour from the reserve, placing it alongside their Player Board. This should be their Large Worker in Round 1, and a Small Worker in Rounds 2-4.
2. Deal out 3 sets of Village Cards from the top of the Draw Pile in a row, placing them faceup in the middle of the play area. For 2-3 player games, each set should contain 4 Village Cards. With 4 players, each set should contain 5 Village Cards.
3. Place the Turn Order Tile, with the Turn Markers, to the left of the first set.



First Set



Second Set



Third Set

The above example shows how it might look after carrying out these steps for a 2-3 player game.

If playing solo, skip steps 2 and 3. The Turn Order Tile, and Turn Markers are not used for the solo game.

## Turn Order (Solo)

When playing solo, the player still takes 3 turns per Round as follows:

Turn 1: Draw 4 Village Cards from the Draw Pile.

Turn 2: Draw 3 Village Cards from the Draw Pile.

Turn 3: Draw 2 Village Cards from the Draw Pile.

On each of these turns, they must select just 1 Village Card to keep, and discard the rest. How they carry out each turn after selecting a Village Card follows all the same rules as the 2-4 player game. These rules will be explained throughout the rest of the rulebook.

### Solo Tip:

Create facedown piles of 4, 3, and 2 Village Cards at the start of each Round. This is a simple way to keep track of each turn.



## Turn Order (2-4 Players)

A player whose Turn Marker is on top of the left stack is the active player. While the active player, they must decide to either pass or take their turn.

### Pass:

When passing, the active player must move their Turn Marker to the top space of the Turn Order Tile, stacking it on top of any other Turn Markers already there. If at this point, there are still Turn Markers on the left space, the player whose Turn Marker is on top of that stack becomes the active player. Choosing to pass sets players up to go earlier in turn order for the next set of Village Cards.

### Take a Turn:

When taking a turn, the active player must move their Turn Marker to the right space of the Turn Order Tile, stacking it on top of any other Turn Markers already there. After doing so, they carry out their turn. While they are carrying out their turn, the player whose Turn Marker is on top of the left stack becomes the active player, and is given the same decision to pass or take their turn.

There is no need to wait for players to carry out their turns. Players can always look to the Turn Order Tile. If they are the active player, they should immediately decide to pass or take their turn.

Once there are no more Turn Markers stacked on the left space, players now look to the top space. All those players that passed must now take a turn. As with the left space, Turn Markers on the top space should be resolved from top-to-bottom. When taking a turn from the top space, players must move their Turn Marker to the right space, stacking it on top of the other Turn Markers there.

Once all players have taken a turn, move the entire stack of Turn Markers back to the left space, keeping their relative positions within the stack. Finally, discard the last remaining Village Card from the current set, and move the Turn Order Tile to the left of the next set of Village Cards. Once all 3 sets of Village Cards are gone, the Round ends.

### Changes for 2 players:

During Setup, an extra Turn Marker was included in the stack. This is a neutral player. When the neutral player becomes the active player, move their Turn Marker to the right space, and discard the left-most Village Card from the current set.



Blue is the active player, and chooses to take their turn.



Now Yellow is the active player, and chooses to pass.



As the active player, Red decides to take their turn.



Yellow must now take their turn.



## Taking a Turn

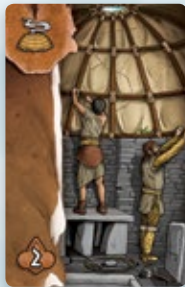
When the active player decides to take a turn, they must carry out the following in order:

1. Select and resolve 1 of the available Village Cards from the current set (or from those drawn if playing solo). The current set is the left-most set. The Turn Order Tile should always be directly to the left of the current set as a reminder.
2. Place and resolve all Workers on their chosen Action Tiles.
3. Retrieve all their placed Workers, ready for their next turn.

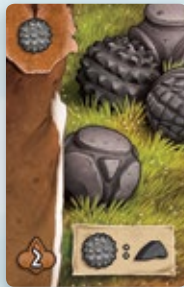


## Selecting and Resolving a Village Card

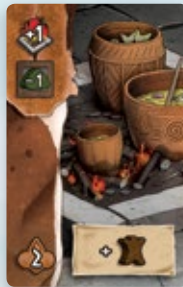
There are 4 types of Village Cards. Depending on which type of Village Card they select, players must place and resolve it following the rules for that type, as described on pages 11-13.



Roofs  
(8 Total)



Stone Balls  
(8 Total)



Utensils  
(4 Total)



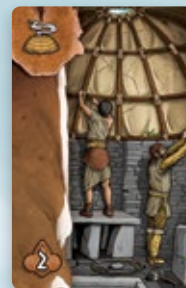
Settlers  
(60 Total: 15 from each Environment)



### Roofs

If selecting a Roof Card from the current set, players must place it below their Player Board. Roofs help shelter Settlers at the end of each Round. Roof Cards found in the Village Deck are worth 2VP at the game's end.

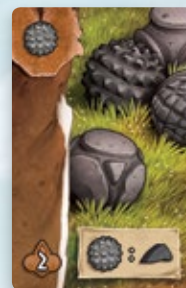
Players can also gain Roof Cards from actions, such as from the Clean Action Tile. These Roof Cards are taken from the Main Supply, and are only worth 1VP each.



### Stone Balls

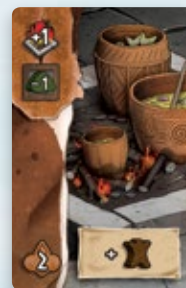
If selecting a Stone Ball Card from the current set, players must place it below their Player Board. After doing so, they immediately gain 1 Skail Knife per Stone Ball they have, including from the Card they just selected. Stone Ball Cards are worth 2VP at the game's end.

Hundreds of carved stone balls have been found at Skara Brae and other ancient sites over the years. While their use appears to be mostly ornamental, some believe they may have also been used as symbols of power or authority.



### Utensils

If selecting a Utensils Card from the current set, players must place it below their Player Board. After doing so, they immediately gain 1 Hide. Utensils increase a player's Hearth by 1, and decrease how much Midden they produce each Round by 1. Utensil Cards are worth 2VP at the game's end.



## Selecting and Resolving a Village Card

### Settlers

If selecting a Settler Card from the current set, players must place it below the corresponding Environment. From left-to-right, these are:



Shore



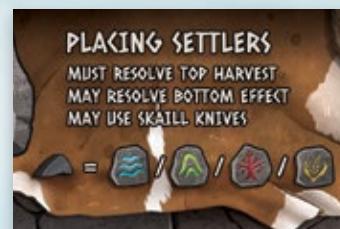
Hills



Thickets



Fields



The Environment icon at the top of each Settler Card matches that shown near the middle of the corresponding Gather Action Tile.

Players should lay Settler Cards of the same type over each other in such a way that their Environment icon is always visible. Note how this is shown here for the Hills and Fields.



After placing their selected Settler Card, players must follow these steps in order:

1. They must resolve the top harvest in full.
2. They may resolve the bottom effect in full if they choose.



They may also use Skail Knives for either the harvest or bottom effect when applicable.



	Top harvest	
	Illustration	
	Bottom effect	



### Top Harvest

This is always mandatory when placing a Settler Card. Each Gather Action Tile shows what Resources are to be harvested when placing a Settler Card below. Players count up how many Environment icons of that type they have, and gain the indicated Resources. If given a choice of 2 Resource types, they may take any combination of these.



In this example, a player is placing their third Settler Card at the Shore. As they have 3 Shore icons, they gain 3 Resources in total (they cannot take less). These may be any combination of Shells or Seaweed.

### Bottom Effect

This is always optional. However, if choosing to resolve the bottom effect, it must be carried out in full. This will always be to gain a specific Resource, exchange 1 Resource for 2 of a different type, or to harvest from a different Environment. Players cannot carry out a bottom effect multiple times - it is a once-only effect.

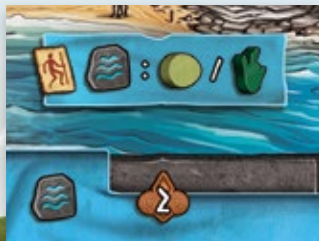
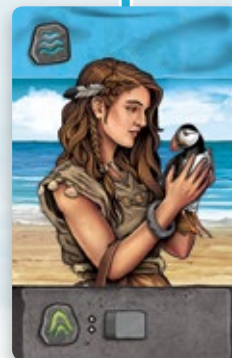
In this example, after completing their top harvest, this player may also gain 1 Stone for each Hills icon they have.



### Skaill Knives

Any time players need to count a specific Environment icon for a top or bottom harvest, they may spend Skaill Knives. Each Skaill Knife spent lets them act as if they had 1 more icon for that Environment.

In this example, they could have spent Skaill Knives for the top harvest to gain more Shells or Seaweed, or for the bottom effect to gain more Stone, or both.



The reverse side of each Gather Action Tile gives players 1 more Environment icon of that type when harvesting. This is shown along the very bottom of each Gather Action Tile.



## Placing and Resolving Workers

Players start with their Large Worker in Round 1, and will gain 1 additional Small Worker at the start of each other Round. After fully resolving their selected Village Card, they may now place all their available Workers. Players may choose not to place a Worker if they wish, but it is almost always beneficial to do so.

Workers are placed onto the 10 Action Tiles. Each Action Tile may only contain 1 Small Worker and 1 Large Worker. Because of this restriction, it is usually best for players to place their Large Worker last.

When placing a Worker, players pay any costs required to carry out the listed effects on the Action Tile in order, from top to bottom.

Each Worker's placement should be fully resolved before placing the next Worker.

All Action Tiles are explained in detail on pages 19-24.

In this example from Round 4, Purple has used their Workers to Cook, Clean twice, and Gather at the Shore.



## Retrieving Workers

Once a player has placed and resolved all their Workers, they must retrieve their Workers, placing them back alongside their Player Board for their next turn.

Players gain a new Worker at the start of each Round. Because of this, they will have an increasing amount of Workers to place each turn as the Rounds progress.



## Focus and Task Cards (Solo Only)

During Setup for the solo game, 1 Focus Card, and 4 Task Cards are placed faceup above the Player Board. These provide some direction and extra pressure for the player.

### Focus Card

This gives the player an end-game goal. If they have met the condition shown on the Focus Card at the end of the game, they must turn it facedown. Otherwise, it will remain faceup, causing them to lose 5VP.



Have 8 or more flipped Action Tiles.



Have 7 or more Food remaining (after feeding Settlers).



Advance the Furnish Marker 5 or more spaces.



Have only 0-2 Midden in the Storage Area.



Have 7 or more Roof Cards.



Advance the Trade Marker 6 or more spaces.



Have 2 or more full sets of 4 Settlers from different Environments.



Have 6 or more Settlers from 1 Environment.

Note: Both the Furnish and Trade Markers start on space 0 of their respective Tracks.

### Task Cards

These give players small goals to aim for during the game. On the top of each Task Card is a Resource cost. At any point during a turn, they may spend these Resources. Doing so allows them to immediately take the indicated action, just as if they'd placed a Worker there (it does not matter if there are already Workers on that Action Tile). Once they have resolved this action, they must turn the Task Card facedown. The player will lose 2VP for each faceup Task Card at the end of the game.



These 2 Task Cards have a choice of which Resources to spend.

The left Task Card may be paid for with either 2 Fish, 2 Rabbits, or 1 Fish and 1 Rabbit.

The right Task Card may be paid for either 1 Sheep, or 2 Hides.




## End of Round

Once all players have completed 3 turns, the Round Ends. There should be no more Village Cards remaining in the middle of the play area. Keep the Turn Order Tile nearby, with the Turn Markers still stacked in their current order on the left space (2-4 player games only).



Players must carry out these steps in order:

1. Resolve rest abilities  in any order. See Craft on page 20 and Recruit on page 23 for examples.
2. Spend 1 Food for each Settler Card below their Action Tiles, minus 1 per Roof Card that they have. Spending Food is always optional. For each Food they would spend, but cannot (or choose not to), they must discard any 1 of their Settler Cards. In other words, each Settler must either have a Roof over their head or consume 1 Food.
3. Gain Midden as shown by the position of their Slider, minus 1 per Utensils Card they have.

In the example below, Purple would be able to take a Cook Action due to their Craft Action Tile being turned over. They have 6 Settlers, and 2 Roofs, so 4 Settlers need to be fed. As they can only spend 2 Food, they must discard 2 of the Settlers. Lastly, they would gain 2 Midden, but their Utensils Card lowers this to just 1.







## End of Game

The game ends after Round 4. The player with the highest score is declared the winner! In the case of a tie, the tied player whose Turn Marker is highest on the stack is the winner.

Players gain Victory Points from the following:

1. **Furnish Track:** Players gain VP for each Settler Card they have, based on the position of their Furnish Marker. This is 1 or 2 VP per Settler (the top line below the Furnish Track). They also gain VP for each set of 4 Settlers from different Environments (each complete row of Settler Cards). This is 0, 2, 4, or 6 VP per set (the bottom line below the Furnish Track).
2. **Trade Track:** Players gain VP based on the position of their Trade Marker (the line below the Trade Track).



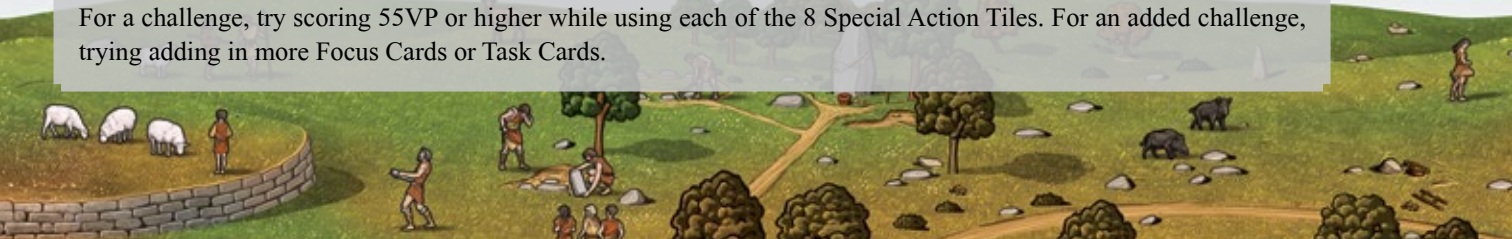
This player would score 2VP per Settler Card, plus 4VP per completed row of Settlers from different Environments. They would also score 5VP for their Trade Track.

3. **Craft:** Players gain 2VP per Action Tile that has been turned over (as shown on each Action Tile).
4. **Roof, Utensil, and Stone Ball Cards:** Players gain the VP shown on each of these Cards (1 or 2 VP).
5. **Food and Skaill Knives:** Players gain 1VP per Food, and 1VP per Skaill Knife in their Storage Area.
6. **Midden:** Players lose 1VP per Midden in their Storage Area.
7. **Slider:** Players lose any VP shown inside the bottom hole of their Slider.
8. **Faceup Focus and Task Cards (solo only):** Players lose 5 or 2 VP as shown on each of these Cards.



### Solo Scores:

The player is aiming to score at least 45VP to win. If they score 55VP or higher, they have done exceedingly well! For a challenge, try scoring 55VP or higher while using each of the 8 Special Action Tiles. For an added challenge, trying adding in more Focus Cards or Task Cards.



## Scoring Example

In the example below, this player has scored a total of 45VP from the following:

1. Furnish Track: 18VP from their 9 Settlers, plus 4VP from 1 set (1 complete row).
2. Trade Track: 8VP.
3. Craft: 8VP from having 4 Action Tiles turned over.
4. Roof, Utensil, and Stone Ball Cards: 9VP.
5. Food and Skaill Knives: 2VP from their Food, and 1VP from their Skaill Knife.
6. Midden: -3VP.
7. Slider: -2VP.



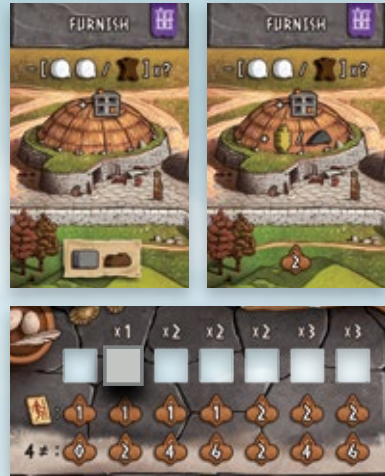
## Standard Action Tiles

### Furnish

Players can spend Wool and Hides to move their Furnish Marker 1 space to the right along the Furnish Track. How much they must spend is shown above the next space that their Furnish Marker would move into (1, 2, or 3 portions). For each portion, they may spend either 2 Wool or 1 Hide. When paying 2 or 3 portions, they may pay this using any combination of Wool and Hides.

For example, this player must spend 2 portions to advance their Furnish Marker. They could spend 4 Wool, 2 Wool and 1 Hide, or 2 Hides.

Once turned over, The Furnish Action Tile also produces either 1 Barley or 1 Skall Knife.



### Cook

Players can cook (spend) specific Resources to gain Food, Bones, Hides, and Wool. Players can cook any number of Resources, up to their Hearth limit. This limit starts at 4, but can be increased in a number of ways. All these Resources are listed along the bottom of Player Boards. This specifies their weight, and what Resources they will produce when cooked.

With a Hearth limit of 4 a player could, for example, cook 2 Shells and 1 Fish, gaining them a total of 3 Food and 1 Bone. They could not cook a Deer and Rabbit together, as the total weight would be 5, exceeding their Hearth limit.

Once turned over, the Hearth limit increases by 2. Utensils and some Special Action Tiles can also increase the limit.





**ACTION TILES**

## Standard Action Tiles

### Craft

Players can spend the 2 Resources shown along the bottom of any 1 Action Tile in order to turn it over. These are the Stone, Bone, and other Resources shown on the tan banners. After paying the cost, players turn over the chosen Action Tile. If there were Workers there, simply place them back down on the Action Tile with no further effect.

For example, turning over the Craft Action Tile would cost 1 stone and 1 Wool.



Once turned over, players may take a Cook Action at the end of each Round. This acts just as if they'd placed a Worker there. Their Hearth limit still applies.

### Clean

Players can spend 2 or more different Resources of those shown along the top of the Clean Action Tile (Hides, Barley, Seaweed, and Wood). Players can only spend 1 of each type when cleaning. Based on how many Resources are spent, players clear a number of Midden, and also gain 1 Roof Card.

For example, if spending 3 different Resources, a player could clear 3 Midden (4 if the Clean Action Tile was turned over), and gain 1 Roof Card.



When clearing Midden, players have 2 options: They may either discard 1 Midden from their Storage Area, or move their Slider 1 column to the left. Players cannot move their Slider back if they have fewer than 3 empty spaces available, and they cannot freely discard Resources to make room. When clearing more than 1 Midden, players may perform any combination of the 2 options listed above.



When gaining Roof Cards, players should take 1 from the Main Supply. All these Roof Cards are worth 1VP at the game's end.

Once turned over, the Clean Action becomes more effective, and Food may also be spent as 1 of the Resource types.



## Trade

Players can spend a certain amount of a single Resource type to advance their Trade Marker 1 space to the right along the Trade Track. How much they must spend is shown above the next space that their Trade Marker would move into (2-6). This must always be a single Resource type, excluding Midden. They can even use Food, Skail Knives, or Fish as the chosen Resource type.

After paying the cost and advancing their Trade Marker, a player has the immediate option to purchase other Resources. The cost to do so is 1 Skail Knife (or any 1 Resource if the Trade Action Tile was turned over). What they gain is shown directly below the space where they just moved the Trade Marker into.

For example, if taking the Trade action, Purple would have to spend 4 Resources of a single type. After moving their Trade Marker 1 space, they would have the option to then purchase 1 Sheep.

Once turned over, players can make the purchase using any 1 Resource instead of a Skail Knife. This Resource does not have to be the same type that was spent for the action.

## Gather

Placing Workers on Gather Action Tiles allows players to gain Resources of various types. Once turned over, these options improve, and new options are added. For each Worker placed, players may only resolve 1 of the indicated options.

For example, the Shore area provides either 1 Shell or Seaweed. When flipped, this Action Tile instead provides either 1 Shell and 1 Seaweed, or 1 Fish.

The reverse side of each Gather Action Tile also gives players 1 more Environment icon of its type when harvesting. This is shown along the very bottom of each Gather Action Tile. These do not affect the Gather actions.



## Special Action Tiles

All Special Action Tiles cost 2 portions of Food or Bone to use. This can be 2 Food, 2 Bone, or 1 Food and 1 Bone.

### Build

Take a Furnish or Trade Action, spending 2 fewer Resources. This is resolved just as if a Worker had been placed on that Action Tile.

Once flipped, a player can instead spend 3 fewer Resources for the chosen action.



### Explore

Draw 2 Village Cards from the top of the Draw Pile. Select 1 to keep and discard the other. If this was a Settler Card, do not resolve the top harvest or bottom effect. If this was a Stone Ball or Utensils Card, gain the immediate Resources as normal.

Once flipped, a player can instead draw 3 Village Cards, discarding 2. Also, if they select a Settler Card, they may resolve the bottom effect after placing it.



### Hunt Boar

Gain 1 Boar. This Action Tile also shows the weight of Boar, and Resources gained when cooked. Players can never have more than 3 Boar at the same time.

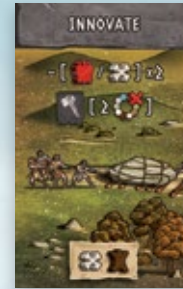
Once flipped, this action also provides 1 Skaill Knife, and Boars produce 1 more Hide when cooked.



### Innovate

Take a Craft Action, spending 2 fewer Resources (ignoring the usual costs).

Once flipped, this action also allows a player to spend 1 Food to immediately take the action that was just turned over, just as if they had placed a Worker there.



### Muster

Resolve either the top harvest or bottom effect of 1 Environment. This follows all the same rules as when placing a new Settler Card. The player with the Muster Action Tile also has an increase of 1 on their Hearth limit.

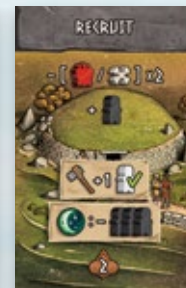
Once flipped, this action resolves both the top harvest and bottom effect, rather than the choice of either. As with placing new Settlers, the bottom effect is still optional.



### Recruit

Immediately gain 1 Black Worker. A player can never have more than 3 Black Workers at the same time. Black Workers must be returned at the Round's end, ready to be recruited again in the next Round. Black Workers act just like regular Small Workers.

Once flipped, Action Tiles that have been turned over may now have up to 2 Small Workers placed on them per turn (and still 1 Large Worker as well).



ACTION TILES



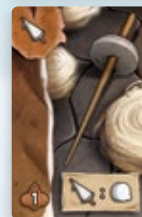
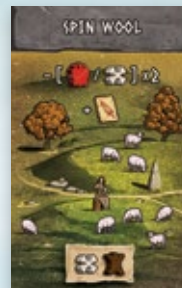
## Special Action Tiles

### Spin Wool

Gain 1 Spindle Whorl Card. These should be taken from those stored nearby the Player Board during Setup. Spindle Whorl Cards should be placed below the Player Board, much like Roofs, Stone Balls, and Utensils.

After doing so, the player immediately gains 1 Wool per Spindle Whorl they have, including from the Card they just placed. Spindle Whorl Cards are worth 1VP at the game's end.

Once flipped, after resolving the Spindle Whorl, a player may optionally spend 3 Wool to gain 1 Roof Card. This is resolved in the same way as gaining Roof Cards from the Clean Action Tile.



### Tend Land

Resolve up to 3 different Gather Action Tiles, just as if Workers had been placed there. Alternatively this player may forgo any of these Gather actions to instead clear 1 Midden. As with the Clean action, they may either discard 1 Midden from their Storage Area, or move their Slider 1 column to the left.

For example, a player might decide to Gather from the Hills and Fields, and clear 1 Midden, or simply just clear 3 Midden.

Once flipped, this action allows players to do this up to 4 times, instead of 3.

