Introduction

Set in the lands of Keydom, players use their keyper to manage and recruit a team of skilled workers ('keyples') over four seasons in order to develop their farm and village, to hold seasonal fairs and to trade with the local boatmen.

Players choose the best combination of fields to which to send their keyples from their keep ('keyp'). The keyples will work in those and other fields to gain resources: raw materials, wheat, livestock and gems. They may also gain actions: knowledge and assistance from travellers, such as building plans and rewards, and opportunities to trade with the local boatmen.

The keyples work more productively with a follower who has the same skill, giving players the opportunity to work together for their mutual benefit. In certain circumstances keyples may additionally work twice during a season, before laying down for a well-earned rest whilst awaiting recruitment for the following season.

The player who best manages their team and creates the most valuable village and trades will be rewarded with the most points to win the game, the acclaim of their fellow players and the recognition of Keywood, the distant and ageing ruler of the Keydom.

Keyper

Game overview

Keyper is a game for 2 to 4 players taking approximately 30 minutes per player.

In *Keyper* the aim of the game is for each player to create the best economy they can by developing their farm and village, exploiting shipping opportunities and holding fairs. All these activities are displayed or recorded by each player on their own **player board**.

Players start the game in spring with a **keyper** and an initial team of eight **keyples**. The game is played over four seasons: spring, summer, autumn and winter. In later seasons the number and colour of keyples a player has available are likely to vary.

Each season a player's keyples are deployed in order to gather resources and to take actions on the **country boards** and on the player's own **player board**.

The keyples acquire building opportunities, raw materials, animals and gems. Raw materials can be converted into finished goods and both, plus wheat, are used to build and upgrade buildings.

The colour of each keyple identifies that keyple's area of expertise, which will increase the keyple's productivity in **fields** of the same colour and allow it to join in on the activities of other keyples of a matching colour.

On the player board the farm and village areas are divided into **plots** onto which buildings are built. Some of these buildings give special actions whilst other buildings give point-scoring opportunities. The player board also contains fairground and store locations, a shipping score track and a keyp.

The folding country boards contain **fields** and shipping opportunities, on which keyples can work alone or together, often on *other* player's turns, in order to gain actions and resources.

During each season a player will also play their keyper to *claim* a country board and the keyples on it for the following season. Players will later manipulate the country board in order to choose their preferred selection of fields.

At the end of each season **fairs** are held to display specific resources that a player has gathered and to gain points.

At the end of the game points are scored for the farm and village buildings that have been built, for the fairs that have been held and from resources shipped during the game.

The player who has created the best economy and therefore generated the most points will win the game.

Maximising opportunities

Keyper is unlike most other board games, in which a player has no more actions to take when they have used all of their pieces (keyples). In *Keyper,* once a player has played all of their keyples, they have *lay-down* opportunities and can start to lay-down those keyples that are then under their control, so that those keyples can work for a second time.

In *Keyper* a player can also play keyples of a matching colour as a *joiner* on *other* players' turns. In these circumstances both players will benefit from extra actions or resources. This gives players opportunities and incentives to play all of their keyples quickly and in the process give themselves additional lay-down opportunities toward the end of a season.

In order to get the maximum benefit from any lay-down actions, players need to take care where they initially place their keyples. Similarly, the country board a player selects with their keyper will determine how many and which coloured keyples they will recruit for the following season. Fewer keyples will usually give a player more lay down opportunities, but too few and their opportunities to join in and lay down keyples usefully will be restricted. If a player has more than eight keyples then the excess will take a rest for a season on the player's **keyp tile**.

We hope you enjoy the game!

The key rules in this booklet are framed with a light background. If you are reading the rules and are about to play for the first time then we suggest that you skip the unframed rules and refer to them later when the need arises.

A rules summary is included on the back page of this booklet for ease of reference.

Components

Boards:

4 Folding **country boards**. *Pages (p) 11-14.*

4 **Player boards**, 1 in each of the player colours. *p10.*

Tiles:

26 **Fair tiles**, 6 each for (**spring**), (**summer**) and (**autumn**), plus 8 for (**winter**). Note the 'winter' fair tiles have the and icons on the front and the and icons on the back. *p14.*

48 **Home building tiles**, 12 in each of the player colours, comprising 6 **farm tiles** and 6 **village tiles**. *p15.*

48 **Country building tiles**, comprising 12 **farm tiles** and 36 **village tiles**, of which 21 are **tiles**. *p16-19.*

6 **Boat tiles**. *p13-14.*

4 **Keyp tiles**. *p4, note 1c.*

Keypers and **keyples:**

4 Waving **keypers**, 1 in each of the player colours.

32 **Keyples** in 7 colours: 4 each of light-blue **boat people**, orange **clay workers**, light-green **farmers**, brown **forest workers**, black **miners**, grey **quarry workers** and 8 white **generalists** (which can represent any of the other colours).

Resources (which include the animeeples)**:**

48 Wooden cube **raw material** counters: 16 orange **clay**, 16 brown **logs** and 16 grey **rocks**.

48 Wooden octagonal **finished goods** counters: 16 brown **wood**, 16 grey **stones** and 16 orange **bricks**.

20 Yellow wooden **wheat** tokens.

96 Wooden **animeeples**. 12 each of: orange **chickens**, dark-brown **cows**, burgundy **deer**, grey **goats**, light-brown **horses**, pink **pigs**, white **sheep** and black **wild boar**.

8 Wooden cylindrical **scoring markers**, 2 in each of the player colours , , and .

64 **Gems**. 16 each of green **emeralds**, yellow **gold**, red **rubies** and blue **sapphires**.

1 Black **cloth bag**. 2 **Rule booklets** and .

Set up

1. Place 1 **country board** per player in the middle of the playing area.

Each country board should display a **keyp field** with the icon visible.

The first board should also display the one-player icon, the second board the two-player icon and, if applicable, the third board the three-player icon and the fourth board the four-player icon. (Note: these player icons are used *only* for this initial set-up.)

The orientation of the fields on the country boards does not matter. In some displays the fields will be oriented differently to some of the other fields. It also does not matter which sides of the country boards are placed next to each other or in what formation.

2. Place the **spring country tiles** (as identified by a icon) into the cloth bag. Shake the bag, draw 8 of these tiles and then place them in two rows next to the country boards with the side showing the *build cost* face up. Place the bag with the remaining tiles in easy reach for later use.

3. Place all of the other **country tiles**, together with the **winter fair tiles** (the fair tiles with season icons on both sides), in stacks at the side of the playing area. These tiles will be placed in the cloth bag later in the game.

4. Place 4 of the 6 **boat tiles**, chosen at random, by the side of the country boards, with the side showing the icon face up. Place the remaining two boats to one side. They will not be required until the start of the season.

5. Sort the following components into separate piles and place within easy reach of all players:

3 types of **raw materials**,

3 types of **finished goods**,

wheat,

8 types of **animeeples**

and 4 types of **gems**.

Set up – each player's own area

Each player now places the following components in their own playing area:

6. A **player board** in their player colour.

7. A **keyp tile**, which is placed next to the top right of the player board.

8. A **keyper** in their player colour, which is placed in the keyp area on the top right of the player board.

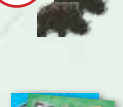
9. A team of 8 **keyples**: 1 boat person, 1 clay worker, 1 farmer, 1 forest worker, 1 miner, 1 quarry worker and 2 generalists. These are placed to the right of the keyper on the footprints at the top right of the player board.

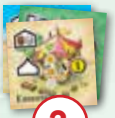
A player's keyper and keyples should always be kept in the keyp area on their player board until they are deployed so the other players can easily see at all times how many keyples each player has remaining and what colour they are.

Raw materials: 16 of each type

Finished goods: 16 of each type

2





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3

In a **two-player game** both players draw a ninth keyple at random from a selection of one forest worker, one farmer, one quarry worker and one clay worker. All the other rules in the game remain the same for the two player game except that at the start of subsequent season each player keeps 9 keyples, not 8 *(see Start of next season, note 4, page 9)*.

10. Two **scoring markers** in their player colour, which are placed on the zero spaces on the score track at the top of their player board.

11. 12 **home tiles**, which are placed in two columns to the left of their player board. The 6 farm tiles are placed in the left column and the 6 village tiles are placed in the right column. Place all the tiles with the build cost visible.

12. 3 **finished goods**: 1 brick, 1 stone and 1 wood are placed in the **finished goods store** on the player board.

13. The , and **fair tiles** are placed in 3 stacks with the front side face down, 1 stack for each season. Each player takes 1 tile from each stack and places these face down on the corresponding **fairground** spaces on the their player board. The player may look at the front of these tiles, but need not show them to their opponents. The remaining tiles are placed back in the game box as they will not be used in this game.

14. Finally, choose a **start player** at random.

A player's turn

On ***their own turn*** a player *must* undertake one of the following three actions:

1. **Play a keyper** *(see next column)*,
2. **Play a keyple** *(see pages 4 to 6)*, or
3. **Lay down a keyple(s)** *(see page 6)*.

There are also opportunities to:

4. **Play a keyple on *another player's turn*** *(see page 7)*.

When first played (points 1, 2 and 4 above) a keyper or keyple is always placed *standing up*.

Standing

Under action 3 a keyple may be *laid down* by placing it on its side.

Lying down

When playing or laying down a keyple it is always optional as to whether a player takes any action or resource generated.

Whilst the procedures for performing these actions may look complicated at first, players should find them logical and straightforward once they are familiar with them.

The **main options** available from these actions are to:

(i) gather resources and acquire building tiles from the fields on the **country boards**,

(ii) build, up-grade and utilise building tiles on the player's own **player board**,

(iii) work on a **boat** in order to gain resources and/or ship resources for points.

Players will also want to save resources for game-end scoring purposes.

Play proceeds in a clockwise direction until all players have played their keyper and all of their keyples, at which point the end of the season is triggered. *(See End of season, page 8.)*

There are four seasons in the game: , , and . The game ends at the end of the season. *(See End of game, page 9.)*

1. Play a keyper

(i) *Once per season* as their action and at any time a player *must* play their keyper from the keyp on their player board onto an empty **keyp field** on one of the country boards.

(ii) The effect of playing the keyper is to claim the country board that the keyper has been placed on. At end of the season the player will take that country board, together with all of the keyples that are on that country board. At the end of , and these keyples will from part of the player's new team of keyples for the following season, and at the end of they will be available for game end scoring purposes.

Claiming a country board does not prevent other players from playing keyples onto that country board.

(iii) When a player plays their keyper, then they also *lay down* any keyples that are on their **keyp tile**. For each keyple that is laid down the player gains one of the resources (if available) indicated on the keyp tile. A , , or keyple gains a raw material . A , , or keyple gains a , , or .

E.g. a is laid down and receives a , , or .

Note that there will be no keyples on the keyp tiles in . Keyples are only placed on the keyp tiles at the start of the , and seasons. (*See Start of next season, note 4, page 9.)*

(iv) *If a player has not yet played their keyper then they cannot undertake action 3 (iii): lay down a keyple. (See Lay down a keyple(s), page 6.)*

2a. Play a keyple

A keyple is played *from* the keyp area of the player's board.

Any coloured keyple may be played onto either a *field* on *any country board*, or a *plot* that contains a building tile on the player's *own player board*.

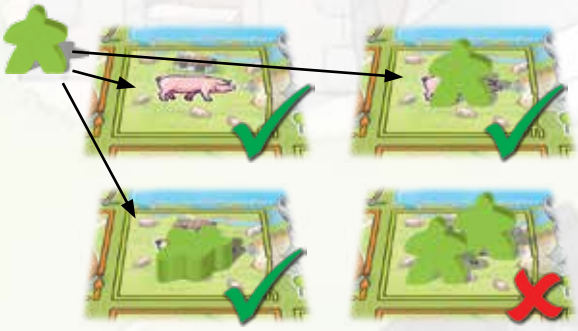
A field

A plot containing a building tile.

A player's turn continued

2a. Play a keyple continued

The field or building tile must either be *empty* or contain only *one* keyple, known as an *existing* keyple. *See Existing keyples, 2c, next column*.



On its own, a keyple generates a single action or resource. Some fields (but no plots) have a *coloured border*. If a keyple is played onto a field that has a coloured border that *matches the keyple's colour* then the keyple is working in its area of expertise and the keyple generates a second action or resource.

The keyple and field are both coloured light-green. The keyple generates two pigs.

The field colour is also identified by an icon in the corner of the border.

A player *may* play on a country board even if it has been claimed by a keyper, either the player's own keyper or an opponent's keyper.

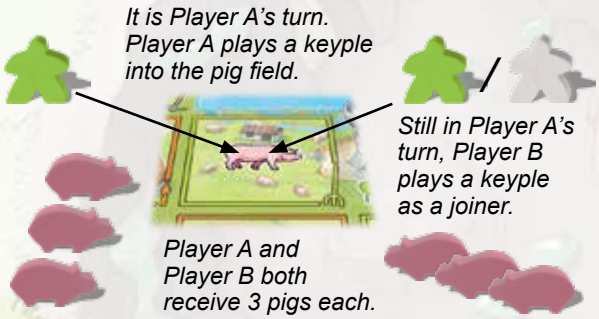
A keyple cannot be played onto:

(i) a keyp field on a country board (where only the keypers are played),
(ii) a keyp tile,
(iii) an opponent's player board, or
(iv) a field (including the double sized river space) or plot that already contains two keyples.

Once a keyple has been played it no longer belongs to the player who played it. Its previous ownership does not need to be tracked.

2b. Joiners

If a **field** is *empty when a keyple is placed on it*, the player ('Player A') *must* **invite** the other players to place a keyple onto the same field in order that they can *join* Player A's keyple. As there is a limit of two keyples per field, only one other player can play a '*joiner*'.



2b Joiners continued

The player to Player A's left, Player B, gets the first option to join Player A by placing one of their keyples into the same field. If Player B declines, then in clockwise order, the other player(s) (if any), get the same option to join.

The joining keyple *must* be either the **same colour** as the keyple played by Player A, or a **white** keyple (which can represent any colour).

If another player plays a keyple as a *joiner*, then Player A's *and* the joiner's keyples will work together and *both* keyples will generate an additional action or resource.

Number of actions or resources received by:	Player A (if no joiner)	Player A and joiner
If no colour match	1	2
If keyple and field colours match	2	3

The keyple played by a joiner does not have to take the same action(s) or resource(s) as the player whose turn it is.

If a white keyple has been played on a *coloured* field, then the white keyple is deemed to be specialising in the colour of that field and can be joined by either a white keyple or a keyple of the field's colour.

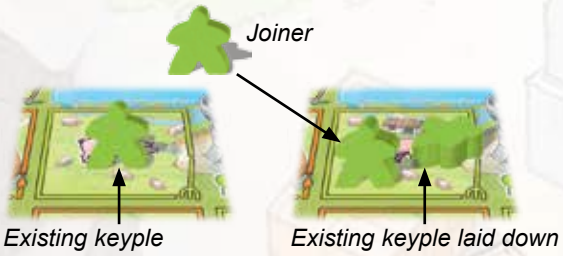
A white keyple played on a field with no colour or a plot can only be joined by another white keyple.

2c. Existing keyples

All keyples have the potential to work twice in each season. To indicate when a keyple has worked for a second time it is laid down.

If the field or plot **already contains a keyple** (known as an '*existing keyple*') from a previous turn, then the keyple being played (by Player A) may become a joiner. As a joiner the keyple *must* either be the same colour as the existing keyple or a white keyple.

The **existing keyple** *may* now be **laid down** to indicate that it is working for a second time and in order to generate an additional action or resource. (Occasionally it can be advantageous not to lay down an existing keyple in order to facilitate a lay-down opportunity on a later turn.)



2c. Existing keyples continued

It is permissible to join a keyple that is already lying down. In these circumstances the lying down keyple cannot work again (for a third time) and the joiner gets the same benefit as if they were working on their own in an empty plot.

The number of resources or actions received by Player A are as follows:

Existing keyple:	Is laid down as part of action	Choose not to lay down (or was already laid down on a previous turn)
If no colour match	2	1
If keyple and field colours match	3	2

If a white keyple is played as a joiner, it counts as the colour of first keyple played, not the colour of the field (when the colour of the first keyple played is different from the colour of the field).

If the existing keyple is a white keyple and that white keyple has been played on a coloured field, then the joiner can be a white keyple or a keyple of the same colour as the field. If the existing white keyple is on a plot or a field with no colour then the white keyple can only be joined by another white keyple.

The actions of an existing keyple and a joiner do not need to be the same action. See the following examples:

(i) A light-blue keyple is played onto a boat tile where there is an existing light-blue keyple. The existing light-blue keyple is laid down. There are three actions available. The possible actions are (i) to work for resources, (ii) to sell resources or (iii) to work for one type of resource offered by the boat and to sell the other type of resource.

(ii) The keyple being laid down could be used to upgrade a tile that it is on, if applicable, and the keyple being placed to take the action on the upgraded tile.

(iii) If using the upgraded builder tile, the existing keyple could be laid down and used to build a building tile, the joiner could then upgrade the same tile.

3. Lay down a keyple(s)

A keyple may *only* be laid down when:

(i). it is *an existing keyple in a field or plot and it is joined on a later turn* by another keyple. *(See Existing keyples, note 2c, page 5.)*

(ii). it is a keyple on a *keyp tile* that is laid down when *the player's keyper is played*. *(See Play a keyper, note 1c, page 4.)*

(iii) a player has no keyper/keyples left in the keyp on their player board when it is their turn to play and one or more of the other players has a keyper or keyples still to play. If possible, the keyple(s) being laid down *must* be on either:
(a) a plot on the player's own player board, or
(b) a field on the country board that the player has claimed with their keyper.

The following rest of this section relates to the situation in (iii) above.

The field or plot chosen must contain at least one keyple that has not already been laid down.

3. Lay down a keyple(s) continued

If there is just a single keyple standing in the field or plot, then the player may lay that keyple down to denote that the keyple is working for a second time, and then gain one action or resource (or two if there is a colour match between the keyple and the field).

Example: Yellow lays down a single light-green keyple to gain two pigs (as there is a colour match between the field and the keyple) on the country board they had claimed earlier.

If there are two keyples still standing, then the player (Player A) *may* lay down either one, or more usually, *both* keyples: one keyple as their turn and the second as a joiner. This denotes that *both* the keyples have now worked for a second time. The first keyple, assisted by the joiner, gains two actions or resources (or three if there is a colour match). The joiner does not generate additional actions or resources for itself as it is only helping the other keyple laid down by the player.

Example: Player A lays down both light-green keyples to gain 3 pigs.

If there are two keyples and one of the keyples is already lying down (as it has already worked twice), then the player may lay down the second keyple in order to denote that this keyple has also worked for a second time and gain the action or resource (or two if there is a colour match).

The number of actions or resources that Player A gets from laying down a keyple or 2 keyples are as follows:

Number of keyples laid down:	1	2
If no colour match	1	2
If keyple and field colours match	2	3

If on Player A's turn, all of the keyples on their player board and the country board they have claimed with their keyper have been laid down *(even if laying them down does not benefit Player A)*, then Player A may lay down keyples on one of the other country boards, even if that board has been claimed by another player's keyper.

In these circumstances, re-check the position in each subsequent turn. If another player has subsequently played onto the country board claimed by Player A, then player A will have to lay that keyple down before they can again lay down keyples on another player's board.

In the unlikely situation that there are no keyples to lay down, then the player does not take an action this turn.

A player's turn continued

4. Play a keyple on *another* player's turn

If a player (Player A) plays into an empty *field*, then Player A must invite the other players to place a keyple into the same field in order to 'join' their keyple. *(See Play a keyple, 2b Joiners, page 5)*

Firstly the player to Player A's left, Player B, gets the option to join Player A by placing one of their keyples into the same field. If Player B declines, then in clockwise order, the other player(s) (if any), get the same option to join.

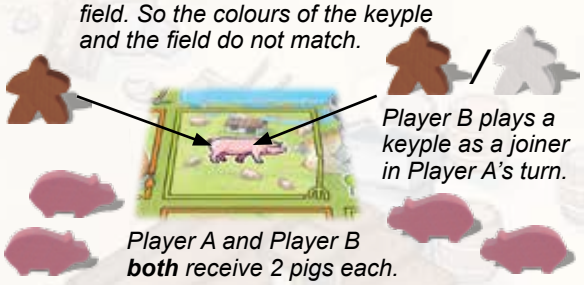
The joining keyple must be either the **same colour** as the keyple played by Player A or a **white** keyple (which can represent any colour).

The two keyples work together as a team and are more productive. Both keyples are working for the first time, so neither keyple is laid down.

Both keyples generate two resources or actions each if there is no colour match with the field. Either because the field is a different colour to the keyples or the field is not associated with a colour. One action or resource as this is the keyple's basic production. A second action or resource as the two keyples are more productive working together.

Example:

It is Player A's turn. Player A plays a brown keyple into the light-green pig field. So the colours of the keyple and the field do not match.



Player B plays a keyple as a joiner in Player A's turn.

*Player A and Player B **both** receive 2 pigs each.*

If there is a colour match then both keyples are working in their area of expertise and both keyples will generate three actions or resources.

If a white keyple is the joiner it assumes the colour of the first keyple, *not* the colour of the field if that is different.

The rewards that *both* Players A *and* B get from Player B's keyple joining Player A's keyple on Player A's turn are summarised as follows:

If no colour match	2
If keyple and field colours match	3

End of season

1. Play continues until all players have played their keyper and *all* of their keyples.

After the last player with a keyper or keyple in their keyp at the *start of their turn* has played this, then all of the *other* player(s) have one more turn in which they can perform a *lay-down* action.

After the last player has played a keyper/keyple from their keyp all the other player(s) have one lay-down action.

Then in order:

2. If a player forgot to lay down any keyples that are on their **keyp tile** when they played their keyper, then they may lay their keyples down now and take their chosen resources.

3. Players now have the opportunity to display resources at the seasonal **fairs**.

   Each player received a **spring**, **summer** and **autumn fair tile** in the *set up*. These fairs can (only) be held once and in their respective seasons: , *or* .

   Players may also have obtained **winter fair tiles** from a country tile field on a country board. Each winter fair can be held once at the end of , *or* .

   To hold a fair, a player must display all of the resources required by the fair tile to the other players.

Spring fair. If the owner displays a sheep and a rock at the end of , then they will get 2 points at the end of the game.

   A single resource cannot be exhibited at more than one fair in the same season. If a player exhibits at more than one fair, and some of these require the same resource to be exhibited, then the player must have sufficient of that type of resource to display at each of the fairs simultaneously. Note: a player can exhibit the *same* resource at more than one fair if they are held in *different* seasons.

   If all of the required resources are displayed:

   (i) place the , *or* fair tile face up on that season's fairground space. (If a player does not have all the resources required then they discard the fair tile into the game box.)

   (ii) place a fair tile onto the fairground space for the season in which the fair was held, with the icon for that season face up. (If the fair has not been held by the end of , then the player should discard the fair tile into the game box.)

   If a player completed more than one fair in a season, then the fair tiles are stacked on the fairground space for that season.

   Resources exhibited at fairs are retained by the player and may be used in later seasons or kept for scoring purposes.

4. Next, players check that all of their **animals** are being housed in farm buildings on their player board. Up to a maximum of four animals may be kept on a farm tile if that type of animal is depicted on that farm tile. Without a corresponding farm tile an animal is returned to the general supply.

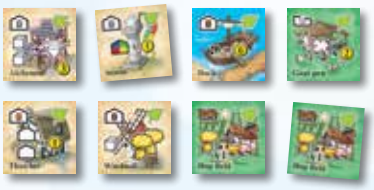
   Example right: In the unlikely situation that a player had 9 cows, 4 could be housed in the cow shed, 4 in the farmyard, but the ninth cow would wander off back to the general supply. (Note only 1 of the cows on the farmyard tile would score at the end of the game.)

5. Each player the retrieves their **keyper**, the **country board** their keyper was placed on and any **keyples** that were on that country board. The keyper and keyples are placed in the keyp on the player's player board together with any keyples on the player's **player board** and **keyp tile**.

   At the end of keep the visible side of the country board unchanged as this may need to be referred to for scoring purposes.

6. If it is the end of , go to *End of Game, page 9,* and ignore the rest of this section.

7. Place all of the **country tiles** that were on display at the end of the season (which is usually 8 tiles) onto a discard pile.



Example. These 8 country tiles are displayed at the end of . They are removed to form a new discard pile.

8. At the end of place all of the non-spring country tiles and the winter fair tiles into the cloth bag (if they have not already been placed there) and mix in the bag with the remaining tiles.

Start of next season

In order:

1. Draw a new set of **country tiles** from the bag so that 8 new tiles are laid out.

2. Shuffle the 6 **boat tiles**. Place 4 of these tiles, chosen at random, next to where the country boards will be placed, with the side showing that season's icon face-up. Place the remaining 2 boat tiles to one side. They will not be available during this new season.

E.g. In , 4 of the 6 boat tiles are chosen and placed so they are displaying the icon.

3. Players now select which fields to display on their **country board**.

The display must show the new seasons' icon or / (which is shown on the keyp field). Note that the and icons appear in the same keyp field and in those seasons both icons will be displayed.

The board must comprise of 15 fields (with the double sized river space counting as one field). See *Country boards, page 11*, for possible permutations.

All players reveal their country boards simultaneously and place these next to each other in the middle of the playing area.

4. If a player has more than 8 **keyples** (or 9 keyples in the two player game) then they choose a number of these to place *standing up* onto their **keyp tile** in order to reduce their team to 8 keyples (or 9 keyples in the two-player game).

E.g. The yellow player had 10 keyples at the end of the season and places 2 keyples onto their keyp tile.

5. The player who played the last keyple or keyper from their keyp on *their turn* in the previous season becomes the **start player** in the new season. (This is the player who did not get a lay-down action at the end of the previous season.)

End of game

The game ends at the end of the season. Each player then adds the points from their:

- shipping score track,
- farm tiles,
- village tiles, and
- fair tiles.

All resources and keyples can now be moved around freely and allocated to the building tiles for scoring purposes. Resources do not score points unless they are allocated to a building tile.

When scoring note the following:

(i) **Resources** and **keyples** can only be scored *once* each.

Example: the same gem *cannot* be scored by both the **prospector** and the **ring maker**.

(ii) **Building tiles** may be included in the scoring possibilities of *other* tiles more than once.

Example: the same building tile could be scored by the **drainage**, **pavements**, **statue**, **thatcher** and **village hall** tiles.

(iii) Each building tile which scores resources or keyples can be scored a *maximum of 4 times*. If more than 1 resource is required in order to score, then each *set* of resources required can be scored 4 times.

Examples:

An upgraded **farmyard** can score the maximum 8 points if a cow, horse, pig and sheep are on the tile.

Example: the yellow player had a cow, a sheep and 3 pigs. Only 1 of each animal can be scored in the upgraded farmyard, so yellow gets 6 points.

The upgraded **scrap dealer** can score 8 points if a total of 8 gems, finished goods, wheat and/or raw materials are allocated to this tile.

The upgraded **cluck cluck chicken house** can score 12 points if 4 chickens are on this tile.

Example: Uncle Wiggily has 5 chickens. Only 4 of these can be scored in the upgraded cluck cluck chicken house, so he gets 12 points.

The upgraded **goldsmith** can score 24 points if there are 4 emeralds, 4 gold and 4 sapphires on this tile.

Example: the owner of the goldsmith tile has 3 sets of the required gems, scoring 18 points.

(iv) All the completed **fair tiles** in a stack *are* scored at the end of the game, even if they are covered up.

(v) Building tiles that have been **overbuilt** are *not* scored.

The player who most effectively managed their economy and scored the **most points wins** the game.

If there is a tie, the tie is broken in favour of the player who has the most gems. If there is still a tie, the tie is broken in favour of the player who has the most finished goods, wheat, raw materials, deer, wild boar, goats, chickens, horses, cows, pigs or sheep, considering each resource in that order.

The player board

Each player has a player board in their own player colour, which is divided into the following areas:

The **dock**, with the shipping score track in order to record the shipping points earned during the game.

The **upgrade cost** of a **farm tile** is one raw material.

The **upgrade cost** of a **village tile** is one finished good.

The **farm** has 8 plots where farm tiles (only) can be placed.

The **village** has 12 plots where village tiles (only) can be placed.

The **keyp**. The keyples and keyper are placed in the keyp area before they are played so that they are clearly visible to all players.

The **fairground** has 4 plots, one for each season, where fair tiles for the fairs held in that season are placed.

There are four **stores**: one each for raw materials, wheat, finished goods and gems. There is no limit to the number of resources that can be kept in the stores.

Notes on resources

White icons represent 'any type' of raw material, finished good or gem.

Wheat can be used as a substitute for any raw material or finished good (but *not* a gem) that is represented by a white icon .

When raw materials or finished goods are represented by a three-coloured icon, any of the 3 types of raw materials or finished goods can be used, but *not* wheat.

A **finished good** can always be used as a **raw material** of the same type (including for exhibiting at the fairs).

There are 3 ways for a player to **convert** raw materials into finished goods. By using the:

(i) four home village tiles (**brickmaker**, **carpenter**, **scrapyard** and **stonemason)**,
(ii) **Key market** country tile and
(iii) convert fields on the country board. Note that the convert fields are *only* available in and .

If a player is using a field or building tile (e.g. **trading post**) to perform a 1:2 trade more than once, and they only have one resource of the required type, then they *may* always use a resource received from their first trade to provide a resource for a subsequent trade.

All resources are limited. If two players are obtaining resources on the same turn and the supply is likely to run out, then the player whose turn it is takes a resource first, then the joining player takes a resource, and they then continue alternating. A player does not receive anything in compensation if there are insufficient resources.

Trading between players is not allowed.

Missing pieces

Whilst the manufacturers make every effort to ensure that your copy of *Keyper* is complete and in good condition, the large volume of units and components means that occasionally errors will arise. In these circumstances please contact:

Service@GameSalute.com
or visit www.GameSalute.com/Replacements
if you acquired your copy of the game in North America.

rqbreese@gmail.com
if you acquired the game directly from *R&D Games* at the Spiel, Essen.

info@hutter-trade.com
or visit www.hutter-trade.com
if you acquired the game elsewhere in the world.

Country boards

The country boards are the main source of resources, country tiles and building actions.

At the beginning of , and players have the opportunity to manipulate one of the boards to choose a display of fields that best meets their objectives.

The chosen display must contain 15 fields (counting the double-sized river space as one field), including the keyp field showing the season icon for the new season.

In each season there are four unique ways to display the fields on a country board. (Note the two lay-outs on the far right for and display the same fields.) The sides available for the and seasons are the same.

To assist identification, each coloured field also has a icon in the corner of the field's coloured border: , , , , , or . (If you are playing the Keyper Character Edition, you will see that the character keyples also carry the same tools, which may assist colour-blind players).

Using the country boards

In order to gain the resources, country tiles and building actions offered by the fields on the country boards, keyples are played onto those **fields**. See *A player's turn, page 4* for details.

Player's place any resources obtained on their player board. Animals are placed in the farm and can wander around freely during a season, however they must be housed on a tile that depicts that type of creature at the end of the season or they are lost. Other resources: raw materials, wheat, finished goods and gems, are placed in the relevant store for that type of resource.

Note that not all resources are available from the *country boards* in each season. For example there are no chickens available in and there are no gem fields available in or . *See the table on page 12* for full details.

Country boards continued

The table below details the actions and resources that are generated from each type of field, depending on whether a keyple is played on its own, whether there is a joiner and whether there are any keyples laid down.

The colour of each field type is identified, together with the seasons in which it is possible to choose that type of field. Some field types on the country boards are mutually exclusive.

The table is for reference as required. Players do *not* need to absorb this table before playing the game!

Keyple / keyple plus joiner				1*				
Keyple + existing keyple laid down								
Lay down(s) *(Only if no keyper or keyples left)*								
Does the keyple colour match the field colour?					✗	✓	✗	✓
Field name/colour		Available	Tile image					
Keyp					Only a keyper can be placed in the keyp.			
Clay								
Logs								
Rocks								
Chickens		3+						
Cows								
Deer								
Goats		3+						
Horses								
Pigs								
Sheep								
Wheat								
Wild boar								
Emeralds								
Gold								
Rubies								
Sapphires								
Country tile				2				
Convert clay to bricks					x 1	x 2	x 2	x 3
Convert logs to wood					x1	x2	x2	x3
Convert rock to stone					x1	x2	x2	x3
Trade raw materials				3	x1	x2	x2	x3
Trade finished goods				3	x1	x2	x2	x3
Build				4				
Discount build				4	(= /) x1	(= /) x1	(= /) x2	(= /) x2
Upgrade				5				
Boat				6				

* The notes to country board table are on pages 13 and 14.

Country boards continued – notes to table on page 12

1. A **joiner** receives the same number of actions or resources as the player whose turn it is.

2. **Country tiles** (including winter fair tiles). Obtaining and exploiting the country tiles is key to assisting players in devising a strategy and successful game-play!

   Country tiles are obtained from the country tile field. Note it does not cost anything to obtain a country tile, only to build it. *See Building, note 4. below.* The country tile(s) selected are placed by the side of the player board.

   The country tile field does not have a coloured border, so a single keyple will only get one country tile. However, if there is a joiner, both keyples will get 2 country tiles. The player whose turn it is gets the 1st and 4th choices and the joiner gets 2nd and 3rd choices.

   After a player and any joiner have taken their country tiles, replenish with tiles from the bag so that there are again 8 displayed. The only exception is that if taking country tiles was the last action of a season, then the tiles are not replenished.

   If during all of the tiles have been drawn and the bag is empty, place all of the country tiles from the stacks set aside during the *Set up* into the bag. If the bag is emptied at any time during , or , then the bag is immediately re-filled with the country tiles from the discard stack.

   The 8 country tiles are displayed so that the initial side, showing the building cost, is visible. **Winter fair tiles** are displayed with the icon of the current season face up. The icon is on both sides of these tiles. In display the side of the fair tile with the and icons showing.

3. **Trading 1 for 2** raw materials or finished goods. A player may use one of the resources received from the first trade in a second or subsequent trade.

4. **Building**

   A player must already possess the building tile they wish to build. Either one of their home tiles or a building tile obtained from a country tiles field. *See Country tiles, note 2 above*.

   A player places the building tile to be built on the chosen plot on their player board with the initial side face up. The tile can be built by playing a keyple onto:

   (i) an orange **build field** on a **country board**,
   (ii) a **discount build field** on a **country board**.
   (iii) the **builder tile**,
   (iv) the **farm labourer tile** (farm buildings only), or
   (v) the **building tile that is being built**, which is placed on the chosen plot on the player's player board. The advantage of this option is that the player gets to keep the keyple. The disadvantage is that it uses one of the opportunities to use that tile during the season and also that no other player can join in on the build action. (Note, if this keyple is subsequently laid down on a later turn it could be used to upgrade or activate the tile.)

   (i) (ii) (iii) (iv)

4. **Building** continued

   The player must pay the build cost as shown on the building tile or as modified under (ii), (iii) or (iv) above. Note however that (excluding the **farm labourer**) there is *always* a *minimum cost of one resource* when building a building tile using a discount.

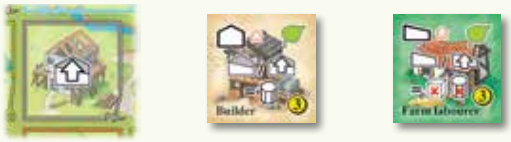
   Then place tile to be built and pay cost.

5. **Upgrading building tiles**

   A building tile that has already been played onto the player's own player board can be upgraded by playing a keyple onto:

   (i) a grey **upgrade field** on a **country board**,
   (ii) the **upgraded builder tile**,
   (iii) the **upgraded farm labourer tile**, or
   (iv) The **building tile** on the player's player board **that is being upgraded.**

   (i) (ii) (iii)



   The player must pay the upgrade cost as shown on the player board *(see page 10)* or as modified by (ii) or (iii) above. The upgraded tile is turned over to reveal the upgraded side.

   Cost of upgrading a farm building tile is one raw material or wheat.

   Cost of upgrading a village building tile is one finished good or wheat.

   A building tile can still be upgraded if there is a keyple already on the building.

6. **Boat tiles**

   When a player wants to play on a river space, they select the boat of their choice from those that are still available. They place the boat on their preferred river space and then place their keyple on the boat tile.

   A keyple normally has one action on a boat . If the keyple is light-blue or white, it matches the light-blue colour of the river space and the keyple has two boat actions . If there is a joiner, then both the keyple *and* the joining keyple have a third boat action .

Country boards continued

6. Boat tiles continued

For each boat action a keyple may:

(i) **work on the boat**. Then they receive a resource of a type depicted on the boat from the general supply (if available), or

(ii) **sell a resource**. Return a resource depicted on the boat to the general supply and receive 2 points. Record these points immediately on the shipping score track on the player's player board. (These are the only points recorded on the score track during the game.)

A keyple cannot receive a resource *and* sell the *same type* of resource on the same turn.

Fair tiles

During the *Set up*, each player receives a , and **fair tile**. These tiles are kept face down (with the tent and season icon only showing) on the fairground spaces on the player's player board *(see right)* until the fairs can be held.

The front of these tiles *(see below)* depicts the resources that must be exhibited in order to hold the fair at the end of the season.

(Hint: In the relevant season, temporarily place the resources to be displayed at the end of season fair onto that season's tiles as a reminder not to spend them before the fair is held!)

In addition there are 8 **winter fair tiles** which can be obtained (when available in the display of 8 country and winter fair tiles) from the country tile field on the country boards.

It is suggested that the winter fair tiles are kept to the left of the player's player board (with the home and country tiles) until the required resources are displayed at an end of a season fair.

The small gem icons in the left corner of the / side of the winter fair tiles are for reference only, in order to identify the gem requirement on the other (/) side of the tile.

The fairs shown on the winter fair tiles can be held in or (for 4 points) or in or (for 6 points), depending on which resources are exhibited.

See also *End of season, note 3, page 8.*

Building tiles

Tile lay out

Each building tile follows the same lay out.

The building icon in the top left indicates the type of building tile: farm or village , **home** (player colour) or **country** (white).

The **spring** country tiles also show a icon.

The building tile also identifies the **point**-scoring opportunities (see the gold coin icons), actions and/or resources available from the tile.

The initial side shows the build cost within the building icon, the upgraded side shows a plain icon.

The **tile name** is at the bottom of the tile.

A icon at the top of the tile denotes that a keyple must be placed (or laid down) on the tile to activate it. *(See page 15 opposite.)*

Acquiring building tiles

Each player starts the game with the same set of **12 home tiles** *(see Set up, note 11, page 3)*. The **country tiles** are obtained during the game by placing a keyple on a country tile field on one of the country boards *(see Country boards, note 2, page 13)*.

It is recommended the player's unbuilt tiles are kept to the left of the player's player board with the side showing the cost of the building face up.

Building a building tile

To score points a building tile must have been built on the player's player board. *(See Country boards, note 4, page 13.)*

Farm tiles must be built in the farm. Village tiles must be built in the village. A player is allowed to connect the sides of village tiles depicting a river to the land side of another building tile. There is no requirement to connect the sides of village tiles that depict a river. Building tiles are always placed same way up, with the name of the tile at bottom. Building tiles cannot be repositioned or rotated once they have been placed on the player board.

If it becomes an issue, then when two players are both building or upgrading (one player having joined the other) the players decide on what they are building, one building at a time, starting with the player whose turn it is and then alternating.

Upgrading building tiles

Building tiles, once built, can be **upgraded**. *(See Country boards, note 5, page 13.)*

Overbuilding building tiles

Players *are* allowed to build over existing building tiles and the build cost will remain the same. Each building tile can only be overbuilt once. Place the new building tile on top of the original building tile. Do not discard the building tile underneath.

Building tiles continued

Overbuilt building tiles are no longer operational (unlike any stacked fair tiles), do not score points at the end of the game and are *not* scored by other tiles, e.g. by the **drainage**, **pavement**, **statue** or **thatcher** tiles.

A player can overbuild a building tile even if there is a keyple on the tile being overbuilt. Temporarily remove and then replace the keyple onto the new tile. If desired, that keyple can then be laid down on a subsequent turn in order to take the action or production offered by the new tile or upgrade the new tile.

Building tiles in detail

Each player receives 12 home tiles in their player colour in the *Set up*: 6 **farm tiles** and 6 **village tiles**.

Each building tile has two sides. An initial side that shows the build cost within the building icon and an upgraded side which shows a plain building icon .

When a red-outlined white keyple icon is shown after the tile name in these rules (and after the building icon at the top of the building tile), it denotes that a keyple must be placed on the tile to activate it. Other tiles do not need to be activated.

Farm tiles

Cow shed. Up to 4 cows can be housed in the cow shed. At the end of the game each cow housed in the cow shed scores 1 point, or 2 points if the cow shed has been upgraded. (Maximum 4 points, 8 points if the tile is upgraded).

Pig sty. Up to 4 pigs can be housed in the pig sty. At the end of the game each pig housed in the pig sty scores 1 point, or 2 points if the pig sty has been upgraded. (Max. 4/8 pts.)

Sheep shelter. Up to 4 sheep can be housed in the sheep shelter. At the end of the game each sheep housed in the sheep shelter scores 1 point, or 2 points if the sheep shelter has been upgraded. (Max. 4/8 pts.)

Stable. Up to 4 horses can be housed in the stable. At the end of the game each horse housed in the stable scores 1 point, or 2 points if the stable has been upgraded. (Max. 4/8 pts.)

Farmyard. Any 4 of the following animals can be housed in the farmyard: cow, horse, pig and sheep. E.g. 3 cows and 1 pig. At the end of the game each different type of these 4 animals in the farmyard scores 1 point, or 2 points if the farmyard has been upgraded. (Max. 4/8 pts.)

Paddock. Any 4 of the following animals can be housed in the paddock: chicken, deer, goat and wild boar. E.g. 1 goat and 2 wild boar. At the end of the game each different type of these 4 animals in the paddock scores 1 point, or 2 points if the paddock has been upgraded. (Max. 4/8 pts.)

Village tiles

Brickmaker. The brickmaker converts 1 clay (orange raw material) into 1 brick (orange finished good). If the brickmaker has been upgraded then the brickmaker converts 1 clay into 2 bricks and the brickmaker tile is worth 5 points at the end of the game.

Carpenter. The carpenter converts 1 log (brown raw material) into 1 wood (brown finished good). If the carpenter has been upgraded then the carpenter converts 1 log into 2 wood and the carpenter tile is worth 5 points at the end of the game.

Stonemason. The stonemason converts 1 rock (grey raw material) into 1 stone (grey finished good). If the stonemason has been upgraded then the stonemason converts 1 rock into 2 stone and the stonemason tile is worth 5 points at the end of the game.

Scrapyard. The scrapyard converts 2 raw materials of any type (clay, log or rock) into 1 finished good of any type (brick, stone or wood). If the scrapyard has been upgraded then the scrapyard converts 1 raw material of any type into 1 finished good of any type and the scrapyard tile is worth 3 points at the end of the game.

Drainage. This tile is worth 1 point at the end of the game plus 1 point for each *village* (not farm) tile positioned diagonally from the drainage tile. (Gaps are allowed.) If the drainage tile has been upgraded then the tile is worth 2 points at the end of the game, plus 2 points for each village tile positioned diagonally from the drainage tile. (Max. 5/10 pts.)

Examples:

Drainage (see above)

5 points

Pavements (see below)

10 points (upgraded)

Pavements. This tile is worth 1 point at the end of the game plus 1 point for each *village* (not farm) tile positioned orthogonally from the pavements tile. (Gaps are allowed.) If the pavements tile has been upgraded then the tile is worth 2 points at the end of the game, plus 2 points for each village tile positioned orthogonally from the pavements tile. (Max. 6/12 pts.)

In addition to the **home building tiles** (farm and village) there are **country building tiles** which can be obtained from the country tile field on the country board.

Building tiles continued

Spring country tiles. The country tiles have a icon on the top right of the tile. All of the tiles are placed in the cloth bag at the beginning of the game.

Alchemist. The alchemist tile converts 2 raw materials of any type into 1 gem of any type and is worth 3 points at the end of the game. If the tile has been upgraded then it converts 1 raw material of any type into 1 gem of any type and is worth 5 points at the end of the game.

Barn. This tile is worth 1 point for each farm building tile in the farm on the player's player board at the end of the game (including the barn). If the barn tile has been upgraded then the tile is worth 2 points for each *upgraded* farm building tile in the farm at the end of the game, but no points for any farm building which is not upgraded. (Max. 8/16 pts).

Boarding house. If there is a village (*not* a farm) tile built on the left or the right of the boarding house, then each of these scores 2 points at the end of the game. If the boarding house is upgraded, then village (*not* farm) tiles built on all sides of the boarding house score 2 points each. (Max. 4/8 pts.)

Builder. The builder enables any building tile to be built at a cost of 1 finished good. (The build cost shown on the tile being built is irrelevant.) If the builder has been upgraded then the builder can be used to build or upgrade any building tile at a cost of 1 finished good or wheat. The upgraded tile is worth 3 points at the end of the game.

Building plot. Once the building plot has been built, a building can be built at no cost on the plot to the right of the building plot (even on the same turn that the building plot is built if the player has 2 build actions). To build onto that plot a build action *(see Building, note 4, page 13)* must still be used, but the build *cost* on the tile being built is ignored. The tile is worth 1 point at the end of the game. If the building plot is upgraded, then 2 more buildings can be built at no cost, 1 in each of the plots above and below the building plot, and the upgraded tile is worth 3 points at the end of the game. (Reminder: building tiles cannot be rotated.)

Cluck cluck chicken house. Up to 4 chickens can be housed in the cluck cluck chicken house. At the end of the game each chicken housed in the cluck cluck chicken house scores 2 points, or 3 points if the cluck cluck chicken house has been upgraded. (Max. 8/12 pts.)

Dock. The dock tile will give an additional 6 points at the end of the game if the owner of the tile has scored 20 shipping points during the game. If the tile has been upgraded then it will give 12 points at the end of the game if the owner has scored 30 shipping points (but will no longer get the 6 points if more than 20 but fewer than 30 points have been scored).

Farm labourer. The farm labourer tile enables any farm building tile to be built at no cost. (The build cost shown on the tile being built is irrelevant.) If the farm labourer tile has been upgraded then it can be used to build or upgrade any farm building tile at no cost. The upgraded tile is worth 3 points at the end of the game.

If a second action is generated on the upgraded farm labourer, e.g. when a joiner joins an existing keyple, then the 2 keyples may perform different actions, for example one may perform a build action and the other an upgrade action. They could even build and upgrade the same building.

The farm labourer tile can be used to build over itself, but it cannot be used again afterwards.

Gem dealer. The gem dealer tile converts any 1 gem into 1 gem of any type. If the gem dealer tile has been upgraded then it converts 1 gem into 2 gems of any type (including the same type) and the tile is worth 3 points at the end of the game.

Goat pen. The goat pen tile can house up to 4 goats. At the end of the game each goat housed in the goat pen scores 2 points, or 3 points if the goat pen tile has been upgraded. (Max. 8/12 pts.)

Hop field. The hop field tile converts 1 wheat into 1 animal of any type. If the tile has been upgraded then it converts 1 wheat into any 2 animals. The upgraded tile is worth 3 points at the end of the game. The hop field can hold up to 4 animals of any type (as all the animals are depicted in the tile).

Jewel cutter. The jewel cutter tile converts 1 stone into 1 gem of any type. If the jewel cutter tile has been upgraded then it converts 1 stone into 2 gems of any type and the tile is worth 3 points at the end of the game.

Livestock market. The livestock market tile converts 1 animal into 1 animal of any type. If the livestock market tile has been upgraded then it converts 1 animal into any 2 animals (including the same type). The upgraded tile is worth 1 point at the end of the game. The livestock market can hold up to 4 animals of any type (as all the animals are depicted in the livestock market tile).

Oast house. The oast house tile scores 4 points at the end of the game if all of the 8 plots in the owner's farm contain a building tile. If the oast house tile has been upgraded and all of the 8 plots in the owner's farm contain a building tile, then the oast house tile scores 8 points at the end of the game.

Building tiles continued

Seafarer. Every time the owner of the seafarer tile plays on a boat tile (including as a joiner) the player receives 1 shipping point. If the seafarer tile has been upgraded, then every time a player plays on a boat tile the player receives 2 shipping points. These points are recorded immediately on the shipping score track. In addition the upgraded seafarer tile is worth 3 points at the end of the game.

Note that if a joiner is played onto a boat tile where there is an existing keyple (which is then laid down), or two keyples are laid down in a lay-down action, then this still counts as one boat action and scores 2 points, not 4 points.

Shipping agent. When the owner of the shipping agent tile sells 2 resources to a boat they receive 1 extra point. If the shipping agent has been upgraded then the owner gets 1 additional point for every resource they sell to a boat. The upgraded shipping agent tile is worth 3 points at the end of the end of the game.

Statue. The owner gets 1 point for each home village (*not* farm) tile they have built in their village. If the statue is upgraded then the owner gets 2 points for each upgraded home (*not* farm) village tile (but no points for any home village tiles that are not upgraded). (Max. 6/12 pts.)

Thatcher. The owner gets 1 point for every 2 village (*not* farm) tiles that they have built in their village (including the thatcher). If the thatcher tile is upgraded, then the owner gets 1 point for each upgraded village (*not* farm) tile (but no points for any village tiles that are not upgraded). (Max. 6/12 pts.)

Trading post. The trading post allows the owner to exchange 1 raw material of any type into 2 raw materials of any type, *or* to exchange 1 finished good of any type into 2 finished goods of any type. If the trading post tile has been upgraded then it allows the owner to exchange 1 raw material of any type into 2 raw materials of any type *and* to exchange 1 finished good of any type into 2 finished goods of any type. The upgraded trading post tile is worth 3 points at the end of the game. Note that wheat cannot be used in trades at the trading post.

Village hall. If all of the 12 plots in the owner's village have been built on, then the village hall tile scores 6 points. If the village hall tile has been upgraded and all of the 12 plots in the owner's village have been built on, then the village hall tile scores 12 points.

Windmill. The windmill tile converts any 1 raw material into 2 wheat. If the windmill is upgraded then at the end of the game each wheat, up to a maximum of 4, held in the windmill scores 2 points. (Max. 8 pts.)

The following **country tiles** are *not* spring country tiles and do *not* have a icon on the top right of the tile. At the beginning of the game these tiles and the winter fair tiles are stacked together. They are placed in the cloth bag at the end of , or earlier if the bag is emptied.

Boatman. The owner scores 1 point for each light-blue keyple that they have at the end of the game. If the boatman tile is upgraded then the owner scores 2 points for each light-blue keyple. Note that white keyples can count as any colour of keyple and that the maximum number of keyples that can be scored is 4. (Max. 4/8 pts.)

Bracelet maker. The tile owner scores 4 points for each emerald and sapphire pair that they allocate to the bracelet maker, up to a maximum of 4 pairs. (The ruby icon in the bottom right of the tile shows that this gem is the third type required for scoring on the upgraded side.) If the tile is upgraded then the owner scores 6 points for each emerald, ruby and sapphire set that they allocate to the bracelet maker, up to a maximum of 4 sets. (Max. 16/24 pts.)

Bricklayer. The tile owner scores 1 point for each orange keyple that they have at the end of the game. If the bricklayer tile is upgraded then the owner scores 2 points for each orange keyple. Note that white keyples can count as any colour of keyple and that the maximum number of keyples that can be scored is 4. (Max. 4/8 pts.)

Brickyard. The owner scores 1 point for each brick (orange finished good) that the player has at the end of the game, up to a maximum of 4 bricks. If the tile is upgraded then the owner scores 2 points for each brick, up to a maximum of 4 bricks. (Max. 4/8 pts.)

Copse. The copse tile converts 1 wood into 1 of the following animals: chicken, deer, goat or wild boar. If the copse has been upgraded then the tile converts 1 wood into any 2 of the following animals: chicken, deer, goat or wild boar. The upgraded tile is worth 3 points at the end of the game. The copse can hold up to 4 of the animals of depicted on the copse tile.

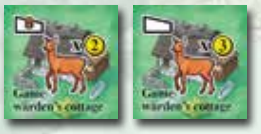
Emporium. The tile owner scores 4 points for each ruby and sapphire pair that they allocate to the emporium, up to a maximum of 4 pairs. (The gold icon in the bottom right of the tile shows that this gem is the third type required for scoring on the upgraded side.) If the emporium is upgraded then the owner scores 6 points for each gold, ruby and sapphire set that they allocate to the emporium, up to a maximum of 4 sets. (Max. 16/24 pts.)

Entertainer. The tile owner scores 1 point for each season in which they held one or more fairs. If the tile is upgraded the owner scores 2 points for each season in which they held one or more fairs. (Max. 4/8 pts.)

Building tiles continued

Farmer. The tile owner scores 1 point for each light-green keyple that they have at the end of the game. If the farmer tile is upgraded then the owner scores 2 points for each light-green keyple. Note that white keyples can count as any colour of keyple and that the maximum number of keyples that can be scored is 4. (Max. 4/8 pts.)

Farmer's cottage. The tile owner scores 1 point for the each light-green-bordered field that is on the country board that the player claimed at the end of . If the farmer's cottage has been upgraded, the owner scores 3 points for each light-green-bordered field on the country board that the player claimed. (Max. 3/9 pts.)



Game warden's cottage. The game warden's cottage tile can house up to 4 deer. At the end of the game each deer housed by the game warden's cottage scores 2 points, or 3 points if the tile has been upgraded. (Max. 8/12 pts.)

Gem merchant. The tile owner scores 4 points for each emerald and gold pair that they allocate to the gem merchant, up to a maximum of 4 pairs. (The ruby icon in bottom right of the tile shows that this is the third type of gem required for scoring on the upgraded side.) If the tile is upgraded then the owner scores 6 points for each emerald, gold and ruby set that they allocate to the gem merchant, up to a maximum of 4 sets. (Max. 16/24 pts.)

Goldsmith. The tile owner scores 4 points for each gold and sapphire pair that they allocate to the goldsmith, up to a maximum of 4 pairs. (The emerald icon in bottom right of the tile shows that this is the third type of gem required for scoring on the upgraded side.) If the tile is upgraded then the owner scores 6 points for each emerald, gold and sapphire set that they allocate to the goldsmith, up to a maximum of 4 sets. (Max. 16/24 pts.)

Hunter's lodge. The hunter's lodge tile can house up to 4 wild boar. At the end of the game each wild boar housed by the hunter's lodge scores 2 points, or 3 points if the hunter's lodge tile has been upgraded. (Max. 8/12 pts.)

Jeweller. The tile owner scores 4 points for each emerald and ruby pair that they allocate to the jeweller, up to a maximum of 4 pairs. (The sapphire icon in bottom right of the tile shows that this is the third type of gem required for scoring on the upgraded side.) If the tile is upgraded then the owner scores 6 points for each emerald, ruby and sapphire set that they allocate to the goldsmith, up to a maximum of 4 sets. (Max. 16/24 pts.)

Key market. The key market tile converts any 2 of the following resources: finished goods, gems and raw materials (including wheat) into any 1 resource of those same types. With no upgrade the tile is worth 3 points at the end of the game. If the tile has been upgraded then the it can convert 1 of those same resources into any 1 type of those same resources. The upgraded tile is worth 5 points at the end of the game.

Kiln. The tile owner scores 2 points for the each orange-bordered field that is on the country board that the player claimed at the end of . If the tile has been upgraded, the owner scores 4 points for each orange bordered field that is on the country board that the player claimed. (Max. 4/8 pts.)

Log cabin. The tile owner scores 1 point for the each brown-bordered field that is on the country board that the player claimed at the end of . If the tile has been upgraded, the owner scores 3 points for each brown-bordered field that is on the country board that the player claimed. (Max. 3/9 pts.)

Lumberjack. The tile owner scores 1 point for each brown keyple that they have at the end of the game. If the tile is upgraded then the owner scores 2 points for each brown keyple. Note that white keyples can count as any colour of keyple and that the maximum number of keyples that can be scored is 4. (Max. 4/8 pts.)

Merchant. The tile owner scores 3 points at the end of the game. If the tile is upgraded then the owner may undertake an additional boat action each time they use a boat tile. E.g. if the owner uses a light-blue keyple on a boat and there is a joiner, then the owner may undertake 4 transactions, subject to the usual boat rules *(see Country boards, note 6, page 13)*.

Mine. The tile owner scores 1 point for the each black-bordered field that is on the country board that the player claimed at the end of . If the tile has been upgraded, the owner scores 2 points for each black-bordered field that is on the country board that the player claimed. (Max. 4/8 pts.)

Open pit. The tile owner scores 1 point for the each grey-bordered field that is on the country board that the player claimed at the end of . If the tile has been upgraded, the owner scores 3 points for each grey-bordered field that is on the country board that the player claimed. (Max. 3/9 pts.)

Prospector. The tile owner scores 1 point for each gem (of any kind) that they allocate to the prospector tile at the end of the game, up to a maximum of 4 gems. If the tile is upgraded then the owner scores 2 points for each gem allocated to the prospector, up to a maximum of 4 gems. (Max. 4/8 pts.)

Building tiles continued

Quarryman. The tile owner scores 1 point for each grey keyple that they have at the end of the game. If the tile is upgraded then the owner scores 2 points for each grey keyple. Note that white keyples can count as any colour of keyple and that the maximum number of keyples that can be scored is 4. (Max. 4/8 pts.)

Ring maker. The tile owner scores 4 points for each gold and ruby pair that they allocate to the ring maker, up to a maximum of 4 pairs. (The emerald icon in bottom right of the tile shows that this gem is the third type required for scoring on the upgraded side.) If the tile is upgraded then the owner scores 6 points for each emerald, gold and ruby set that they allocate to the ring maker, up to a maximum of 4 sets. (Max. 16/24 pts.)

Scrap dealer. The tile owner scores 1 point for every 2 of the following resources allocated to the scrap dealer at the end of the game: finished goods, gems, raw materials and wheat, up to a maximum of 8 resources. If the tile has been upgraded then the owner scores 2 points for every 2 of the resources up to a maximum of 8 resources. (Max. 4/8 pts.)

Stoneyard. The tile owner scores 1 point for each stone (grey finished good) that the player has at the end of the game, up to a maximum of 4 stones. If the tile is upgraded then the owner scores 2 points for each stone, up to a maximum of 4 stones. (Max. 4/8 pts.)

Timberyard. The tile owner scores 1 point for each wood (brown finished good) that the player has at the end of the game, up to a maximum of 4 wood. If the tile is upgraded then the owner scores 2 points for each wood, up to a maximum of 4 wood. (Max. 4/8 pts.)

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Quick rules

	Page	Note
To **set up** place the following in the *centre* of the playing area:		
• 1 **country board** per player set to and showing the applicable player number icons	2	1
Nearby place:		
• 8 **spring country tiles** (/+) drawn from the bag	2	2
• 4 of the 6 **boat tiles** set to	2	4
and the general supplies of:		
• **raw materials**	2	5
• **wheat**	2	5
• **finished goods**	2	5
• **animeeples**	2	5
• **gems**	2	5
Place the **winter fair tiles** and remaining **country tiles** to the side for use later in the game.	2	3
Each player receives the following in their player colour:		
• 1 **player board**	2	6
• 12 **home tiles** (6 x , + 6 x)	3	11
• 1 **keyper**	2	8
• 2 **scoring markers**	3	10
They also receive:		
• 1 **keyp tile**	2	7
• 8 **keyples** (9 in the two player game + /)	2	9
• 3 **finished goods**	3	12
• 3 **fair tiles**	3	13
The game is played over 4 seasons.	4	
*On their **own turn** a player may:*		
• play their *keyper* onto a country board keyp	4	1
• play a *keyple* on any country board –	4	2a
ask for *joiners* if the field is empty	5	2b
• play a *keyple* onto a building tile on their player board	4	2a
• if they have no keyples or keyper, they may *lay down* a keyple so that it works for a second time	6	3
*On **another player's turn***, if that player has played onto an empty *field*, one other player may play a keyple as a joiner.	7	4
The **number of actions** or resources generated by a keyple are as follows:		
• if it is *on its own*, 1 action or resource	12	See table p.12
• if it is *joined by another player's keyple*, 2 actions or resources	12	
• if it *joins an existing keyple*, lay down the existing keyple and gain 2 actions or resources	12	
• if there is a *colour match* on a field, 1 additional action or resource	12	
A **season ends** after the last player plays a keyple/keyper and after all the other players have subsequently had one lay-down action. At the end of a season players:	8	1
• exhibit at the fairs	8	3
• house any animals	8	4
• claim a country board and retrieve their keyples and keyper	8	5
At the **start of the next season players**:		
• draw new country tiles	9	1
• replace the boats	9	2
• select a side of their country board	9	3
• place any keyples in excess of 8 (9 if) in their keyp	9	4
The last player who played a keyple/keyper in the previous season becomes the new **start player**.	9	5
The game finishes after the fairs. At the **end of the game** add the points from the shipping score track, farm tiles, village tiles and fair tiles. The player with the most points wins the game!	9	

Quick reference

The keyps can be found in three locations:

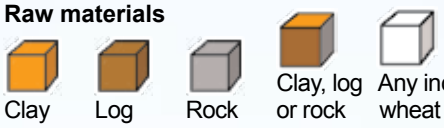
Country board field icons.

Key icons:

Seasons

Gems

Raw materials



Finished goods

Building tiles