

Populate

1

2 3 4
1 2 ↑

Both slots need to be filled.
Add X on the ↑ where the die was put.

Pray tell, whose spring have you lived?
And who has tousled your dark hair?
— Antonín Sova

A basic **action card** every player has. It can be activated once per turn. Via drawing and playing cards, players lay down more action cards and their possibilities of using the workers grow; moreover, the player begins the game with 3 cards, some of which can be action cards.

- 1 The slots for the villagers. Normally, you can choose how many to put there, the more there are, the faster the die generated by the card rotates and the job is finished faster.
- 2 The price you need to pay for **activating** the card, here it is 1 food. Each player can have at most 10 food and 10 wood, starting with 5 of each.
- 3 What number will the die be facing up; at the beginning of player's turn, each die rotates by as many points as there are villagers on it. In this case, in one turn, the two villagers required to be put here will rotate the die to zero, so X will be added on the beginning of the round after the activation.
- 4 The place where the die must be put, in this case any house.
- 5 X means the number of players; it is used so that the game scales better.



Water engineering

1

Enhancement – Sowing
↳ 4, at least on 1

Water has its hair loose
Protect this water
Do not let the ancient mirror
lose the sight of stars
— Jan Skácel

Dice on water tiles rotate by 1 more point.

Enhancement cards are drawn from the deck and then played under already controlled **action cards**, so that only the bottom is showing. The bottom text is always somehow altering the text of the enhanced card.

- 1 This tells the player which card can be enhanced. Sometimes it can be any action card, sometimes the enhancement only works for one of the basic cards every player has since the beginning.
- 2 After this symbol, the price for **playing**, not activating, the card is listed. In this case it is 4 wood.
- 3 Some cards have prerequisites in a form of "At least YZ", most often tied to the yellow symbol of culture. If not explicitly stated otherwise, you can never play a card for which you do not have enough culture.



Sudden yield

Event
↳ 3
Harvest from up to all.

Hastily for the reapers she cries
let the fields taste the scythe,
for in the forest-clad hillsides
weird omens have crossed my sight.
— Adolf Heyduk




Event cards usually have one-time effect for a certain price and are discarded immediately. In this case, for 3 wood, you can harvest food from up to all fields.



Spring fairs

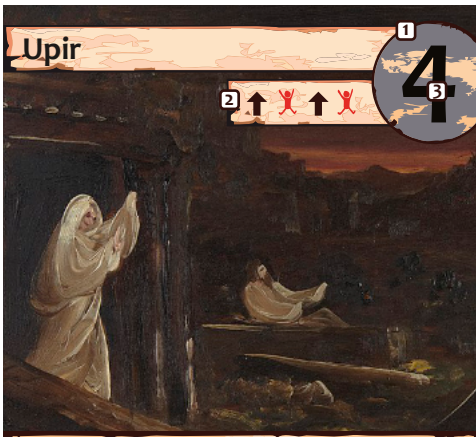
A **progress card** shows how to generate culture without any special cards. Two are drawn or selected at the beginning of the game.

Once your culture exceeds 4, you raise the well-being of the village instead. These cards are usually the main source of culture/well-being.

Every turn, you can spend up to 3  to put them on this card. Once 3X  are here, everyone's  rises by 1.



*Fair-bound was the miracle
came from far away lands
They had a bear in a manacle
and daggers in their hands.*

– Vítězslav Nezval



Upir



For every 2  at the graveyard move one additional  from any tile there.

*Lovely night, clear, bright — at this hour
The dead rise up to devour,
Ever so fast, ever so near —
Still my dear 'you without fear?*

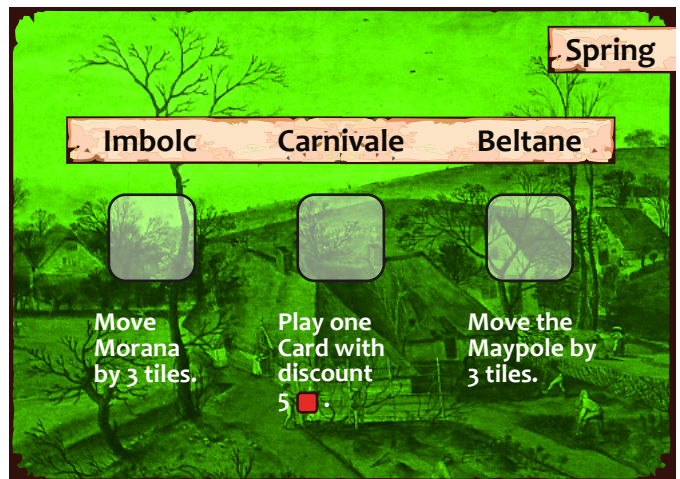
– Karel Jaromír Erben

Morana cards show various disasters Morana uses to make the villagers' life miserable, ranging from mundane taxes to supernatural beings.





1 The cards in the drawing deck have colourful backs. After every player, Morana comes into play and activates a card according to the colour of the topmost card on the drawing deck.

2 Morana will move two tiles in this direction, moving the villager she encounters to the graveyard. During her whole turn, including potential disaster, Morana can only move as many villagers to the graveyard as there was at the start of her turn, so gradually, she becomes stronger and stronger.

3 Each time the card is activated, one token is added on it. Once the number of the tokens corresponds with this number, they are removed and the text on the card is resolved.



Endgame scoring

1. -0,5 for every open side of unfinished forest tile.
 2. +1 for every tile of the smallest closed forrest.
 3. -1 for every open end of a river
 4. +1 for every tile of the shortest closed river
 5. -1 for every  standing alone.
 6. +1 for every  in the smallest group of .
 7. -0,5 for every  in the graveyard.
- The points are rounded up.

At the beginning of each season-round of the game, the players choose from one of the folk festivals which yield bonuses for the round, resolved either immediately or valid for the whole round. In winter, players do not take their turns, but choose one of winter's perils, each only once per game.

At the end, there is a traditional euro-style scoring where the players not only get well-being points, but also lose a lot of them if they have not juggled all of the village life properly.