



## Themed Tiles

Designed by Tony Boydell



### AGRICOLA

This tile features a farm and two scrolls. The road ends at the entrance to the pasture. At the end of the game, the first scroll provides 1 VP for each set of cattle and sheep in your clan territory; the animals need not be on the same tile for this. (In other words, you get 1 VP for each animal of the type you have the least of.) At the end of the game, the second scroll provides 1 VP for each completed pasture area in your clan territory (*including the depicted pasture on the tile*). The animals depicted on this tile do not count.



### CAVERNA

The road ends at the cave entrance. **At the start** of each income phase, you get 1 VP (instead of a coin) if the depicted whisky barrel is connected to your castle via roads, even before you would get additional coins due to your position on the VP track.



### SNOWDONIA

This tile features a normal whisky barrel as well as roads going in three directions. The depicted mountain railway track does not serve any game-mechanical purpose.



### LE HAVRE

This tile features a lighthouse, two ships, and a whisky barrel. The latter provides 1 coin of income in rounds 1 and 2, as usual, if it is connected to your castle via roads. From round 3 on, the whisky barrel provides 2 coins of income; mark this by placing a coin from the general supply on the indicated space.



### COSTA RICA

The front side ("1-3") features a sheep and a toucan. (The toucan does not serve any game-mechanical purpose.) The back side ("4+") features two sheep and one cattle. The depicted jungle is considered a completed area.



### THE COLONISTS

The front side ("1-3") features a farm and a ship. The back side ("4+") features a farm, a broch, and a lighthouse, but no ship.

#### Double-sided Tiles

When you purchase a double-sided tile in round 4 or later, place it with the back side ("4+") facing up. Otherwise place it with the front side ("1-3") facing up. At the start of round 4, you must turn the tile to the back side. The tile remains on the back side until the end of the game. When turning the tile, the depicted mountain may not change its position within your clan territory. Only the side facing up counts during scoring.