

I R E L A N D

Starting and basic goods

Settlement Phase

1. move building marker
each player may build max. 1 settlement (and buy max. 1 landscape beforehand)
2. distribute current letter's settlement and building cards

Course of a Round

1. 2 players 3-4 players
all players: take own clergymen back (if necessary)
rotate production wheel (verify checking numbers)
bring stone into the game (if necessary)
take 2 goods in the short game
2. settlement phase (if necessary)
3. 1 action per player (with extra goods production if necessary in the short game) followed by 2nd action by start player
4. active player changes (start player changes in long game)
5. start player changes (in clockwise order)

Game end

Game end several rounds after settlement phase D

when 1 building left in supply (3 buildings in the long game), no settlement phase E

in round 25 (round 13 in the short game), after this bonus round, final settlement phase

Actions

place a clergyman

fell trees or cut peat (without using a clergyman)

build a building (cloister buildings adjacent to each other) additional action possible by placing prior onto new building

Possible work contract with another player

The other player places one of his clergymen.

Costs: 1 [gold coin] to that player, or if the whiskey distillery has been built then instead 2 [gold coin] as present for the host that is drunk and returned to the general supply

Additional Actions

1x per turn: buy one landscape (before or after main action)

any time:

water

coast

harvested moor

felled forest

plains

hillside

mountain

Building	Cost	Location
Brewery	9 7 2 1	
1 malt, 1 grain → 1 beer and then / or 1 beer → 1x → 7 coins		
Cloister Courtyard	4 4 2	δ
3 different goods → 1x → 6 identical basic goods		
False Lighthouse	5 5 2 1	Coast
Get 1 whiskey / 1 beer and 3 pieces		
Houseboat	4 6 1	Water
Get 1 wood, 1 malt, 1 coin, 1 peat		
Malhouse	5 4 2	
1 grain → 1 malt, 1 straw		
Peat Coal Kiln	4 -2 1	
Get 1 peat coal, 1 coin, additionally 1 peat → 1 peat coal		
Stone Merchant	6 1 1	
2 food, 1 energy → 5x → 1 stone		
Fuel Merchant	5 2 1 1	
3 / 6 / 9 energy → 1x → 5 / 8 / 10 coins		
Priory	4 3 1 1	δ
Use a building occupied by a priory.		
Spinning Mill	3 3 1 1	
With 1 / 5 / 9 livestock in stock → 1x → 3 / 5 / 6 coins Do not pay livestock tiles!		
Builders' Market	6 1 2	
2 coins → 1x → 2 wood, 2 clay, 1 stone, 1 straw		
Cottage	5 0 1 1	
Get 1 malt and use an unoccupied neighboring building.		
Granary	2 3 1	δ
1 coin → 1x → 4 grain, 1 book		
→ Indicates that the action may be done as many times as desired - 2x → Indicates that the action may be done 2 times ⊙ Uses the production wheel		
IRELAND		
Cloister Workshop	7 2 3	δ
1 clay, 1 stone → 3x → 1 ceramic and / or 1 stone, 1 energy → 1x → 1 ornament		
Sacred Site	3 6 1	
Get 2 grain / 2 malt and 1 beer / 1 whiskey and 1 book		
Scriptorium	3 5 1 1	δ
1 coin → 1x → 1 book, 1 meat, 1 whiskey		
Slaughterhouse	8 -3 2 2	
1 livestock, 1 straw → 1 meat		
Cloister Chapter House	2 5 3 1	δ
Get 1 clay, 1 wood, 1 peat, 1 livestock, 1 grain, 1 coin		
Druid's House	6 6 1 1	Hillside
1 book → 1x → 5 identical basic goods plus 3 other identical basic goods		
Chapel	10 8 3 3	δ
1 coin → 1x → 1 book and / or 1 beer, 1 whiskey → 3x → 1 reliquary		
Quarry	7 -4 5	Mountain
stone		
Shipyard	15 -2 4 1	Coast
2 wood → 1x → 1 ornament, 5 coins		
Whiskey Distillery	6 5 2 2	
1 malt, 1 wood, 1 peat → 2 whiskey		
Alehouse	3 6 1 1	
1 beer → 1x → 8 coins and / or 1 whiskey → 1x → 7 coins		
Locutory	7 1 3 2	δ
2 coins → 1x → Take back prior and then carry out one build a building action.		
Portico	2 6 2 2	δ
1 reliquary → 1x → 2 of each basic goods, 2 stones		
Building	Cost	Location
Castle	15 7 6 5	Hillside, Mountain
Build 1 of your own settlement.		
Cooperage	5 3 3 1	
3 wood → 1x → beer / whiskey (with joker)		
Grand Manor	18 7 20	
1 whiskey → 1x → Use any occupied building.		
Refectory	4 5 1 2	δ
Get 1 beer, 1 meat, additionally meat → 4x → ceramic		
Filial Church	6 7 3 4	δ
5 different goods → 1x → 1 reliquary		
Forest Hut	1 5 1 1	
Remove 1 forest card without taking wood → 1x → 2 livestock, 2 wood, 1 stone		
Coal Harbor	12 0 1 2	Coast
1 peat coal → 3x → 3 coins, 1 whiskey		
Bulwark	8 6 2 4	
1 book → 1x → Get 1 free district and 1 free plot.		
Festival Ground	3 7 10	
1 beer → 1x → 1 point per moor / forest		
House of the Brotherhood	3 3 1 1	δ
5 coins → 1x → 2 points per own cloister building. 1 point in the solo game, 1/2 points in the long two player game		
Round Tower	6 9 4	Hillside
1 whiskey, 5 coins, 14 points → 1x → 1 Wonder		
Sacristy	10 7 3 2	δ
1 book, 1 ceramic, 1 ornament, 1 reliquary → 1x → 1 Wonder		
Camera	5 3 2	δ
1 book, 1 ceramic → 2x → 1 coin, 1 clay, 1 reliquary		
Guesthouse	7 5 3 1	
Use any unbuild building.		
Estate	5 6 2 2	
6 energy / 10 food → 2x → 1 book, 1 ornament		