

Game aid for icons

1

Gain 1 Gold from the supply



Gain 2 Keys from the supply

3

Gain 3 points at the end of the game



Castle Banner

(present on all Castle characters)



Village Banner

(present on all Village characters)



Discount 1 Gold when buying
Castle characters



Discount 1 Gold when buying
Village characters



Discount 1 Gold when buying
any character (Castle AND Village)

per



For each Nobility shield
in your tableau

per



For each different shield type
(among all 6) in your tableau

per



For each Scholarship shield on
all 3 cards of this row

per



For each different shield type *(among all 6)*
on all three cards of this column

per



For each Faith shield on all 5 cards of this
row AND this column

per **missing**



For each different shield type *(among all 6)* not present in your tableau

if



is missing

If there is no Military shield
in your tableau

per



For each set of 1 Scholarship shield
and 1 Peasantry shield, wherever
they are in your tableau

per



For each set of 3 identical shields,
wherever they are in your tableau

Game aid for icons *(continued)*



Card with only 1 shield,
whatever the type



Card with 2 shields,
whatever their types



Card with a printed Gold cost of 0



Card with a printed Gold cost of 4



Card with a printed Gold cost of 5
or higher (5, 6 or 7)



Card with a discount ability
(for the Castle, Village, or both)



Card (Castle or Village) flipped face
down in your tableau



Card with a purse
in its scoring scroll



on each



Place 2 Gold from the supply on
each card of your tableau with
a purse in its scoring scroll



per



Gain 2 points for each Gold stored
on this card at the end of the game.
Each purse indicates its storage capacity
(in this case, 5)



per



Gain 1 point for each Gold
stored on all the cards
with purses in your tableau



Space in your tableau

if



If this card is on one of the pictured
spaces in your tableau



Choose and discard one of the 3 cards
of the Castle display



Choose and discard one of the 3 cards
of the Village display