Game aid for icons



Gain 1 Gold from the supply



Gain 2 Keys from the supply



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)



For each Nobility shield in your tableau



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



For each Scholarship shield on all 3 cards of this row



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



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





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



is missing

If there is no Military shield in your tableau



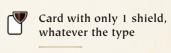


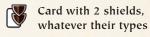
For each set of 1 Scholarship shield and I Peasantry shield, wherever they are in your tableau



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

Game aid for icons (continued)





Card with a printed Gold cost of 0

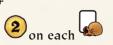
Card with a printed Gold cost of 4

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



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



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)



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



Space in your tableau



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