Indio

Indio

Power, prestige, glory... all things you're hoping to achieve as you survey the beautiful land around you. You live in **Indio**, a realm where there are a few small farms and outposts scattered across the land. The pastures, rolling hills, and mountains beckon to you as you consider where to build a little town, or dig a quarry, or mine some metal. You're hoping to finally gain enough influence that you're named the **ruler of Indio!**

In this game, you get this influence by managing a team of workers and deciding how to best allocate their labor, collect resources, and build things. The game is for 2-4 players ages 14 and up, and takes 60-90 minutes to play.

Overview

The game is divided into 7 rounds called **years**, where each year consists of five phases:

1) Quests
2) Production
3) Crafting
4) Harvest
5) Actions

When the game ends, everyone receives **influence** (victory points, indicated by 🛡) for their structures, land, workers, resources, and accomplishments. The winner is the one with the most influence!

Components

Indio has a lot of pieces, but don't worry-- they're not as complicated as they might seem at first. Below is a list of the pieces, which will also help you familiarize yourself with the icons used in this manual and on the player aids.

Land (hexes) These tiles form the board	earth	water	farm	quarry	mine	desert

Resources You collect and spend these	earth	water	food	stone	metal	fire	commerce

Structures You build these	outpost	town	city	**Other pieces**			
Cards These give you influence	Leaders	Quests		worker	first player token	year counter	year tracker

Setup

The game board is made up of hexagonal land tiles called **hexes**. The layout and number of hexes are determined by the number of players, as shown:

2 players	3 players	4 players
10 earth hexes	15 earth hexes	20 earth hexes
5 water hexes	7 water hexes	9 water hexes
4 desert hexes	6 desert hexes	8 desert hexes
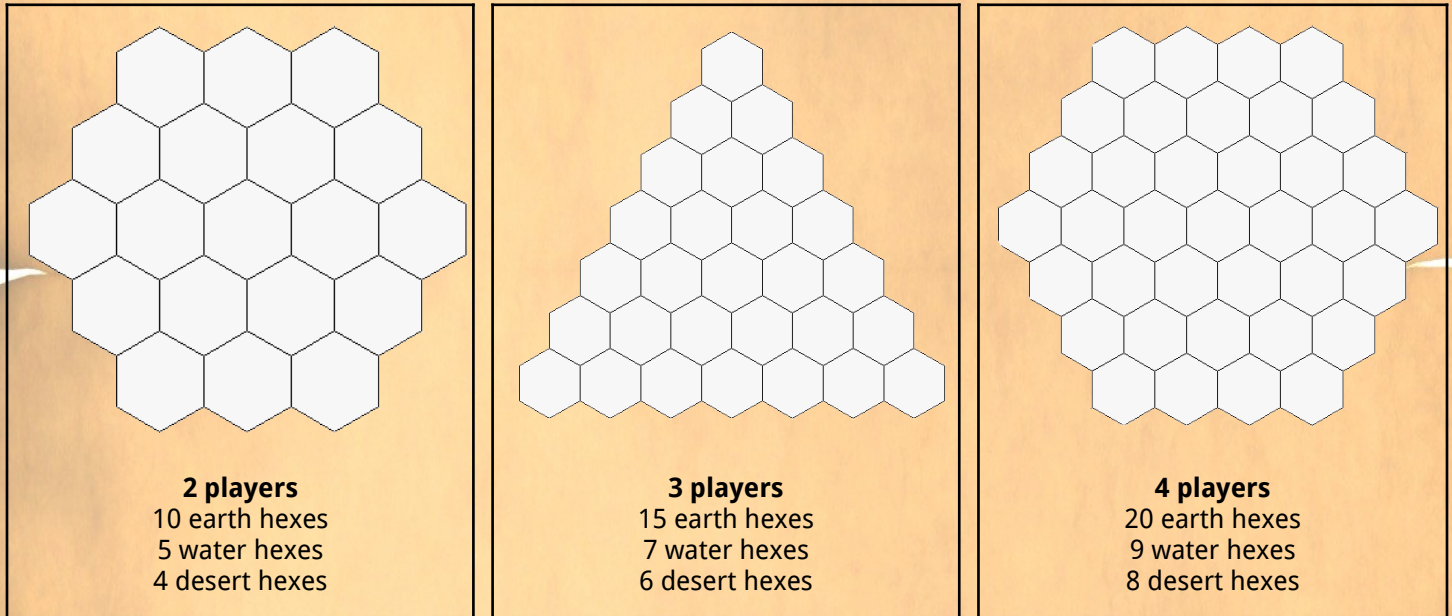
1) Gather the appropriate number of **earth**, **water**, and **desert** hexes as shown above. Shuffle them and randomly place them in the appropriate layout. If this is your first time playing, look on page 13 for a suggested layout.

2) Place stacks of **farm**, **quarry**, and **mine** hexes alongside the board. Each stack should contain hexes equal to twice the number of players. Thus, in a 4-player game, there will be 8 farms, 8 quarries, and 8 mines available.

3) Dump out all the piles of **resources** beside the board. They'll be used during **Production** and **Crafting**.

4) Place the **year counter** hex and **year tracker** token where everyone can see them.

5) Choose a color and collect the game tokens of your color. You'll have 4 each of **outposts**, **towns**, and **cities**. You'll also have 10 **workers**. Take a single farm hex from the game box (not from the stack you created in step 2 above).

6) Shuffle the deck of **Leader cards** and give each player 2 cards. After reading both of yours, choose one to keep and discard the other. Don't show your Leader card to the other players; it will be revealed at the end of the game.

7) Shuffle the deck of **Quest cards** and give each player 1 card. Place the deck near the board, face down.

8) Select someone to go first, and give that person the **first-player** token. Play always progresses **clockwise**.

That finishes the setup. You're ready to play!

The Start of Your Empire

Now that the board is ready, it's time to claim some land for your new empire! Beginning with the first player, everyone takes a turn placing their farm hex atop one of the hexes on the board. Your farm can't be placed adjacent to another player's farm.

After selecting a location for your farm hex, place one of your **outposts** on it. Then take 1 **worker** from your supply and place it with the outpost. Take a second worker and place it on either the farm hex or on a hex adjacent to it. Both workers should be placed flat on their side, rather than standing up.

Setup for a 2-player game.

- Mine hexes
- Pink player's pieces
- Pink player's cards
- Player reference card
- Quest cards
- Quarry hexes
- First player token
- Leader cards
- Metal
- Stone
- Fire
- Commerce
- Food
- Water
- Farm hexes
- Year counter
- Earth
- Purple player's cards
- Purple player's pieces
- Player reference card
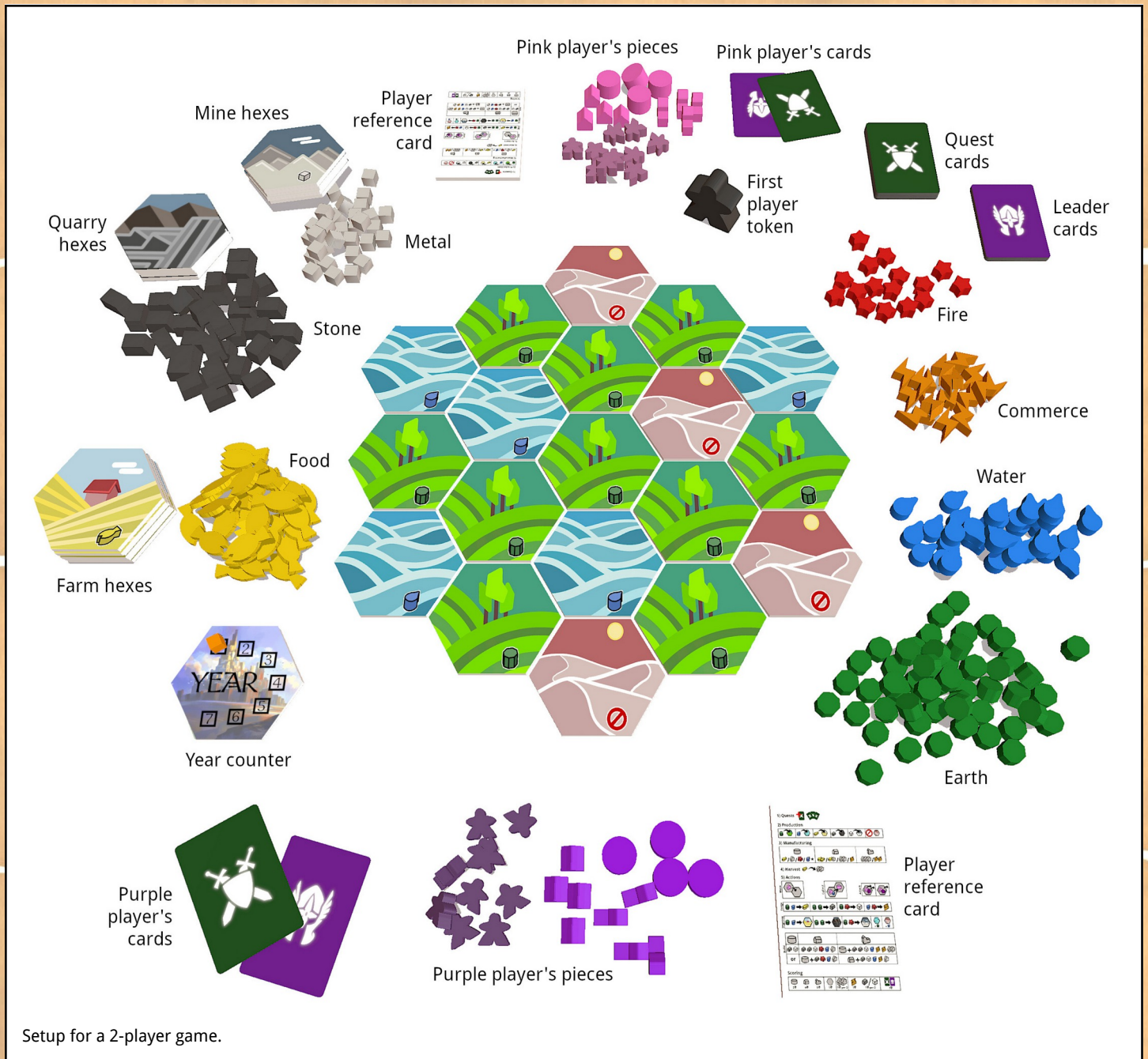
How to Play

The game takes place over **7 years** (rounds). To begin a year, advance the token on the **year counter** to the next number. This tracks which year it is, so you know when the game ends (as explained in **End of the Year** on page 12). Then the year proceeds as follows:

- **Quests** - Everyone draws a Quest card (see page 4).
- **Production** - Resources are added to land hexes (see page 4).
- **Crafting** - Everyone chooses resources or workers to add to their structures (see page 5).
- **Harvest** - Everyone feeds their workers (see page 6).
- **Actions** - Everyone takes turns using their workers to perform tasks (see page 6).

Each of these phases is explained in more detail on the following pages.

Quests

You're being recruited to complete a quest! In turn order, each player draws a **Quest card** from the deck. The cards explain how you can earn influence by doing something during your turn. You can't have more than 3 Quest cards in your hand at a time, so if you have too many after you've drawn, choose some to discard until you have three. Keep your quests hidden from your opponents.

When you've satisfied the conditions on one of your Quest cards, immediately place it face-up on the table to show everyone you've done it (and to remind yourself to score it later). It doesn't need to be your turn when you do this. You can complete multiple quests in a year, and don't need to complete them during the year you draw them. They can only be scored once, and you only gain influence for quests you've completed *before* the end of the game.

Production

The land will provide its bounty! Take resources from their supply piles and place them on hexes, representing the production of that land. The following resources are produced (as indicated by icons on the hexes):

- Earth hex - **earth** (green cylinder)
- Water hex - **water** (blue droplet)
- Farm hex - **food** (yellow fish)
- Quarry hex - **stone** (grey ingot)
- Mine hex - **metal** (silver cube)
- Desert hex - **nothing**

> (i) Earth, water, and fire are **elemental** resources, while food, stone, metal, and commerce are referred to as **refined** resources.
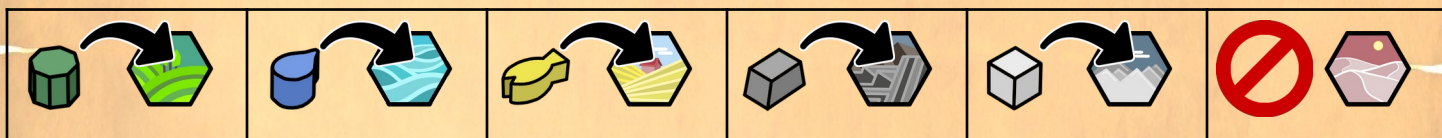

The number of resources added to each hex is as follows:

1) Any hex with one or more **workers** on it produces a number of resources equal to the **number of workers plus one**. If there are workers belonging to more than one player on the hex, count the *total* number of workers.

2) Any hex with a **structure** on it (outpost, town, or city), but no workers, produces a **single resource**.

3) Any empty hex with no workers, structures, or resources produces a **single resource** (except deserts).

Hexes can't contain more than **6 resources** apiece. If production on a hex will exceed the limit, only add the number of resources necessary to reach that number. This means some hexes may not produce anything, because they're already "full".

Resources are considered unlimited; if there aren't enough physical tokens in the game, use other items you have on hand to represent them.
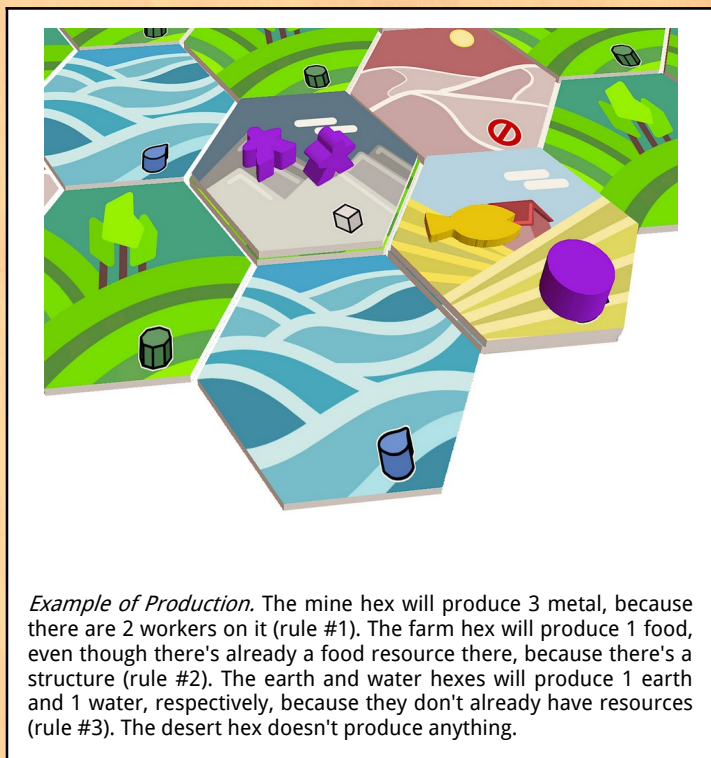

Example of Production. The mine hex will produce 3 metal, because there are 2 workers on it (rule #1). The farm hex will produce 1 food, even though there's already a food resource there, because there's a structure (rule #2). The earth and water hexes will produce 1 earth and 1 water, respectively, because they don't already have resources (rule #3). The desert hex doesn't produce anything.

Crafting

Your people are hard at work! In turn order, choose what to craft on each of your structures:

- Each **outpost** can craft one food, one worker, or one **fire** (red star). Instead of these, it can craft one water *if there are no water hexes remaining on the board*.

- Each **town** can craft two food, one food and one worker, two workers, or one **commerce** (orange bolt).

- Each **city** can craft three workers or two commerce.

You may choose not to craft all you can.
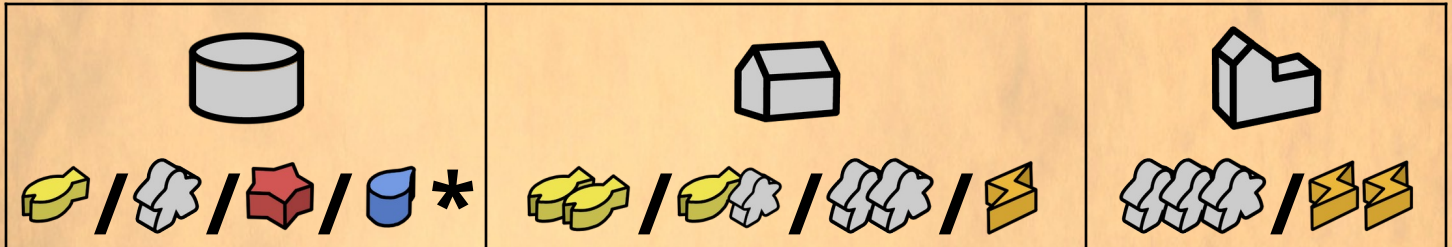
⚠ Any time you add workers to the board, place them flat on their side, not standing up. This indicates they are "exhausted" and can't take actions. See **Harvest** on page 6 about how to activate them.

Since hexes can't contain more than **6 resources**, if you choose to craft something on a structure which already has its maximum resources, you must first remove an existing resource from that hex and return it to the supply. For example, if your outpost has three earth and three food, you may craft a fire by first removing a food.

There can never be more than **4 workers** on a single hex. As with resources, you can only add workers to a hex if there is space for them.

Worker and resource limits are counted separately.

ⓘ To use any resources (see **Harvest**, **Forge**, **Improve**, and **Build** later), they *must* be on a hex with one of your structures. Resources on other hexes-- with or without workers-- can't be used until they've been **collected** (see **Collect** on page 7), which moves them to your structures. Resources you've spent are removed from the board and returned to the supply.

Harvest

Your people are hungry! After Crafting is finished, in turn order each player chooses how many of their **exhausted** workers to feed. Workers who were active at the end of the previous year (by not taking any **actions** as explained below) remain active and don't need to be fed. One food resource can feed two workers. Food can't be divided, so if you want to feed three workers, you must spend two food resources.

After spending your food, select the exhausted workers you'd like to activate for the year. Those workers are placed standing up, indicating they've been "fed" and are ready to take actions. Any workers who aren't active remain on their side and can't be used for actions this year.

Your workers can be fed regardless of where they are on the board, and you aren't required to feed all of them. Some workers may remain exhausted (and unused) for the year.

Example of Harvest. Pink has 5 exhausted workers to feed, and 3 food resources on the outpost. The food on the farm hex can't be used, because it must be on a structure. Using the 3 food on the outpost will feed up to 6 workers, so all 5 of Pink's workers are now active and can "stand up".

Actions

It's time to get to work! Beginning with the first player and proceeding in turn order, you may select *one* of your active workers to take up to **two different actions** on your turn:

- **Move** - Move your worker to a hex adjacent to that worker.
- **Collect** - Take all resources from a hex where your worker is located and place them on hexes with your structures.
- **Attack** - Remove an opponent's worker on the same hex as yours (and remove yours if the other worker is active).
- **Forge** - Combine two elemental resources to create one refined resource.
- **Improve** - Take a hex from the supply and place it atop a hex where one of your workers is located.
- **Build** - Place a structure token from your supply on a hex where one of your workers is located.

Each action is described in detail on the following pages.

> ⚠️ **Water hexes** impede the actions of workers; any worker starting the year in a water hex is limited to a single action for that year (rather than the normal two actions).

Move

Move an active worker to a hex adjacent to that worker. Multiple workers can inhabit a single hex, including workers belonging to other players, subject to the limit of **4 workers** on a single hex. You can't move into a hex already containing 4 workers, regardless of whose workers they are.

When you move a worker, or take certain other actions, it may change the **control** of a hex. See the **Control** section on page 11 for an explanation.

Collect

Take *all* resources from a hex where one of your active workers is located, including hexes with your opponents' workers or structures. Place these resources on one or more hexes with your structures. They may be distributed as desired, and don't need to be placed together.

While collecting, be sure to honor the 6-resource limit for hexes. If there's nowhere for the just-collected resources to be stored, you must either discard them immediately or replace existing resources (which are then discarded).

> (i) Resources you've collected and stored on your structures make up your **resource pool**. When doing anything that requires you to spend resources, you may take them from *any* of your structures. Resources which aren't on a hex with a structure can't be used by anyone.

Example of Collecting. The Orange worker on the mine hex can collect the 2 metal resources; they are placed on the earth hex with the Orange outpost. Also, the worker on the earth hex can move to the farm hex and collect the food resource there (even though there's a Pink worker there), moving it to the Orange outpost.

Attack

An active worker sharing a hex with one or more of your opponents' workers may initiate combat by **attacking**. If the worker being attacked is active, both workers are removed from the board and returned to their respective players' supplies. However, if your opponent's worker is exhausted, you remove it *without removing your own worker*. Combat may change the **control** of a hex (see **Control** on page 11) if someone now has more workers than any other player on that hex.


Example of Attacking. Either active Orange worker can move and attack the exhausted Pink worker on the farm hex, removing it from the board. Or, Orange can move to the quarry hex to attack the White worker there, and both workers will be removed.

Forge

Use an active worker to combine, or **forge**, any two elemental resources in your resource pool to create a single refined resource. Your worker doesn't have to be on the same hex as the resources, nor do the resources need to be on the same structure. Resources can be forged as follows:

- 1 earth + 1 water » **food**
- 2 earth » **stone**
- 1 earth + 1 fire » **metal**
- 1 water + 1 fire » **commerce**
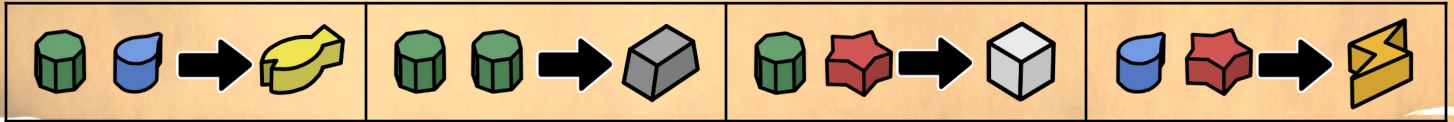
Improve

Take a hex from the supply and place it atop an existing hex where one of your workers is located, "improving" the land. The original hex isn't removed from the board. The worker on the hex doesn't need to be active (it may have already been used to move, collect, *etc.*), but you must use an active worker *on or adjacent to* the hex being improved. If there are any resources on the original hex, they're immediately removed and returned to the supply before the new hex is placed atop it. Any workers and structures remain on the new hex.

The following hexes can be placed, for these resource costs:

- 1 earth + 1 water » **farm**
- 2 earth » **quarry**
- 1 earth + 1 fire » **mine**

Any hex on the board can be improved, including hexes which have already been improved or have a structure on them. For example, you may improve a desert hex to a farm, and then later in the game improve that farm to a mine.
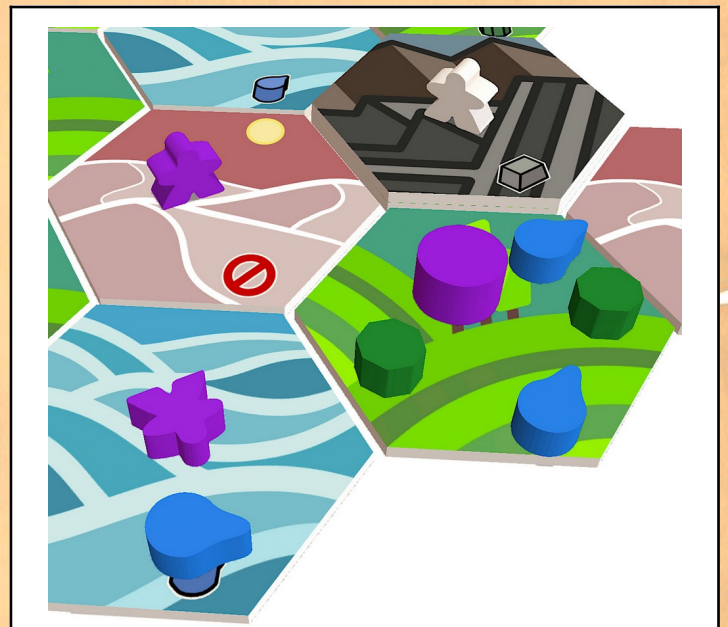
Example of Improving. The active Purple worker on the desert hex can improve the desert into a farm by using earth and water, plus an additional water resource. Or, Purple can improve the water hex into a farm by paying earth and water, plus an additional earth resource. The water resource on that hex is removed. The Purple worker can move to the earth hex and improve the earth into a farm by spending earth and water (and discarding the remaining earth and water resources on that hex). Purple could also improve the quarry if desired; the White worker would remain there.

> ⚠ To improve a **water hex**, you must pay one earth resource *in addition to the cost* of the new hex you're placing. Similarly, to improve a **desert hex**, you must pay one water resource *in addition to the cost* of the new hex you're placing.
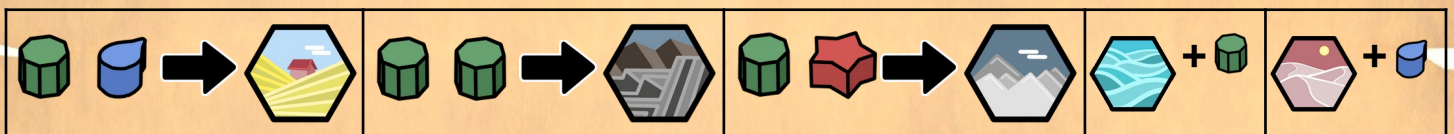
Build

Place one structure token from your supply on a hex where one of your workers is located. As with improving land, the worker doesn't need to be active. However, you must use an active worker *on or adjacent to* the hex where the new structure is built. Your new structure is placed on the hex, and any resources on the hex now belong to your resource pool-- they don't need to be collected, since they're now on your structure. Each hex can only contain a single structure.

Structures can't be built on water hexes; the water must first be improved into a farm, quarry, or mine (see **Improve** on page 8), and then a structure can be built there. Structures *can* be built adjacent to other structures, including your opponents'. Structures have the following costs:
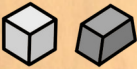
Outpost
1 metal + 1 stone

Town
1 metal + 2 stone + 1 fire + 1 water + 1 worker
or upgrade an outpost + 1 stone + 1 fire + 1 water + 1 worker

City
Upgrade an outpost + 1 metal + 2 ston2e + 1 water + 2 commerce + 2 workers
or upgrade a town + 1 metal + 1 stone + 1 water + 1 commerce + 1 worker

Towns may be built new *or* upgraded from outposts. Cities *must* be upgraded from either an outpost or a town. When a structure is upgraded, remove it from the board and replace it with the new one. If you don't have any more of a particular structure in your supply, you can't build that structure (in other words, you can only have four of each type of structure on the board).

Towns and cities include workers as part of their cost; those workers *must* be taken from the hex where the new structure is placed. In other words, to upgrade an outpost to a city, a player must have two workers on a hex (active or not) and after paying the required resources, those two workers are removed from the board. An active worker must be *on or adjacent to* the hex where the new structure is built. If it's on the hex, it may be used as part of the cost.

See the next page for examples of building.

Example of building an outpost. Because Orange has 1 stone and 1 metal collected on an outpost, a new outpost can be built on the farm hex where the active worker is. Or, that worker can move to the earth hex and the outpost can be built there instead.

Example of building a town. Orange has the necessary resources on the outposts, and can upgrade the outpost on the earth hex into a town using the active worker there. Or, either Orange worker can move to the mine hex and then build the town there. Finally, the town can be built on the farm hex. In all cases, the worker is removed as part of the cost of the new town.
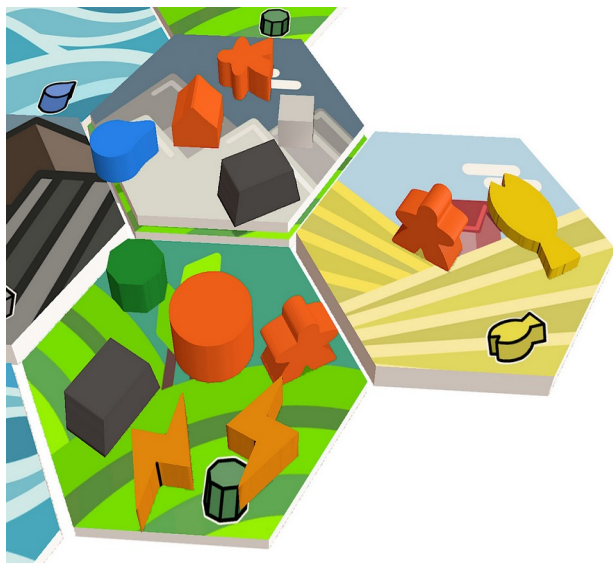
Example of upgrading an outpost to a city. Orange has sufficient resources to upgrade an outpost to a city. The city requires 2 workers as part of its cost, so building it on the earth hex will require the active worker on the farm hex to move to the earth hex, and then both workers will be removed.
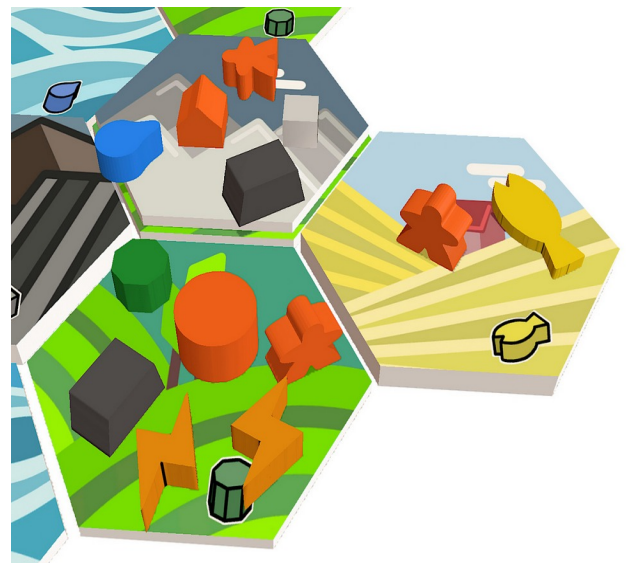
Example of upgrading a town to a city. With the resources on the structures, Orange can upgrade the town on the mine hex to a city. The worker on the mine hex with the town will be removed. Either active worker can perform the build action.

Remember: outposts are the only way to receive fire resources. Without fire you won't be able to improve a mine or forge metal and commerce, which are important for building structures, including outposts. Be careful not to upgrade your outposts too soon!

End of Your Turn

After using your worker to take one or two of the actions listed above, lay the worker flat on its side, indicating it's exhausted and no longer available for use during the remainder of the year. That worker may still be used to pay the cost of a new town or city, as described in **Build** on page 9.

You aren't required to take actions with all of your active workers; you may choose to leave some workers active (and unused). If so, those workers remain standing and don't need to be fed during **Harvest** the following year.

Players continue performing actions in turn order. You aren't required to take *any* actions during a year, nor do you have to take all actions available to you. You may **pass** your turn at any time, and still take additional actions when it's your turn again.

When all players pass in a row, the year ends. See **End of the Year** on page 12.

Control

When you move or attack a worker, you might change the **control** of a hex.

Hexes without a structure are controlled by the player who has *more workers than any other player* on that hex. If there are an equal number of workers from two or more players, or none at all, the hex isn't under anyone's control.

Hexes with a structure are controlled by their owner unless another player has *more workers than the owner and any other players* on that hex.

Control takes effect immediately, and is important in quests and final scoring.

Conquering Structures

When you take control of a hex containing an opponent's structure, that structure has been **conquered** and immediately changes ownership.

Replace the outpost, town, or city with an identical structure of your own. This doesn't count as an action. If you have no more of that particular structure in your supply, your opponent's structure remains intact (it does *not* change ownership).

> (i) If a player has only a single structure on the board, that structure can't be conquered, even if an opponent has control of the hex.
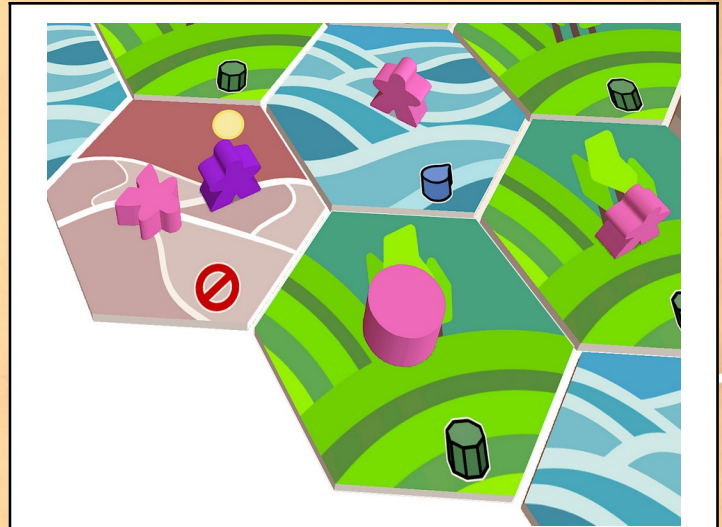
Example of Control. Pink controls the water hex because of the worker there. Pink also controls the earth hex with the outpost, even though no worker is there. The desert hex has an equal number of Pink and Purple workers, so it's not under anyone's control.
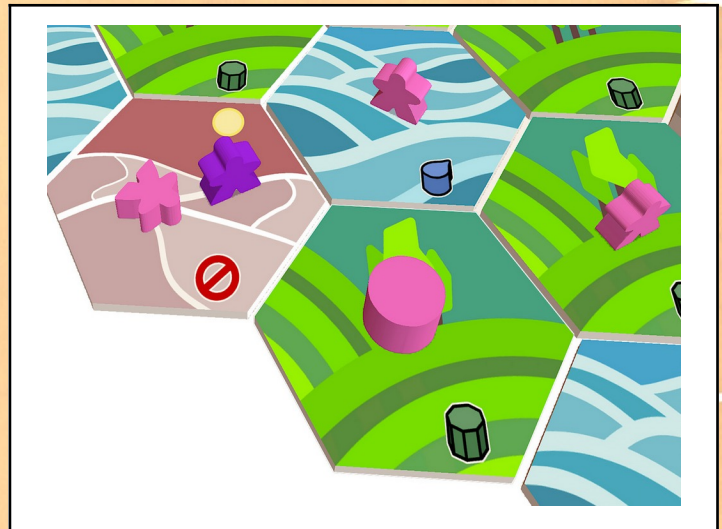
Example of Conquering. If the active Purple worker moves to the earth hex with the Pink outpost, it will be under Purple control (due to the worker) and Pink's outpost will be conquered. The Pink outpost piece is removed, and a corresponding Purple outpost is placed there. Pink could re-take control of the hex by moving two active workers there (to outnumber Purple's single worker), or by attacking and removing Purple's worker, and then the outpost would change back to Pink.

End of the Year

After all players have passed, the year ends. The game is over if it's the end of the **7th year**. The game is also over if one or both of these conditions are true at this point:

2 players	3 players	4 players
14 or more structures on the board Someone controls **11 or more hexes**	**18 or more structures** on the board Someone controls **10 or more hexes**	**24 or more structures** on the board Someone controls **9 or more hexes**

> ⓘ If any of these conditions occur *during the year*, the game doesn't end immediately. Everyone has an opportunity to finish their actions during that year, including movement or attacks which cancel the end-game condition. For example, in a two-player game, if your opponent achieves control of 11 hexes, you might move your workers into one of those hexes to take control and drop their control to only 10.

If the game hasn't ended, the first-player token is passed (clockwise) to the next person, the year tracker token is advanced, and a new year begins with a new set of Quests.

Glorious Victory

After the game ends, add up your influence for all of your pieces on the board, as follows:

- **Structures** - count all your outposts (2 influence each), towns (4 influence each), and cities (8 influence each)
- **Territory** - count all the hexes you control (1 influence each) (see the discussion of **control** on page 11)
- **Workers** - count all your workers (1 influence for every 2 workers, rounded down)
- **Resources** - count all your commerce (1 influence each) and stone or metal (1 influence for every 2 stone or metal)
- **Quests and Leaders** - add influence from all the quests you completed during the game, as well as the influence from your Leader card if you meet its conditions now.

If you met the requirements of your Leader card *during the game* but no longer meet them, you don't receive the influence for accomplishing it. You must meet the requirements at the *end of the game*.

2🛡	4🛡	8🛡	1🛡	1🛡 per 2	1🛡	1🛡 per 2	?🛡

The winner, and new ruler of Indio, is the player with the most influence! In the event of a tie, the player with the most workers on the board is the winner. If there's still a tie, everyone with the winning scores should give each other a crisp high-five and share the victory.

Credits

Many thanks to everyone who helped with the design and playtesting of *Indio!*

> ⓘ For more resources, game materials, and information about *Indio*, please visit our web site at
> **turret.games**

Appendix A: Your First Game

Shown below are recommended board setups for your first game. Rather than being random, these boards provide all players an equal opportunity to receive resources, and will help you learn the mechanics of the game more easily.

During the first few years, consider the following tips as you develop your strategy:

- **Improve a hex** into a quarry or mine as soon as possible. This will provide you with more resources, and avoid the need to forge them.

- Build a **second outpost**, or upgrade your outpost to a town, in the first few years. More structures give you more workers (and influence!).

- **Don't hoard resources.** Decide what you'd like to build or improve, and collect the resources necessary to do that. It's better to have more hexes and structures than a pile of resources you're not using.

- If you need a resource, **leave a worker** on a hex that produces it. During Production, you'll get two of that resource instead of just one, and can quickly collect it.

- **Water** can be an effective defensive barrier against the other players. Since workers are limited to one action in water, it's difficult for anyone to attack you there.

- Work to accomplish your **Quests** when you can. The extra influence you earn could ensure your victory!
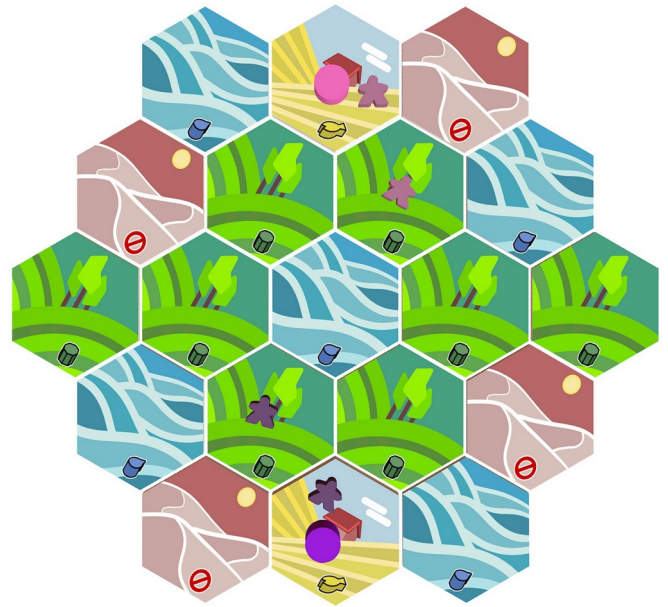
Recommended setup for 2 players. Pink has an outpost and worker on the farm hex at top, with a second worker on the earth hex southeast of it. Purple has a similar setup, mirrored at the bottom.
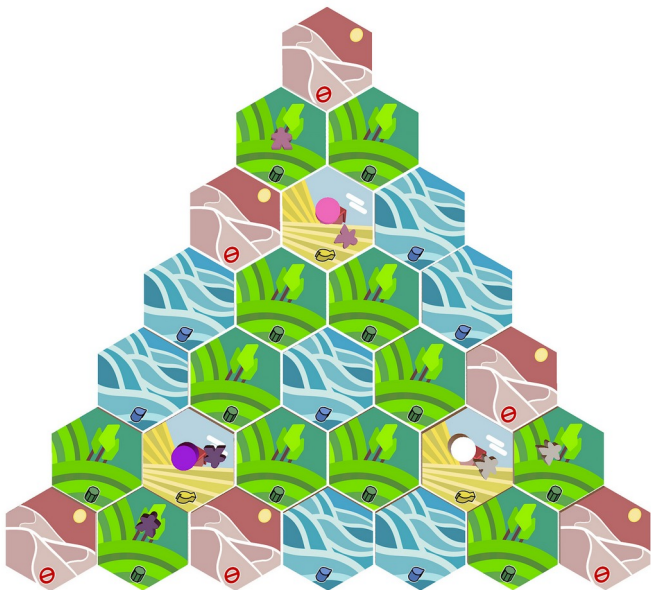
Recommended setup for 3 players. Pink's farm hex is near the top, with an outpost and worker. A second worker is on the earth hex northwest of it. Purple is in the southwest corner, and White is in the southeast corner.
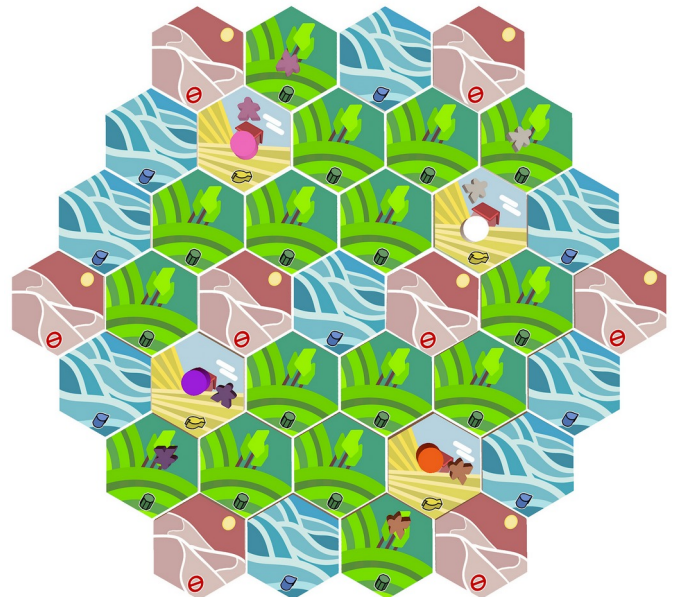
Recommended setup for 4 players. Pink has a farm hex in the northwest corner, with an outpost and worker on it. Another worker is on the earth hex to the northeast. White is in the northeast area, Orange is in the southeast, and Purple is in the southwest.

Appendix B: Advanced Rules

After playing a few games of *Indio*, you may be ready to incorporate some more advanced rules. These are intended to deepen the strategy and tension in the game. Choose as many as you want.

Simplified Quests

During **Setup**, multiply the number of players by 3 and randomly take that many Quest cards worth +1 influence from the deck. Shuffle them together. Shuffle the remaining Quest cards. Place the smaller set of +1 influence cards atop the deck before dealing Quests to each player. This ensures the Quests in the first few years are easier to accomplish.

Fiefs

During **Setup**, each player takes an outpost, town, and three hexes: a farm, a quarry, and a mine. When choosing a starting spot on the board, you must place these hexes atop the board in a layout such that all three are touching. This forms your **fief**. Then place your outpost on one of them, and your town on another. Place your two workers on any of these three hexes, on their sides as usual.

Place the year marker on **year 4**, rather than year 1. The game then proceeds normally.

Beginning with fiefs is a way to shorten the game while still maintaining a starting balance between players.

Board Layout

Instead of using the layouts described in **Setup**, construct the board in a different shape. For example, in a three-player game, the hexes could be arranged as shown at right.

In addition, rather than shuffling and randomly placing the hexes, deliberately choosing the layout of earth, water, and desert areas could provide interesting games by making certain resources more (or less) accessible.
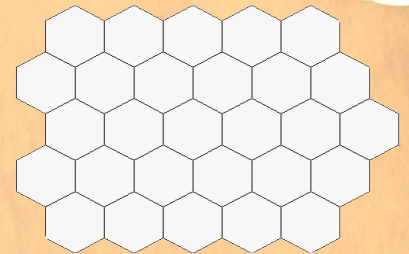
More Desert

During **Setup**, replace several earth hexes with desert hexes before placing the hexes to form the board. This can make earth and water resources slightly more "precious", since there won't be as much earth available from production, and improving deserts requires additional water.

Since a 4-player setup already uses all of the desert hexes, simply turn some of the earth hexes upside-down (blank side up) to represent additional deserts.

Widespread Food

During **Setup**, place 1 food resource on all earth hexes. This food can be collected normally, but is never replenished during Production. This can make the choice of a starting position for your initial outpost more interesting.

Multiple Actions

During **Harvest**, spend an extra food resource to give your workers the ability to take the same action more than once during the current year. Perhaps you'd like a worker to move twice, or another one to forge twice, and so on.

This cost is in addition to whatever food you spend to activate your workers, and is independent of the total number of workers you have. For example, if you're activating five workers during Harvest, you'll need to spend 3 food. If you spend 1 more, those workers will be allowed to repeat actions.

Appendix C: List of Cards

Leaders

The Abbot: +4 influence if you have 3 towns on the board; +8 influence if you have 4.
The Artist: +2 influence for every quarry hex you control (maximum of +8).
The Baker: +1 influence for each of your food resources (maximum of +8).
The Banker: +2 influence for each of your structures with at least 3 resources on them (maximum of +8).
The Bishop: +4 influence if you have 2 cities on the board; +8 influence if you have 3 or more.
The Countess: +2 influence for every farm hex you control (maximum of +8).
The Curate: +4 influence if you have 3 outposts on the board; +8 influence if you have 4.
The Duke: +2 influence for every mine hex you control (maximum of +8).
The Exchequer: Count your total number of resources, and score influence as follows: +2 if 5-9; +4 if 10-14; +6 if 15-19; +8 if 20 or more.
The Herald: +3 influence for each set of farm+quarry+mine hexes you control.
The Mapmaker: +1 influence for each hex you control on the edge of the board.
The Mariner: +4 influence if you control 2 hexes that are or were water; +8 influence if you control 3 or more.
The Nomad: +4 influence if you control 2 hexes that are or were desert; +8 influence if you control 3 or more.
The Playwright: +2 influence for each of your structures with 2 or more workers on them (maximum of +8).
The Scholar: +2 influence for each hex you share with at least one other player (both of you have workers on the hex).
The Shepherd: +1 influence for each of your earth resources (maximum of +8).
The Shipwright: +1 influence for each of your water resources (maximum of +8).
The Sultana: +4 influence if you control 8 or 9 hexes; +8 influence if you control 10 or more.
The Tanner: +2 influence for each of your fire resources (maximum of +8).
The Trader: +2 influence for each of your commerce resources (maximum of +8).
The Viceroy: +4 influence for each set of outpost+town+city you have.

Quests

Architect: +2 influence when you have 3 or more structures.
Armory: +1 influence when you have 3 or more metal resources.
Barbican: +1 influence when you have 3 or more stone resources.
Barn: +1 influence when you have 2 or more food resources at the end of a year.
Barricade: +2 influence when you collect 5 or more earth resources from a single hex.
Bastion: +1 influence when you have 2 or more fire resources.
Blacksmith: +1 influence when you forge metal.
Bricklayer: +1 influence when you collect 2 or more stone resources from a single hex.
Butcher: +1 influence when you forge food.
Cavalcade: +2 influence when you gain 4 or more workers during Crafting.
Chancellor: +2 influence when you control at least 1 each of farm, quarry, and mine hexes.
Chapman: +2 influence when you have a total of 16 or more resources.
Colonnade: +2 influence when you collect 4 or more stone resources from a single hex.
Compass: +1 influence when you control 3 or more hexes on the edge of the board.
Conqueror: +2 influence when you attack an opponent without losing your worker.
Conrois: +2 influence when you have 4 workers on a hex with one of your structures.
Convoy: +2 influence when you gain 2 or more commerce during Crafting.
Dike: +1 influence when you collect 3 or more earth resources from a single hex.
Dock: +1 influence when you improve a water hex.
Envoy: +1 influence when you have a worker on a hex with an opponent's worker.
Explorer: +2 influence when you control 6 or more hexes.
Farmhand: +1 influence when you collect 2 or more food resources from a single hex.
Governor: +2 influence when you improve 2 or more hexes in a single year.
Guild: +2 influence when you have 2 or more workers still active at the end of a year.
Inn: +1 influence when you forge commerce.
Jeweler: +1 influence when you forge stone.
Mason: +2 influence when you upgrade a structure.
Miner: +1 influence when you collect 2 or more metal resources from a single hex.
Missionary: +1 influence when you gain 2 or more workers during Crafting.
Monk: +2 influence when you have at least 1 each of earth, water, fire, stone, and metal resources at once.
Overseer: +2 influence when you build 2 or more structures in a single year.
Peasant: +2 influence when you have workers on 2 different hexes with your opponents' workers.
Planner: +1 influence when you improve a hex.
Rampart: +1 influence when you have 4 or more earth resources.
Sailor: +1 influence when you collect 3 or more water resources from a single hex.
Scout: +1 influence when you move a worker to a hex which contains no resources.
Shipyard: +1 influence when you have 4 or more water resources.
Storehouse: +2 influence when you collect 4 or more food resources from a single hex.
Thief: +2 influence when you collect resources from a hex with an opponent's worker on it.
Vault: +2 influence when you collect 4 or more metal resources from a single hex.
Wagoneer: +2 influence when you collect 6 resources from a single hex.
Wharf: +2 influence when you collect 5 or more water resources from a single hex.