

The keep Helper scores 3 VPs per unoccupied copper-colored helper's place in the castle.			How to get Resources - The trader uses his helper(s) next to a cart or silver courier. - The bricklayer chooses <u>one kind</u> from the defense tower. - The stonemason buys from the workers. - The worker gives the player what the stonemason didn't buy from him
The tavern Helper on 12 talers scores one VP per helper in the castle Helper on 6 talers scores one VP for every 2 helpers in the castle			
The gates Helper in the big gate (value 18) scores 2 VPs for each tower. Helper in the small gate (value 12) scores 1 VP for each tower.			How to get Talers - The messenger gives the player 8 talers from the bank. - The bricklayer uses resources (one resource = one taler). - The worker: only if a stonemason buys resources from him.
The stable Helper on the 16 spot scores 3 VPs for each erected house. Helper on the 12 spot scores 2 VPs for each erected house.			
The servants' house Helpers in the servants' house score one VP per un-built building tile.			How to get Victory points (VP) - The stonemason erects buildings (number of VP before the crown). - The worker erects buildings (half number of VP before the crown). - The master builder scores the player 5 VP - for each building erected in the current round.
The market One helper in the market, scores one VP per 2 talers If a player has helpers on both spaces in the market, he scores one VP for each taler			
The Palace A Helper in the palace may convert up to 5 resource pieces into VPs If a player has both helpers in the palace, he can convert up to 10 resource pieces into VPs (see overview for values)			Course of a round - The starting player takes the taler from the round space and the starting player marker. - Players play character cards face down and flip them over at the same time. - Equip turned-over worker cards. - Execute played cards in the defined order
The forge A Helper on the 10 spot scores one VP for each silver bar A helper on the 6 spot, scores one VP for each 2 bars.			
Erecting Buildings The player compiles the <u>exact</u> building value for <u>each</u> single building using <u>at least</u> 3 different kinds of resources Bricklayer gives talers, Stonemason gives victory points, Worker gives half victory points.			
Using Helpers (applies to bricklayers and stonemasons only) A player may place up to 2 helpers in buildings per round under the following considerations: The player must have erected <u>at least</u> one building in the current round The helper is placed on an <u>unoccupied</u> copper-colored space after paying the fee in the space. 2 helpers placed in one round, must go on different buildings			