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A Feast for ODIN

Clarifications & FAQ - Dec. 2016

CLARIFICATIONS AND ERRATA

The Special tiles

These are considered blue and follow the same rules as the blue goods tiles.

The Crucifix has a forge tongs symbol, bringing the count of those Special tiles to seven.

Rulebook, page 5

The first sentence of the Occupation and Weapon card section should read: "There is an A, B or C at the bottom right of the occupation cards, indicating to which deck each card belongs."

Rulebook, pages 6 and 9

The caption in the "What you want to achieve" section should read :

"At any time, you can place tiles, ore tokens and silver coins from your supply onto your home board."

Likewise, the first sentence of the Income Phase should read: "During the game, you will place green, blue goods tiles, ore tokens and silver coins on your home board."

Rulebook, page 7

Please ignore the first sentence of the caption. Indeed, the first text caption should **only read**: "*The home board on the previous page would generate an income of 2 silver.*"

Rulebook, page 10

The details about animal breeding should read:

- If you have at least 1 sheep with the "pregnant sheep" side facing up, turn all of them to the other side and take 1 "sheep" tile **for each tile you just turned** (and place them with the "non-pregnant" side facing up in your stable).

You can get more than 1 newborn of the same kind if you have more than 1 pregnant animal of that kind. That can happen due to an Occupation card.

Rulebook, page 11

The details about the Mountain Strips should read:

- In this phase, remove the leftmost resource (*i.e.*, *closest to the arrow*) from each face-up mountain strip and return it to the general supply (**this can be wood, stone, ore or silver**).

If all spaces are empty, remove the mountain strip.

Also, always add a new mountain strip every round regardless if another one was removed or not.

Rulebook, page 13

The following is added to the section applying to all anytime actions:

During phases 7 and 10, all income and bonuses are generated at the same time; consequently, you may not use the income/bonuses from one board to place game pieces on another board **in the same phase**.

Rulebook, page 18

The Hunting Game, Laying a Snare and Whaling text has been clarified as follows.

Success

When whaling, reduce the value of your roll by one for each ore (*even preprinted ore*) on the whaling boat(s) you are using to perform the action (*you keep the ore*). This can lead to a negative value; any negative value is treated as a 0.

Then, in every case (Hunting Game, Laying a Snare and Whaling), pay a number of wood **and/or** proper weapons** equal to this value to declare a successful action and receive the reward depicted on the action space.***

Failure

If you declare **your attempt at this action** a failure, you do not have to pay anything. (*You may not declare a result of 0 as a failure.*)

Upon failure, you receive a consolatory 1 wood and 1 weapon**** of the proper type** from the general supply. Additionally, when you fail laying a snare, you may return **1 Viking** from the action space to your Thing Square. When you fail whaling, you may return **2 Vikings**. You may use the returned Vikings again later that round.

Rulebook, page 23

The details about the Final Income should read:

- **Final income:** instead of paying out the income of the final round, you **can** write it down in the "Final Income" category of the scoring pad.

Appendix, page 10

To match the text on the card, the description of the Barbarian (158A) should read : "In the Feast phase (phase 9) of each round, **for each game meat or whale meat you place** on the "Banquet Table" track, you receive 3 weapon cards and 1 silver (which you can use for the feast right away)."

Appendix, page 16

In the Greenland example, the spaces on the lower left of the board must be covered to earn the income.

Note that Greenland allows you to get up to 8 silver coins each round, not 9.



Card Name Changes

To avoid having cards with duplicate names, the following cards have had their names revised. This has no impact on gameplay.

Card 99a - Preceptor (was Tutor, like 52a)

Card 148c - Spice Trader (was Spice Merchant, like 94a)

FAQ

Q : Can I exchange animal tiles ?

A : Yes, animals can be exchanged for a more valuable goods with a Trading Action like any other goods. Although animals score points at the end of the game, it is often more efficient to exchange them for upgraded goods to cover more spaces on your boards.

Q : Can I place multiple tiles simultaneously on the board?

A : Yes, as long as the layout of the tiles on your board is valid after you have placed all of them. It is common to wait to place them until shortly before the income phase in order to get the best “puzzle result.”

Q : While receiving income from my home board, can I immediately place some of it on my Exploration boards to increase the income these boards would provide during that same Income phase ?

A : No, and the same applies to the Bonus phase. However, during a given round, it is possible to place the recently received silver coins **after** the income phase and **before** the Bonus phase to receive more bonuses.

