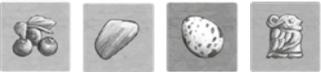


FEAST FOR ODIN

Mini Expansion #2

This expansion contains 1 new exploration board for *A Feast for Odin*, new goods, and new tiles that vary the results of the harvest phase.

General Setup



Place the new goods next to the goods boxes, or in the boxes if there is space.

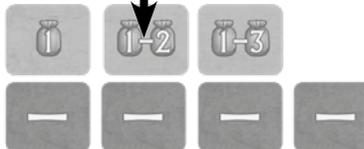
Place the new exploration board next to the other exploration boards in play, with the “Isle of Mull” side faceup.



Take the 4 harvest markers with harvest icons and mix them up facedown.



Then randomly place 1 marker faceup on Phase 2, “Harvest,” on the Overview tile.



Finally, mix the 3 remaining markers facedown together with the 4 harvest markers without harvest icons and set the markers aside.

Draw 1 additional light brown occupation card during setup. Choose 1 to keep and discard the other.

Setup for the Long Game (7 rounds)



Starting with the last player and proceeding counterclockwise, each player takes 1 resource marker and places it with the orange side faceup next to their home board.

Setup for the Short Game (6 rounds)

Each player gets an additional 3 silver and draws 1 random weapon card. Starting with the last player and proceeding counterclockwise, each player takes 1 resource marker and places it with the orange side faceup next to their home board. Then, in the same order, each player takes a second resource marker and place it with the orange side faceup, as before.

Additional Setup Rules

When playing with *The Norwegians* expansion, do not randomly take artisan sheds during setup. Instead, starting with the last player and proceeding counterclockwise, each player takes 1 artisan shed and **immediately builds it** with the side of their choice faceup.

When playing without *The Norwegians* expansion, at the end of setup, each player draws 2 dark brown occupation cards, chooses 1 to keep, and discards the other. At the beginning of your first turn, you may play the dark brown occupation card you kept **for free**.

Occupation Cards

Remove the following occupation cards from the game:

52A Tutor, 107B Adventurer, 115B Princess, 125C Scribe, 150C Meat Buyer, 163A Farmhand, 170A Refugee Helper, 189B Seafarer

You may also remove these occupation cards for a better experience:

1A Peddler, 8A Craft Leader, 21B Collector, 28B Locksmith, 41A Slowpoke, 42B Steward, 45C Pirate, 46B Ship Architect, 56A Arms Dealer, 96A Meat Merchant, 97B Pea Counter, 99A Preceptor, 101B Judge, 104B Disheartened Warrior, 106B Warmonger, 124B Laborer, 133B Lance Bearer, 134A Drunkard, 135A Lone Wolf, 138C Robber, 139C Loot Hunter, 157C Skinner, 158A Barbarian, 161B Whaling Assistant, 162C Flax Farmer, 174A Bosphorus Traveller, 175B Codliver Oil Presser, 177B Maid, 180C Beach Raider, 190B Bosphorus Merchant

Course of Play

Phase 2: Harvest

The new harvest markers modify the harvest phase from the base game. Each round, there will be 1 harvest marker faceup on the Overview tile.

During the harvest phase, you receive the crops indicated on that marker, **as well as** the goods shown on your resource marker(s). Then remove the harvest marker on the Overview tile from the game, draw a new random harvest marker from the facedown harvest markers, and place it faceup on the Overview tile for the next round. Flip all resource marker(s) so that they match the color of the new harvest marker. The new harvest marker and your personal resource marker(s) show you what you will receive during the next round's harvest phase.

Phase 3: Turn Exploration Boards and Place Silver

During round 4 (*round 3 in the short game*), turn “Isle of Mull,” introducing “Caithness.” Place silver on this board as normal.

Phase 5: Actions

In order to take the “Isle of Mull” exploration board, you must have a whaling boat, knarr, or longship, and you must place 1 Viking on the corresponding action space in the first column.

In order to take the “Caithness” exploration board, you must have a longship, and you must place 3 or 4 Vikings on the corresponding action space in the third or fourth column.

Phase 10: Bonus

There are 2 new bonuses available on the new exploration boards:



Sword weapon card



The **first time** you receive this bonus, you receive 1 stone **and** the “Altar” special tile. During future rounds, you receive only 1 stone. If “Isle of Mull” is turned before it is taken, remove the “Altar” from the game.



PUBLISHED BY
Feuerland Verlagsgesellschaft mbH
Wilhelm-Reuter-Str. 37
65817 Eppstein-Bremthal



1995 County Road B2 W
Roseville, MN 55113 USA
(651)-639-1905
info@ZManGames

© 2019 Feuerland
Spiele. Z-Man Games is
a © of Z-Man Games.
Actual components may
vary from those shown.