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A Feast for ODIN

Rulebook

"A Feast for Odin" is a saga in the form of a board game. You are reliving the cultural achievements, mercantile expeditions, and pillages of those tribes we know as "Vikings" today—a term that was used quite differently towards the end of the first millennium.

When the northerners went out for a raid, they used to say they headed out for a "viking." Their Scandinavian ancestors, however, were much more than just pirates. They were explorers and founders of states. Leif Eriksson is said to be the first European in America, long before Columbus.

In what is known today as Normandy, the intruders were not called Vikings but "Normans." One of them is the famous William the Conqueror who invaded England in 1066. He managed to do what the king of Norway failed to do only a few years prior: conquer the Throne of England.

The reason why the people of these times became such strong seafarers is due to their unfortunate agricultural situation. Crop shortfalls caused great distress.

In this game, you will raid and explore new territories. You will also experience their day-to-day activities: collecting goods to achieve a financially secure position in society.

In the end, the player whose possessions bear the greatest value will be declared the winner.

Goods boxes

2 goods boxes to store the goods tiles

Dice

1 orange eight-sided die

1 blue twelve-sided die

Game Boards

1 large action board with action spaces

4 home boards *(one for each player)*

1 small supply board for the ships

4 two-sided exploration boards

1 oval supply board for the special tiles

Tiles

15 special tiles

Tiles

2 extension tiles to extend the action board

1 large round overview tile

Building tiles: 3 “shed” building tiles,
3 “stone house” building tiles,
5 “long house” building tiles

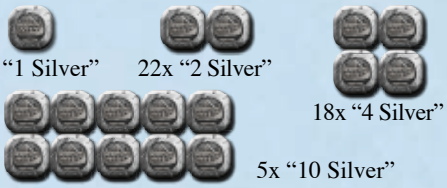
8 mountain strips

32 ship tiles, including:

10x whaling boats 12x knarrs 10x longships

Money

125 silver coins, including:



80x “1 Silver” 22x “2 Silver” 18x “4 Silver” 5x “10 Silver”

Wooden Goods

32x wood, 24x stone, and 40x ore

190 Occupations,

divided in three decks A, B, and C

45 light brown starting occupation cards 145 dark brown occupation cards

47 red Weapon cards

12x bow and arrow, 12x snare, 12x spear, 11x long sword

Goods

346 goods tiles, including:

Food

front side: farm product
back side: animal product

25x peas / mead

20x flax / stockfish

20x beans / milk

20x grain / salt meat

17x cabbage / game meat

15x fruits / whale meat

Animals

front side: livestock
back side: pregnant dam

18x sheep / pregnant sheep

15x cattle / pregnant cattle

Equipment

front side: craft product
back side: luxury good

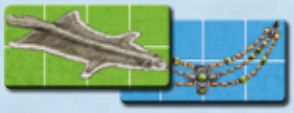
43x oil / rune stone

30x hide / silverware

30x wool / chest

20x linen / silk

20x skin and bones / spices



20x fur / jewelry

18x robe / treasure chest

15x clothing / silver hoard

7 “Thing Penalty” tiles

The back of each “Thing Penalty” is different: 5 wood, 5 stone, 3 ore, 3 bow and arrow, 3 snares, 3 spears, and 3 long swords.

Other Wooden Components

48 Vikings *(12 for each player)* 1 brown start player moose 1 white round tracking cube

12 plastic bags, 1 appendix, 1 almanac, and this rulebook.

Before Your First Game

Goods

This game comes with a large number of goods tiles. In order to save you the hassle of storing the tiles in an assortment of plastic bags, we have provided two goods boxes so that you can better store and organize the goods tiles.

Each row stores goods of the same color and each column stores goods of the same shape. Note that orange and red goods of the same shape are on two sides of the same tile, as are green and blue goods. Divide these goods (except for sheep and cattle) into two piles and place each pile in its designated compartment.

For example, every "beans" tile has milk on the other side.

The game provides more tiles than you would normally need, even more than you can fit into the goods boxes. Store any excess tiles as a reserve in the provided bags.

The following table shows how you should organize the goods tiles in the goods boxes. The goods boxes have alternating small and large compartments. In the first goods box, the small compartments are reserved for goods of the size of peas and beans, and the large ones are reserved for goods of the size of flax and grain. In the second goods box, the small compartments are meant for goods of the size of cabbage and fruits, and the large ones for goods of the size of sheep and cattle.

rune stone	silverware	chest	silk	spices	jewelry	treasure chest	silver hoard
oil	hide	wool	linen	skin and bones	fur	robe	clothing
mead	stockfish	milk	salt meat	game meat	sheep	whale meat	cattle
peas	flax	beans	grain	cabbage		fruits	

Peas and mead are two sides of the same tile, as are oil and rune stone. Sheep and cattle are on both sides of their respective tiles.

Setup

Action Board and Goods Boxes

Place the large action board in the middle of the table. In a 4-player game, add the two extension tiles to the game board as shown in the illustration, **randomly** choosing which side is face up. *(In games with 1 to 3 players, you do not need these tiles.)*

Open the goods boxes and place them on the table next to each other, so that all players can easily access them.

The goods boxes

Supply Boards for Special Tiles and Ships

Place the supply boards for special tiles and ships next to the goods boxes. Aside from the blue standard goods in the top row of the goods boxes, there is a number of special tiles. Unlike the standard goods, which are supposed to be in unlimited supply, there is only one copy of each special tile. **They are considered to be blue and follow the same rules as the blue good tiles.** *(Also, the special tiles are the same color on both sides.)*

Place the special tiles on the oval supply board. The other supply board is for the three types of ships. Sort the ships by type and place them face up in separate stacks on the supply board.

1 oval supply board for the special tiles

1 small supply board for the ships

Occupation and Weapon Cards

dark brown

light brown

Occupations *Weapons*

By no means will you need all of the cards each game. Set up only part of them and replenish the stack later, if need be.

These are your starting cards along with 1 mead. Always keep all tiles and cards face up in front of you and visible to all players.

Your starting card suggests which path you might want to take during the course of the game.

There is an "A", "B" or "C" at the bottom right of the occupation cards, indicating to which deck each card belongs. We recommend beginners only use cards from deck A, while experienced players use cards from both deck B and C, or just shuffle every deck together. Sort the occupation cards according to their light or dark brown back to form two stacks.

An illustration at the top left of the game board indicates what you receive **at the start of the game**: Each player draws 1 starting card from the stack of light brown occupation cards into their hand. (After that, remove the remaining **light brown** cards from the game.) Each player takes 1 "bow and arrow", 1 "snare", and 1 "spear" weapon card, as well as 1 "mead" goods tile.

Shuffle the remaining weapon cards and place them face down in a stack on the table. Shuffle the occupation cards with a **dark brown** back and also place them face down in a stack on the table.

Your Personal Boards and the Vikings

Each player takes a home board.

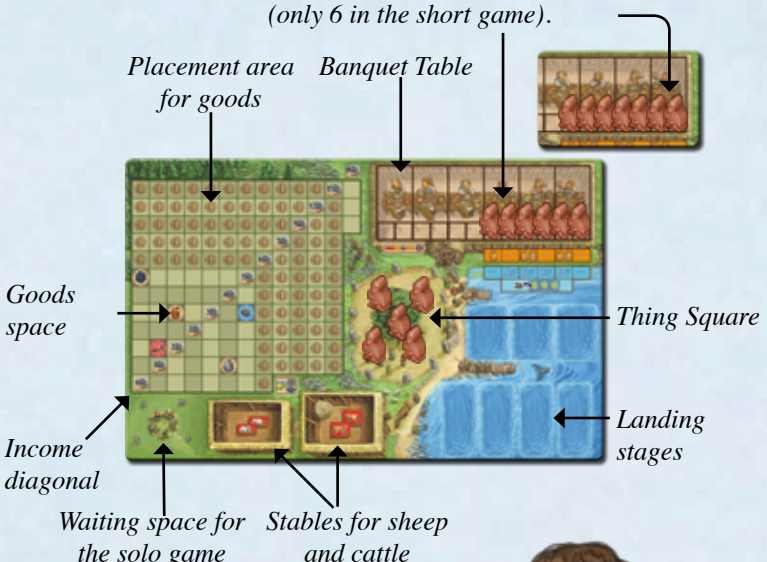
The home boards are two-sided. One side is for a game lasting 7 rounds *(long game)*, the other for a game lasting over 6 rounds *(short game)*. Decide how many rounds you wish to play and place the according side face up.

Each player chooses a color and takes the 12 Vikings in their color.

Place a Viking on each numbered space of the "Banquet Table" track *(at the top right)* of your home board and the rest on the "Thing Square" *(the Vikings' meeting place)*. The latter are your starting Vikings. *(Consequently, in the short game, you start the game with one more Viking.)*

To the right of the Thing Square, there is the bay with landing stages for ships. To the left of the Thing Square, there is the main placement area for your valuable goods.

Place 7 Vikings on the "Banquet Table" track (only 6 in the short game).



The long game is the main version of the game. We recommend the short game to all players who would like to familiarize themselves with the game mechanics first. On the other hand, veteran players who know every aspect of the game by heart might find the shorter version more challenging.

Mountain Strips, Building Resources, and Silver

Shuffle the eight mountain strips and turn two of them face up (three strips in a 4-player game). The remaining mountain strips form a face down draw pile. Place the depicted goods on the spaces of the face up mountain strips.

Sort the remaining wood, stone, ore, and silver tokens by type and place them ready at hand.

Mountain strips at the start of a game with up to 3 players

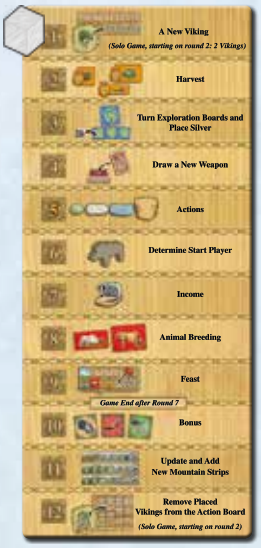
Exploration Boards

Lay out the four exploration boards with their "Shetland", "Faroe Islands", "Iceland", and "Greenland" sides facing up in that order.

The letters A to D on the bottom right of the boards indicate their front sides.

Overview Tiles

Place the round overview tile on the table and place the white round tracking cube on space 1.



Building Tiles

Place the "shed", "stone house", and "long house" building tiles in separate stacks on the table.

General Overview

How to Play the Game

The basic principle of the game is simple. Each round, you place your Vikings on the spaces of the action board and take the chosen actions **immediately**.

Because each action space can only be occupied once per round, you will quickly get in each other's way.

What You Want to Achieve

Your goal is to cover the spaces in the placement area of your home board with **green and blue** goods tiles. If you leave gaps, you can fill them with ore and silver (as shown below).

To get the goods tiles in the first place, you will either need to obtain them by raiding (in the Viking fashion) or receive them in exchange for farm goods.

This information bar depicts how to place goods in the placement area of your home board. The green and blue color stands for the respective goods.

At any time, you can place tiles, ore tokens and silver coins from your supply onto your home board. Once on your home board, you cannot take them back.

*Overseas trading plays a special role in all of this. It allows you to turn **any number of different** green goods (representing craft products) into blue luxury goods in a single action. (How turning a lot of green goods into blue ones may benefit you is explained in the "Anytime Actions" section on page 12.)*

Income

The big numbers across the placement area of your home board represent income values. The **smallest visible income** value indicates your income for the current round (described further on page 9).

The home board on the previous page would generate an income of 2 silver.

Bonus

Some spaces of your home board feature goods symbols.

There are five goods spaces on your home board.

You receive these goods each round as a bonus once you have covered **all** spaces surrounding them.

- Sooner or later you may wish to cover the goods spaces to increase your income. *(By doing so, you forfeit the bonus.)*

In the first example, the mead space was covered. In this one, it is completely enclosed. Here, you would get a bonus of 1 mead each round.

- During the game, you can explore new territories and add them to your home board. You will need ships to do so.

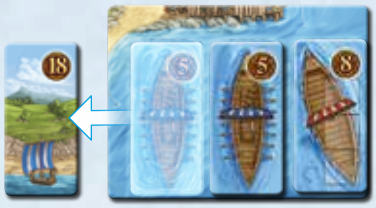
To explore Iceland, for instance, you would need a knarr or a longship.

What You Get Points For

At the end of the game, you will add the values of your ships, houses, exploration boards, and goods. Points are indicated by the shield symbol.

Your large ships can increase in value if you use them for emigration. *(Simply turn them to the other side when that happens.)*

After each emigration, you will have one fewer ship at your disposal (here: a longship).



Your home board and the exploration boards have spaces that you must cover with goods tiles to avoid negative points.

"Fur" can be effectively worth 8 points if you use it to cover eight spaces with negative points.

The sheds, stone houses, and long houses also have spaces with negative points, which you should cover with goods tiles.

- Sheds require wood and stone.

- The stone and long houses are special in that they allow you to place **orange and red** food tiles in them as well as the usual green and blue goods and silver coins, but not ore.

Note the two supporting pillars in the center of the long house: these cannot be covered.

This information bar depicts how to place goods in the placement areas of your houses (further described on page 12).

You gain additional points for sheep and cattle, which breed every other round, and for the occupation cards you have played.

The back sides of the animal tiles show pregnant dams. These are worth 1 additional point.

Occupations can be worth negative points. In this example, the Undertaker is worth -1 point.

Course of Play

Randomly determine who receives the grey start player moose.

We will explain the rules for the game with 2 to 4 players first. The solo game rules can be found on page 23.

The long game is played over 7 rounds *(the short game over 6 rounds)*.

Each round consists of the following 12 phases, which are played one after another in that order.

Phase 1: A New Viking

Take the leftmost Viking from the "Banquet Table" of your home board and place it with your other Vikings on the Thing Square. *(The now empty space indicates the number of the current round.)*

Each round, including the first, you receive a new Viking.

Phase 2: Harvest

Below the new round number, there is note indicating what you will receive during harvest.

Long game:

- During harvest, you can only get orange goods.
- Take the goods from the general supply and place them in your personal supply.

The numbers on the tiles mean:

1	You receive one of each crop with a 1: peas, beans, and flax .
1-2	You receive one of each crop with a 1 or 2: peas, beans, flax, and grain.
1-3	You receive one of each crop with a 1, 2, or 3: peas, beans, flax, grain, and cabbage.
1-4	You receive one of each crop with a 1, 2, 3, or 4: peas, beans, flax, grain, cabbage, and fruits.
—	"No Harvest" means you do not get any goods in the harvest phase of that round.

Phase 3: Turn Exploration Boards and Placing Silver

In the action phase *(phase 5)*, you can use your ships to claim additional placement areas on the exploration boards. Some exploration boards are available at the start, others become available later. This is why each exploration board that has not been claimed by a player is turned to its back side at some point. A symbol below the harvest notes on your home board indicates when to turn each exploration board.

AC	In round 3 *(round 2 in the short game)*, turn Shetland, introducing Bear Island.
BC	In round 4 *(round 3 in the short game)*, turn the Faroe Islands, introducing Baffin Island.
CC	In round 5 *(round 4 in the short game)*, turn Iceland, introducing Labrador.
DC	In round 6 (*round 5 in the short game*), turn Greenland, introducing Newfoundland.

Increasing the Value of an Unclaimed Exploration Board

Each round in which you should turn an exploration board *(short game: rounds 2 to 5; long game: rounds 3 to 6)*, place **2 silver** on each unclaimed exploration board not being turned. Exploration boards that players have already taken do not receive silver.

- When you turn an exploration board with silver on it, return the silver to the general supply.
- Place silver on the other exploration boards even if the exploration board that is supposed to be turned has already been claimed by a player.
- There is no phase 3 in the first and last round. In those rounds, no exploration board is turned and no silver is placed on any of them.

Example: In round 3, 2 silver are placed on the Faroe Islands. In round 4, the Faroe Islands are turned to become Baffin Island and the 2 silver placed there last round are returned to the general supply.

When you explain the game, it is a good idea to mention the goal of the game first and the phases of a round shortly after. You can show that the game is played over six or seven rounds by pointing the players to the seven Vikings on the "Banquet Table". Once they are focused on that, you can easily explain the first three phases with the information provided below it.

Phase 4: Draw a New Weapon

Each players draws a new weapon card and places it face up in their supply.

You could draw a long sword, the only type of weapon you do not have from the start.

Phase 5: Actions

Beginning with the start player and in clockwise order, take one or more Vikings from your Thing Square and place them on **exactly one unoccupied action space** of the action board. Continue doing so until all players have passed or placed all of their available Vikings.

- You can pass even if you have Vikings left in your Thing Square. Once you have passed, you cannot place any more Vikings that round. *(When you have none left, you must pass.)*

Important: each action space can only be occupied **once per round**.

Another important rule: each action space in the **first** column requires **one Viking** to activate. Each action space in the second/third/fourth column requires two/three/four Vikings, respectively.

The effect of each action space is explained in the next major section (starting on page 14). You can tell what most effects do from their illustration.

- You must use an action space **immediately** after you occupy it. To occupy an action space, you must use at least one of its effects *(paying a cost is also considered an effect in and of itself)*.

- The action spaces on the action board are organized in groups of similar effects. The wood grain background helps to emphasize this. The type of action spaces in each group is stated in the left margin of the action board.

Also, note the actions you can take **at any time** during the course of the game *(see page 12)*.

During your first play, you might be overwhelmed by the sheer number of action spaces. Concentrate in the early game on exploring the available options. Use the first few rounds to prepare yourself for what is to come. You will take the really important and crucial actions later.

- The action phase ends as soon as all players have placed all of their Vikings or passed.
- Due to the varying number of Vikings that are required on each action space, some players can run out of Vikings earlier than others. A player without Vikings must pass. Continue until all players have passed.

Phase 6: Determine Start Player

The player who placed Vikings **last** in the action phase receives the start player moose and will be the start player in the next action phase.

Phase 7: Income

This game differentiates between income and bonuses. Income is paid in silver (this phase), bonuses are paid in goods (phase 10).

During the game, you will place green, blue goods tiles, ore tokens and silver coins on your home board. The smallest uncovered value on the "income diagonal" indicates the amount of silver you receive this phase.

In this example, "5" is the smallest uncovered value, so you would receive an income of 5 silver.

- Important: You must cover the income values in ascending diagonal order. This is explained further on page 12 (**Anytime Actions**).

• By claiming exploration boards, you can produce additional income. Income from an exploration board is handled like income from your home board *(see also appendix, page 15)*.

When explaining the game, now is a good time to explain, in detail, the placement of green and blue goods tiles on your home board. Income is where these rules really matter a lot. Earlier, on page 6, we gave a general overview of these rules. A more elaborate explanation will follow on page 12.
Now let us continue with the sequence of a round.

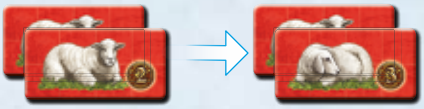
Phase 8: Animal Breeding

At the bottom right of your home board, you can find storage spaces (stables) for your "sheep" and "cattle" goods tiles. Please note that these tiles show the same animal on both sides—one side shows the non-pregnant animal, the other the pregnant one.

In this phase, your animals breed, according to the following rules:

• 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)*.

• If you have at least 2 sheep but no "pregnant sheep", turn 1 of them to the "pregnant sheep" side.



The same applies to cattle.

Consequently, your sheep and cattle can breed every 2 rounds.

Examples of Animal Breeding:

- *You have three sheep, one of which is pregnant. The pregnant one gets a newborn, the other two remain non-pregnant. Afterward you have four non-pregnant sheep.*
- *You have four non-pregnant sheep. Still, you can only turn one of them to the pregnant side.*
- *You have two sheep, one of which is pregnant. During the action phase, you spend the non-pregnant one. In the breeding phase of that round, you are now left with a single pregnant sheep. It still receives a newborn, even though it is the only sheep in the stable. (C'est la vie.)*

Phase 9: Feast

This phase focuses on the spaces of the "Banquet Table" track with no Vikings.

In this example: 3 spaces have Vikings on them, 9 are empty.

Place orange and red food tiles from your supply *(or stable)* and/or "1 silver" coins on each empty space of the "Banquet Table", according to the following rules:

• Orange tiles *(farm products)* **cannot** be placed next to each other.

These rules are also depicted below the Banquet Table.

• Red tiles *(animal products)* **also cannot** be placed next to each other.

• Silver coins **can** be placed next to each other. *(Ore cannot be placed on the "Banquet Table".)*

• One tile of each type may be placed horizontally to take up more space at the table *(like salt meat in the example below)*. All other tiles of that type must be placed vertically *(square tiles are exempt from this rule, as it does not matter)*.

You should serve salt meat only once per feast to be efficient. Bean dishes, on the other hand, can be served multiple times without penalty.

Every tile you place on the "Banquet Table" must cover at least one of the squares below the table and fit in the allowed space *(it cannot overhang)*. If you are not careful, you may have to inefficiently place several tiles vertically to follow this rule.

The designer's love for bean dishes should be well-known. Vikings were very thoughtful about what they ate. Too much salt meat is unhealthy.

Thing Penalty

- For each space of your "Banquet Table" on which you could not or did not want to place anything, you must take a "Thing Penalty" tile and place it in your supply. You must keep these tiles for the rest of the game. *(This should not happen too often, because the feast happens after you receive income. Income should always provide enough silver to cover the spaces.)*

At the end of the game, you lose 3 points for each penalty tile you have.

At the end of this phase, move the goods on your "Banquet Table" to the general supply.

This empty space means you must take a penalty tile.

Phase 10: Bonus

Some spaces in the placement area of your home board show a goods symbol. These spaces count as already covered, but you can cover them with goods tiles, if need be *(according to the placement rules, see "Anytime Actions" on page 12)*. If you leave a goods space uncovered, but instead cover the 8 spaces around it, you will receive that good as a bonus each round.

The player whose home board is shown to the left would receive 1 mead, 1 wood, 1 stone, and 1 ore each round.

- You receive your bonus all at the same time.

The depicted ore space is on the edge of the placement area, so you only need to cover five spaces around it to receive ore as a bonus.

Tip for experienced players: if you place goods tiles in your placement area before the income phase, you will then receive silver that you can use right away to possibly get bonuses as well. (For instance, the silver that enabled the ore bonus in the example above could have been silver the player received that round.)

Phase 11: Update and Add New Mountain Strips

Mountain strips provide building resources that you can get during the action phase *(see the "Mountain and Trading Actions" on page 15)*.

Acquire your resources here.

- 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.

- Then turn a new mountain strip face up and place the depicted goods on it. *(This way there can be more face-up mountain strips than at the start of the game.)*

At the left, the mountain strip at the top is about to be removed. At the right, the mountain strip at the bottom has just been added.

- In the 4-player long game, there are not enough mountain strips for all 7 rounds. You simply do not add any in round 7.

Phase 12: Remove Placed Vikings from the Action Board

Return your Vikings from the action board to your Thing Square. *(Then proceed with phase 1 of the next round.)*

Anytime Actions

There is a variety of actions you can take literally **at any time** during the game (usually even during a main action).

Placing Goods on the Home Board

As mentioned several times before, **at any time**, you can place green craft products and blue luxury goods as well as silver coins and ore tokens on empty spaces in the placement area of your home board, according to the following rules:

The spaces with the **big numbers** (0, 1, 2, 3, …) form the "income diagonal" *(see "Income" on page 9)*. You can only cover a space in the income diagonal if you also cover *(or have already covered)* all spaces:
- to the left of that space,
- below that space,
- as well as all spaces in the square to the bottom left of the space.

Spaces with goods symbols are considered covered already.

In the early game, you can cover 3 numbers with a single tile (here: using a robe). (Unfortunately, if you do, you will also cover the mead space, losing a potential mead bonus.)

In the example depicted to the left, you could place a "skin and bones" or " wool" tile to cover income spaces "3" and "4" at the same time, because by doing so all required spaces will also be covered.

- The placement areas depict growing squares in order to remind you of these placement rules.

- Green tiles **cannot** be orthogonally adjacent to other **green tiles** *(diagonal adjacency is allowed). (An illustration on your home board reminds you of that.)*

- Blue tiles can be adjacent to other blue tiles, as can silver coins to other silver coins, and ore tokens to other ore tokens.

Occasionally, players will ignore this rule unintentionally. If you notice the mistake too late, see page 23 for a way to handle that.

- When you place a goods, you cannot place it on top of another goods that is already there *(not even partially)*. You can, however, cover spaces with goods symbols *(see Bonus on page 7)*. Keep in mind, goods spaces are considered covered already
- Each goods you place must be placed within the bounds of the placement area.

The home board has three additional spaces at the top right, so that you can place bigger tiles like the treasure chest during the end game.

To avoid negative points, you are explicitly allowed to place goods wherever you like in the placement area, as long as you do not cover income spaces that you are not allowed to cover (see the example below).

- The special tiles are considered to be blue and follows the same rules as the blue good tiles.

Here is an example of how to cover the spaces in the top right corner without covering the income spaces that you are not allowed to cover.

Placing Goods on the Exploration Boards

As with the home board: **at any time**, you may place green craft products and blue luxury goods as well as silver coins and ore tokens on empty spaces of the exploration boards, according to the same rules.

Note that there might be spaces in the center of an exploration board that you are not allowed to cover with goods, like the "5" on Bear Island. These spaces have a very prominent green border.

A lot of goods spaces on the exploration boards are surrounded by less than 8 other spaces, which makes it easier to enclose them for the bonus.

To unlock the rune stone and ore bonus on Bear Island, you only need to cover six spaces.

Placing Goods on the House Tiles

At any time, you may place orange farm goods, red animal products, green craft products, and blue luxury goods as well as silver coins on empty spaces of your houses.

Orange tiles cannot be orthogonally adjacent to other orange tiles, and red tiles cannot be orthogonally adjacent to other red tiles *(diagonal adjacency is allowed, as shown in the illustration on the house tiles)*.

Note that you cannot cover the pillar spaces in the long house.

The following applies to all of the anytime actions:

Once you place a goods tile on a board or house, you **cannot take it back**.

You may, of course, test tile placements in order to plan ahead, as long as you take them back before continuing.

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**.

Although you cannot take back tiles once you placed them, we still recommend you place as many as you can before the income and bonus phases. Especially the large tiles as they belong on the boards and not in your supply.

Buying Ships

At any time, you may buy a ship by paying its cost in silver. The cost of a ship is equal to its value *(also depicted on the supply board for ships)*. Instead of buying ships, you may build them with wood by using a "Ship Building" action space *(see page 15)*.

- The whaling boats are small boats.
- Knarrs and longships are considered "large ships."

*The **knarr** costs 5 silver.*

Each whaling boat costs 3 silver, each knarr 5 silver, and each longship 8 silver.

Each ship you acquire must be placed in your bay, on a landing stage of appropriate size (you **cannot** place whaling boats on the larger spaces).

Changing Silver

At any time, you may make change with your silver coins. Silver comes in denominations of "1 silver", "2 silver", "4 silver", and "10 silver".

The silver coins are designed such that you can place them in the placement areas and houses.

Arming

At any time *(including immediately before, but not during an action)*, you may place ore from your supply on the designated spaces of your whaling boats and longships.

You **may not take back** the ore you place on your ships.

***Longship** are used for raiding and pillaging (see pages 17 - 18).*

***Whaling boats** are used for whaling (see page 18). They show 1 preprinted ore and provide space for 1 more ore.*

Occupations

Many occupations provide actions you can take **at any time**. *(see page 21).*

The blue background color indicates an anytime action on an occupation card.

Giving Away

You **cannot** simply give away or discard goods, ships, boards, or cards outside of an action.

The Action Spaces

The action board features a variety of action spaces. *(How and when to use them has been explained in the "Phase 5: Actions" section on page 9.)*

General rule:
Some actions require you to have a specific type of ship. You may use the same ship multiple times per round for different actions.

Example: You have a single longship in your bay. With this ship, you can
- *head out on a raid first*
- *then explore "Newfoundland",*
- *and emigrate that same round.*

All the actions mentioned in the example above are explained on the following pages. Most action spaces (like the production spaces) have a rather simple effect, so we will explain those first.

Production spaces

On the green spaces of the action board, you receive exactly what is depicted, e.g., 1 stockfish.

In particular:

Here, you receive 1 milk if you have 1 cattle, 2 milk if you have 2 cattle, and 3 milk if you have 3 or more cattle.

Here, you receive 1 wool if you have 1 sheep, 2 wool if you have 2 sheep, and 3 wool if you have 3 or more sheep.

Here, you receive 1 spices and 1 silver. Additionally, you receive 2 milk if you have at least 1 cattle, and 1 wool if you have at least 1 sheep.

On this space, you receive wood and ore from the **general supply**. While you only ever get 1 ore here, you also get **1 wood per player**: in a 1/2/3/4 player game, this is 1/2/3/4 wood.

In general:
If a good costs silver, the price is printed below a purse icon at the left of the action space. *1 cattle and 1 milk cost a total of 3 silver.*

Tip: Most new players overrate the Weekly Market. Your Vikings are well provided for during the harvests. Usually, you will not need much more food than that.
On the other hand, they tend to overlook the long-term potential of animal breeding.

Exchange Spaces

The dark yellow action spaces relate to house building, ship building, and crafting. On these, you exchange something *(usually building resources from your supply)* for something else, but **only once**. In particular:

On the action space at the top left of the game board, you can pay 2 wood to receive a shed *(see page 13 for what it does)*.

Here, you may build a "stone house" and "long house" for 1 and 2 stone, respectively *(see page 13 for what they do)*.

Note that the number of shed and house tiles is limited.

Here, you may build the indicated ship *(and only that ship)* for 1 or 2 wood:

The number of ships is not limited. The only limitation is the number of landing stages in your bay: you can only have up to 3 whaling boats and up to 4 large ships *(knarrs, longships)*.

On this space, you can choose what to get for 2 stone and 2 wood: either you take a stone house and a longship, or a long house and a knarr.

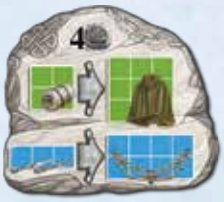
Here, you may exchange an orange "flax" tile for the larger and more valuable green "linen" tile.

On this space, you may spend green "hide" and "linen" tiles to make "clothing", for which you also receive 2 silver.

At the Smithy, you may spend 1 ore to receive a tile with a forge tongs symbol.

Jewelry tiles show a forge tongs symbol …
… as well as all the special tiles.

Here, you receive 4 silver. Additionally, you may exchange a green "wool" tile for a "robe" tile, and/or a blue "silverware" tile for a "jewelry" tile.



On these three action spaces, you can exchange stone and/or wood or ore for blue "rune stone" and "chest" tiles. On the first two of these spaces, you also receive 1 silver.

Playing a single occupation costs 1 stone or 1 ore, and you receive 1 silver *(see also "Occupation" on page 20)*.

Here, you may exchange a whaling boat* for a knarr *(if you wish)*, before using that knarr or another large ship to emigrate *(more on emigration on page 17)*.

* *If the whaling boat you exchange has ore on it, you lose that ore.*

Mountain and Trading Actions

Mountain Actions

Some of the golden brown action spaces allow you to take building resources and silver from mountain strips.

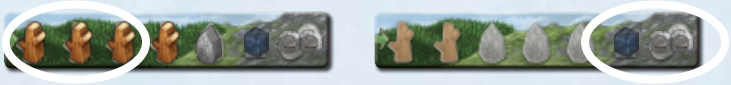
When taking resources from a mountain strip, always take them from left to right *(i.e., goods closest to the arrow first)*.

The 2 silver at the right are considered a single item. *After taking the last "2 silver", remove the mountain strip from the game.*

The "Take 2 Building Resources" action allows you to take *(up to)* 2 items from **one** mountain strip of your choice.

You may choose a mountain strip with fewer resources than you are allowed to take (you may not take resources from another mountain strip to make up for it).

The "Take 3+2 Building Resources" action allows you to take *(up to)* 3 items from one mountain strip and *(up to)* 2 items from another mountain strip. *You may not take 5 resources from the same mountain strip.*



For instance, you could take 3 wood from one mountain strip, and an ore and the silver from another.

The "Take 2+2+2+2 Building Resources" action allows you to take *(up to)* 2 items each from *(up to)* four mountain strips. *Here, you cannot take 4 or 6 items from one mountain strip.*

Trading Actions

The other golden brown action spaces allow you to **exchange goods in your supply** for more valuable ones.

The "⇧1 Good" action allows you to exchange exactly 1 goods tile for the next more valuable one: either an orange for a red one, or a red for a green one, or a green for a blue one. **The old and new tile must have the same shape and dimensions.**

For example, you could use a "⇧ 1 Good" action to exchange "game meat" for "skin and bones" once.

The "⇧2 Goods" action allows you to exchange up to 2 goods tiles for the next more valuable one. Both tiles may be of the same type, but you **may not** "upgrade" a single tile twice *(from orange to green, or from red to blue).*

The "⇧⇧2Goods" action allows you to "upgrade" 2 goods twice: you may exchange an orange good for a green one, or a red good for a blue one. *(In addition, you also take 4 resources from one mountain strip.)*

Other action spaces on the game action board allow you to exchange more than 2 goods.

One of the action spaces described here also provides 4 weapon cards. This means you draw 4 random weapons *(and place them face up in front of you).*

Before you exchange your goods for more valuable ones via "⇧Goods" actions, check how many and which goods you will need for the Feast phase. We recommend you place those goods on the "Banquet Table" during the action phase ahead of time.

Blue, yellow, red, and brown action spaces are special. Blue stands for overseas trading, yellow for emigration, red for hunting, raiding, and pillaging. Brown is the color of occupation cards.

Knarr Action Spaces

Blue is the color of action spaces that require a knarr, providing blue luxury goods for trade.

Overseas Trading

The two "Overseas Trading" action spaces are located in the first and second column of the action board. On overseas trading spaces, you can pay 1 silver to turn any number of different green goods tiles to their blue side. To do so, however, you must have at least one knarr in your bay.

- Green tiles in the placement areas of your boards may not be turned to their blue sides *(you may not bypass the rule that disallows the placement of green tiles next to each other).*

In this example, during a single "Overseas Trading" action, you may turn 1 oil, 1 hide, 1 wool, 1 linen, and 1 clothing to their blue sides. (The other linen tile must remain on its green side.)

Special Sale

The "Special Sale" action space is located in the third column of the action board.

Each special tile shows a silver cost. If you have at least one knarr, you can buy (up to) 2 special tiles by paying their cost. *(The English Crown is the only special tile that may not be bought. We did ask Her Majesty Queen Elizabeth II when she was in Frankfurt on June 25th, 2015. She rejected our request in her usual polite manner.)*

The Glass Beads cost nothing; the Helmet costs 1 silver.

Emigration

Yellow is the color of emigration. On "Emigration" action spaces, you may turn a knarr or a longship* in your possession to its back side and place it on the leftmost space of your "Banquet Table." This tile is no longer a ship, but it reduces the amount of food you have to serve during a feast *(see page 10)*.

The next time you emigrate, place the second ship to the right of the first one. As you can see, each time you emigrate, you need less food for the feast. In this example, the next feast will only require covering 5 spaces.

- To take this action, you must pay an amount of silver equal to the current round.
- In the very rare case that you emigrated so frequently that there is no more space for another ship on the Banquet Table, you cannot take the emigration action anymore.

*You do **not** lose any Vikings in the process of emigration. (Your Viking figures represent the leaders of your tribes, and they would never abandon you.)*

**You lose the ore on the longship, if any.*

Raiding, Pillaging, and Hunting

Red action spaces provide actions that require you to roll a die.

The orange eight-sided die is used on action spaces that depict an orange die symbol. The same applies to the blue twelve-sided die on action spaces with a blue die symbol.

In general:
When raiding *(with the orange die)* and pillaging *(with the blue die)*, you want to roll **high**.

On spaces with a die symbol at the top of the action board, you want to roll **low**.

In each case, you may roll the die **up to three times**. *(Each re-roll invalidates the previous roll.)* You can stop rolling at any time. When finished *(and after modifying the roll, if need be)*, announce your **battle result**. Then declare your die action a success or failure.

The following action spaces are each followed by an example.

Raiding

To take a "Raiding" action, you must have at least one **longship**. It does **not** matter whether or not there is ore on the ship *(see "Anytime Actions" on page 12)*, because you **may not** use it for this action anyway.

Success
Every blue goods tile has a sword value. After you roll the orange eight-sided die, you can take exactly one blue goods tile with a sword value **equal to or lower** than you rolled.* Each stone and "long sword" weapon card you spend increases your die roll by 1 *(even above 8)*. This modified value is considered your "battle result."

Sword value

Failure
Your raid automatically fails if your battle result is 5 or less.
Regardless of the result, you may willingly declare your raid a failure. **Upon failure, you receive a consolatory 1 stone and 1 long sword**** from the general supply.**

At the left of the "Raiding" action space, there are stone and sword symbols. These symbols serve two purposes.

- *They show which goods and weapons you may spend to increase your roll.*
- *They remind you of the consolation prize you receive upon failure.*

The symbols on the "Pillaging" and "Hunting" action spaces are to be treated the same way.

Example of a Failed Raiding Attempt

You have a longship and take a "Raiding" action. The amount of ore on your longship is irrelevant, because you may not use it for raiding anyway. You take the orange die and roll 4 on your first roll, and 5 on the second. You want to do better, but you only roll 3 on your final roll. If you spend 2 stone and 1 long sword, the most you could get would be a battle result of 6, which is a rune stone. You decide it is better to declare the raid a failure and take your consolatory 1 stone and 1 long sword.

Pillaging

As with "Raiding", you want to roll high when pillaging.

To do so, you must have a **longship**. If you have more than one longship, you must use the longship **with the most ore** on it.

Success

When pillaging, add 1 to your dice roll for each ore on your longship *(even above 12)*, **keeping** the ore. After you roll the blue twelve-sided die, you can take exactly one blue goods tile with a sword value **equal to or lower** than you rolled.* You can spend stone and long swords from your supply to increase the roll by 1 per item spent. This modified value is considered your "battle result".

Failure

Your raid automatically fails if your battle result is 5 or less. You may willingly declare it a failure, regardless of the result.

Upon failure, you receive a consolatory 1 stone and 1 long sword** from the general supply.** Additionally, after each failed pillaging attempt, you may return **1 Viking** from the respective action space to your Thing Square and use it again later that round.

The English Crown has the highest sword value and is worth 2 points.

At the bottom left of the "Pillaging" action spaces, you can see a Viking symbol and an arrow pointing left. This is a reminder of the consolatory Viking you receive upon failure.

*When taking a blue goods tile, you can take a regular blue tile or one of the special tiles *(on the oval supply board)*.

Let us talk a little bit about the luck factor in this game. Rolling dice is frowned upon in development games—with good reason. In this game, failure is designed such that it is only marginally worse than, for example, taking 2 stone (compared to stone and long sword) or 2 wood (see failure in the next section) from a mountain strip. When you fail, your next roll is more likely to succeed. Bad rolls do not prevent success, they just delay it a little. For me, it is an essential part of the game to provide that feeling of adventure.

Example of a Successful Pillaging Attempt

You have a longship and 2 ore on it. You have 1 ore in your supply, which you decide to place on the longship before you take a "Pillaging" action. You take the blue die and roll 4 on your first roll. You could stop here, but you want to do better. Your second roll is 6. Since you only have one roll left, you decide to stop right here. You spend 1 long sword for a final battle result of 10: 6 from the roll, 3 from the ore on your longship, and 1 from the long sword. With that battle result, you take 1 "Jewelry" goods tile.

Hunting Game, Laying a Snare and Whaling

When hunting game and laying a snare, you roll the orange eight-sided die. When whaling, you roll the blue twelve-sided die. In all of these cases, you want to roll **low**.

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 even return **2 Vikings.** You may use the returned Vikings again later that round.

**These are "bow and arrow", "snare", and "spear" for hunting game, laying a snare, and whaling, respectively.

When given the choice to spend a weapon instead of wood, spend the weapon. As with real life, wood is more versatile than weapons.

***For hunting game, you receive 1 hide and 1 game meat. For laying a snare, you receive 1 fur and 1 "snare" weapon card. For whaling, you receive 1 oil, 1 "skin and bones" tile, and 1 whale meat.

Hunting game

Laying a snare

Whaling

Example of a Failed Game Hunting Attempt

You take a "Hunting Game" action. Since the "Hunting Game" action space in the first column is already taken, you place 2 Vikings on the "Hunting Game" action space in the second column. You take the orange die and try to roll low. Your first roll is 3, but you are not happy about it. So you try again and roll 7, which is way too high. Your third roll is 4.

If you spent, for instance, 2 wood and 2 "bow and arrow" weapon cards, you could declare the hunt a success, but you decide that the cost is too high. So you declare your attempt a failure and receive your consolatory 1 wood and 1 "bow and arrow" weapon card. *(Even though you failed, you do not receive a Viking back. You would only receive one back after a failed "Laying a Snare" attempt, which works much the same as "Hunting Game"—the only difference being that you would use snares instead.)*

****When you receive a consolatory weapon card *(for failing)* or a reward snare *(for successfully laying a snare)*, take this weapon from the **face up discard pile**. If you cannot find one in there, look through the draw pile and take it from there. Then shuffle the draw pile.

2 (your die roll) minus 2 (ore on the ship) equals a result of 0.

If your battle result is 0, you may not declare the attempt a failure. You must stop immediately, and you may not re-roll.

At the bottom left of the "Whaling" action spaces, you can see two Viking symbols and an arrow pointing left. This reminds you of the 2 consolatory Vikings you can return to your Thing Square on failure.

Peculiarities of Whaling

There are two different "Whaling" action spaces.

On the major "Whaling" action space *(at the left)*, you can use one to three of your whaling boats. In column 4 *(at the right)*, there is a minor "Whaling" action space, on which you can only use a single whaling boat.

Example of a Successful Whaling Attempt

You have 2 whaling boats, each equipped with 1 additional ore. Before you take the "Whaling" action in the third column of the action board, you decide to purchase another whaling boat, but you have no ore to place on it. You take the blue die and roll 8 on your first roll. If you stopped right here, you would have to pay 3 spears/wood to be successful, because the 5 ore on your whaling boats would reduce the 8 to 3. So you roll again, rolling 4 on your second roll. Subtracting 5 from that results in a negative value, which is treated as a 0. Since your roll resulted in 0, you must stop immediately and declare your attempt a success.

You may wonder why whaling with 3 whaling boats only requires 3 Vikings, while whaling with a single whaling boat requires 4. The latter is only a minor action space, meaning it is intended for players for whom whaling is just a side project, since they have so few whaling boats.

Similarly, there are two types of action spaces that require a longship. Pillaging works best with longships that are equipped with lots of ore. Raiding and Plundering can be done with longships that are low on ore.

The "Plundering" action space is also considered a red action space. Here, you can extort ransom money in the form of a blue "silver hoard" goods tile without battle—but you must have at least two longships to do so.

Exploration

Orange is the color of exploration. By exploring, you may add exploration boards to your home board to gain additional placement areas. There are four unique exploration boards—which side faces up depends on the current round (see phase 3 of a round on page 8). When taking an exploration action, place the required number of Vikings on the action space and take the corresponding exploration board.

If there is silver on the exploration board you claim, place it in your supply.

The exploration boards are explained in detail on page 15 of the appendix.

- In order to take "Shetland" or "Faroe Islands" exploration board, you must have a whaling boat, knarr, or longship, and you must place 1 Viking. This is only possible on the action space requiring 1 Viking.

- "Iceland", "Greenland", and "Bear Island" each require a knarr or longship, as well as 2 Vikings.
- Places on the American continent ("Baffin Island", "Labrador", and "Newfoundland") each require 3 Vikings and a longship.

In all of the above cases, you **keep** the ship you explore with.

Occupation

You start the game with a single light brown occupation card *(see Setup)*, which you keep hidden in your hand. During the game, you will receive additional dark brown occupation cards. You must play an occupation card before you can use its effect *(see also the following section "About the Occupation Card Effects")*.

On this action space, you draw a random dark brown occupation card from the draw pile and put it into your hand. Additionally, you receive 1 silver.

Here, you may pay 1 stone or 1 ore to play an occupation card from your hand. Additionally, you receive 1 silver.

Here, you may play up to 2 occupation cards from your hand, one after another.

On this action space, you may play up to 4 occupation cards from your hand, one after another. *(An interesting interaction between this action space and another rule is explained below.)*

Bonus for Placing Three Vikings

Each time you place the three required Vikings on an action space in the third column, before taking the action, you receive a dark brown occupation card from the draw pile into your hand. You may look at that card immediately. *(This bonus is only available on action spaces in the third column.)*

The previously mentioned action space is located in the third column. It is the only action space, on which you may draw an occupation card and play it right away.

Bonus for Placing Four Vikings

Each time you place the four required Vikings on an action space in the fourth column, before or after taking the action, you may play an occupation card from your hand. *(This bonus is only available on action spaces in the fourth column.)*

- You can use the effect of the played card immediately.
- If you do not have any occupation cards left in your hand, you cannot play one, obviously.

Extension Tiles in the 4-Player Game

The grey action spaces on the extension tiles allow you to use an action space in the same column that is occupied by another player. *(You cannot imitate unoccupied action spaces or those occupied by your Vikings.)* In each 4-player game, only two of the four columns feature imitation: either the first or second column, and either the third or fourth column. This is determined at random during setup.

In this example, the first and fourth column feature imitation.

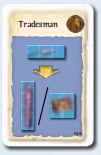
- Like the other action spaces, imitation action spaces can only be used once per round.

About the Occupation Card Effects

Every occupation card has the same layout. Its name is at the top left, its point value at the top right, and its effect at the bottom.

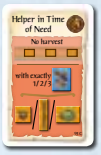
The Slash

Several card effects use a slash (/) in their description. Basically, the slash stands for "either—or", but we would like to illustrate its use with some examples: *The Tradesman lets you exchange 1 silverware for either 1 chest* **or** *1 silk*.



If a card has multiple elements with slashes (/), these elements relate to each other in their respective order. *Here, you can choose whether you want to spend 2, 4, or 6 silver to receive 1, 2, or 3 hides, respectively.*

It is important that you only choose at most one of the listed elements. *This card provides either 1 bean, 1 grain, or 1 cabbage, depending on whether you have 1, 2, or 3 whaling boats, respectively.*

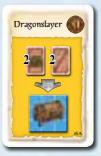


Consequently, if you have 2 whaling boats, you receive grain and no beans. *(You could argue that 2 boats also include 1 boat, but this is not the case in this game.)*

Every occupation card belongs to one of the following categories:

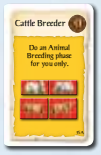
Immediate Cards

You can recognize immediate cards by their **yellow background color**. These cards have an immediate and one-time only effect that you must carry out when you play them. After that, the effect becomes irrelevant. Only the point value will matter, namely for scoring. *For example, when you play the Dragonslayer, you can immediately exchange 2 snares and 2 spears for 1 treasure chest.*

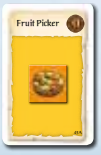


The **grey arrow** on immediate cards indicates that you cannot do the exchange at any time, but only **immediately and at most once**. *(For instance, you could not exchange 4 snares and 4 spears for 2 treasure chests.)* You can only do an exchange multiple times if a card explicitly says so, using terms like "multiple times" or "once per …".

Apart from exchange actions, some cards allow you to take specific actions on the action board or go through specific round phases. *The Cattle Breeder lets you go through an additional "Animal Breeding" phase just by yourself.*



In other cases, you simply receive goods without having to pay anything.



Anytime Cards

You can recognize anytime cards by their **blue background color**. These cards have a permanent effect. You can do what is stated on the card at any time *(before scoring)* and any number of times. *The Tanner lets you exchange 1 salt meat for 1 hide at any time.*

The **yellow arrow** on anytime cards indicates that you can do the exchange **at any time** and any number of times during the course of the game.

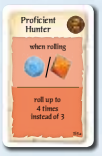
There are some anytime cards without a yellow arrow. These bend the rules for you. *The Modifier allows you to take ore from your ships back into your supply (which is not normally allowed).*

Each Time Cards

You can recognize each time cards by their **red background color**. These cards have two differently shaded parts. The light red part states when the effect activates (usually in form of a condition), the dark red one explains the action you may then take. Consequently, you may take the action each time the condition is met. *Immediately before each time you use an "Overseas Trading" action space (light red part), you receive 1 oil (dark red part).*

Some cards—like the Priest—explicitly state whether the card comes into effect **before or after** you meet the condition. *(The Priest, for instance, gives you the oil before the action, in case you wish to use the oil right away during the Overseas Trading action.)*

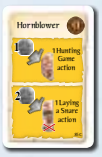
Other cards provide exchange actions or bend the rules for you. *The Proficient Hunter lets you roll up to 4 times instead of 3.*



Exchange actions on each time cards are represented by a **grey arrow** (as on immediate cards), because the exchange cannot be done at any time. However, some cards can say "multiple times" or "once per …" to modify that.

Some cards provide two actions. When you play such a card, you can choose which actions you want to take.

If a card shows two immediate actions and you decide to take both, you must carry them out in order. *Here you would have to hunt game first, then you could lay a snare.*



If you only intend to use cards from deck A for now, you can skip the following section. Only decks B and C contain as soon as cards.

As Soon As Cards

- You can recognize as soon as cards by their **green background color**. Like the each time cards, these cards have two differently shaded parts. The light green part states when the effect activates *(usually in form of a condition)*, the dark green one explains the action you can then take. In this, these cards are no different from each time cards.

The difference is that the effect of an as soon as card activates only once per game—namely when the condition is met for the first time. This could be the moment you play the card or a future point in time.

The Sail Patcher requires 3 large ships. If you already have 3 large ships when playing this card, you can use its effect immediately.

This card explicitly states a future point in time. As soon as you acquire your next knarr, you immediately receive 1 stockfish and 1 silver for each knarr you then have.

If the above does not answer all of your questions about specific card effects, please refer to page 2 of the appendix. It explains all of the occupations in alphabetical order.

Running Out of Components

For now, you can skip the following section. Come back to it if you run out of components.

- There are only a few components that are limited by the provided amounts.

Houses: There is a limited number of sheds and houses in the game. If you run out, you may not take any more of those tiles.

Exploration boards: Since there are only four exploration boards, players may only explore up to four times during the course of the game.

- Ships, goods tiles, building resources, and weapon cards are considered to have an unlimited supply.

Ships: Improvise if you run out of a certain type of ship.

Goods tiles: If you run out of goods, you could return goods to the general supply from sections of your placement areas that have already been fully covered. You can then either cover them with other goods or silver, or simply remember they were already covered.

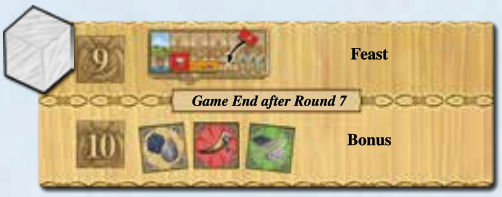
Building resources: In case you run out of building resources, look at the back sides of the seven "Thing Penalty" tiles and take the appropriate one as replacement.

This tile stands for 5 stone.

Weapon cards: When the draw pile runs out of cards, shuffle the discard pile and form a new face down draw pile. If you are about to receive a consolatory weapon and you cannot find a proper one in both the discard and draw pile, proceed as with the building resources. Each penalty tile is worth 3 weapons of one kind.

End of the Game and Scoring

The game ends immediately after the Feast phase of the final round. You **do not receive** any bonus during the final round.



- If you have sheds or stone houses, you can place wood and stone left in your supply on the designated spaces of those tiles. *(The tiles show you exactly how many they require.)*
- If you have goods tiles left in your supply, you can still place them in the placement areas of your boards and houses, if possible.

Then score your points using the provided scoring pad.

The player whose possessions are worth the most wins the game. The points values of your boards and tiles are printed on the shield icons.

In case of a tie, there are multiple winners.

Positive Points

- **Ships:** each whaling boat is worth 3 points, each knarr 5 points, and each longship 8 points.
- **Emigrations:** each knarr used for emigration is worth 18 points, each such longship 21 points.
- **Exploration:** The Exploration boards vary in value *(4 to 38 points)*. Their value is printed in the top right corner.
- **Sheds and houses:** sheds are worth 8 points, stone houses 10 points, and long houses 17 points, as printed in the top right corner.

- **Sheep and cattle:** each sheep is worth 2 points (3 points if pregnant), each cattle is worth 3 points (4 points if pregnant).
- **Occupations:** the value of your occupation cards is printed in the top right corner. Only occupation cards in play count.
- **Silver:** determine the total of silver in your supply. Silver on your boards is worthless.
- **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.
- The player who owns the "**English Crown**" special tile receives 2 additional points, regardless of whether it is in their supply or on one of their boards.

Negative Points

- From your total of positive points, subtract the negative points for your boards and buildings, including your home board and exploration boards as well as your sheds and houses.

Also, do not forget your Thing Penalties, if any (see "Phase 9: Feast" on page 11).

- It may occur that a player places goods tiles adjacent to each other even though they were not allowed to do so. **Correct the mistake immediately** when that happens. If you notice a mistake too late, you can punish the culprit during the scoring with 1 Thing Penalty for each wrongly placed pair of tiles. Here are 2 examples:

In the example on the left, a player has placed three green goods in a row, so there are two green-green pairs. This is punishable by two Thing Penalties for a total of -6 points.

In the example on the right, the mistake is more severe. The three goods have been placed such that any two of them are adjacent to each other. So there are three green-green pairs, which is punishable by three Thing Penalties for a total of -9 points.

The Solo Game

In the solo game, use whichever side of the home board you like. You will need a second set of Vikings of a different color.

- Place 1 Viking *(2 Vikings in the short game)* of one color *(here: red)* on round space 1 at the "Banquet Table", and another 2 Vikings each on spaces 3, 5, and 7 *(the latter only in the long game)*.
- Place 2 Vikings of the other color *(here: yellow)* each on round spaces 2, 4, and 6.

- Place 5 Vikings of the first color *(red)* on the Thing Square, and 5 Vikings *(6 Vikings in the short game)* of the other color *(yellow)* on the "waiting space" of your home board.
- Remove the remaining Viking of the second color from the game. (In the short game, remove 1 Viking of the first color instead.)

Play the game as though it were a multiplayer game, taking one turn after another. Since you do not have any opponents, **leave** the Vikings from the previous round on the game action board, blocking the action spaces. This is why you have Vikings of two colors.

Course of a Round:

Play the first round as in the multiplayer game. In phase 12, do not take any Vikings from the action board. Instead, move the 5 Vikings of the other color from the "waiting space" to the Thing Square. In round 2, you receive 2 additional Vikings of the other color. At the end of round 2, leave the Vikings you placed in round 2 on the action board and return the Vikings from the first round to your home board. Place these Vikings in round 3. Continue play in this fashion until the final round.

Notes on the Phases of a Round:

- Once you are familiar with the solo game, you can skip phase 3. If you would like to know which exploration boards are available in any given round, check the appendix on page 15. It will also tell you how big the reward for exploring a specific board is.
- Always skip **phase 6**. *(You have the privilege to always be the first player.)*

*In the solo game, I prefer to lay out more mountain strips during setup than required. I use a pencil to mark how many of those mountain strips are available to me at each time. This way I can go much quicker through **phase 11** and enjoy the game more.*

- In **phase 12**, you can look at the "Banquet Table" to see which Vikings you must remove from the action board.

A final score of 100 is considered a very good score for the solo game. In the long game, you can get there with experience, but in the short game this is rather difficult to achieve. If you like the challenge, be our guest and beat it. *(Due to the blocking Vikings, the solo game usually has lower scores than the multiplayer game.)*

If you like, you can look through the light brown occupation cards and choose one for the start of the game, instead of drawing one at random. This way you can explore specific aspects of the game.

Credits

"A Feast for Odin" was published in June 2016 and designed in May 2013. Extensive testing started in August 2014.

Frank Heeren organized the realization of this heavy game. Dennis Lohausen was responsible for its illustrations and graphic design. Uwe Rosenberg wrote the rules and also supervised the editing process of the game. Christof Tisch typeset the occupation cards, Hans-Georg Schneider the rule book. Grzegorz Kobiela did the elaborate English translation. His meticulous way of working led to many linguistic improvements. The editing team would like to thank Gernot Köpke for the historical accompanying texts, which were supplemented by Uwe Rosenberg and translated to English by Gernot himself. Also many thanks to the proof-readers of the rule book: Janina Kleinemenke, Gabriele Goldschmidt, Grzegorz Kobiela, and Mario Wiese. Gernot would like to thank the proof-readers of his accompanying texts: Kerstin Herdzina and Steffen Jost. Last but not least many thanks to all play-testers, in chronologic order: Andreas Odendahl, Lasse Goldschmidt, Gabriele Goldschmidt, Sascha Hendriks, Mechthild Kanz, Reinhold Kanz, Kai Poggenkamp, Thorsten Roth, Janina Kleinemenke, Jennifer Jünger, Marc Jünger, Hagen Dorgathen, Corinna Büttemeier, Stephanie Michaelis, Petra Zardock, Anja Beduhn, Michael Speckmann, Ingo Böckmann, Frank Heeren, Pan Pollack, Helge Ostertag, Jens Drögemüller, Thorsten Hanson, Stephan Rink, Christof Tisch, Dirk Schmitz, Kevin Farnworth, Maxime Gauthier-Kwan, Anthony Gascon, Emily Berthelet, Klaus Lottmann, Florian Racky, Ronny Vorbrodt, Rolf Raupach, Stefan Wahoff, Tanja Muck, Peter Muck, Tim Koch, Christoph Post, Bianca Bartsch, Claudia Görldt, Patrick Enger, Gabi Köpke, Gernot Köpke, Tanja Techmann, Torsten Techmann, Lisa Hofmann, Markus Habenberger, Witold Kliszczynski, Raimund Kessler, Jutta Böhm, Michael Gnade, Karola Köhler, Lea Reinisch, Patrick Hoffbauer, Dani Kemmler, Antonio Messina, Jörg Freudenstein, Kerstin Herdzina, Ragnar Deist, Jürgen Dissinger, Désirée Höher, Andrea Neis, Stefan Ziemerle, Oliver Heck, Sebastian Dames, Lisa Roggenbuck, Anna Birkelbach, Ralf Seifert.

Z-Man Games wishes to thank Patrick Korner, Adam Marostica, and Michael Young for proofreading the epic-length documents of the grand journey that is "A Feast for Odin."

Special thanks to Andreas "Ode" Odendahl for his crucial idea to implement bonuses. He had already proved his outstanding aptitude for complex board games with "La Granja."

PUBLISHED BY

FEUERLAND

Z-MAN games™

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