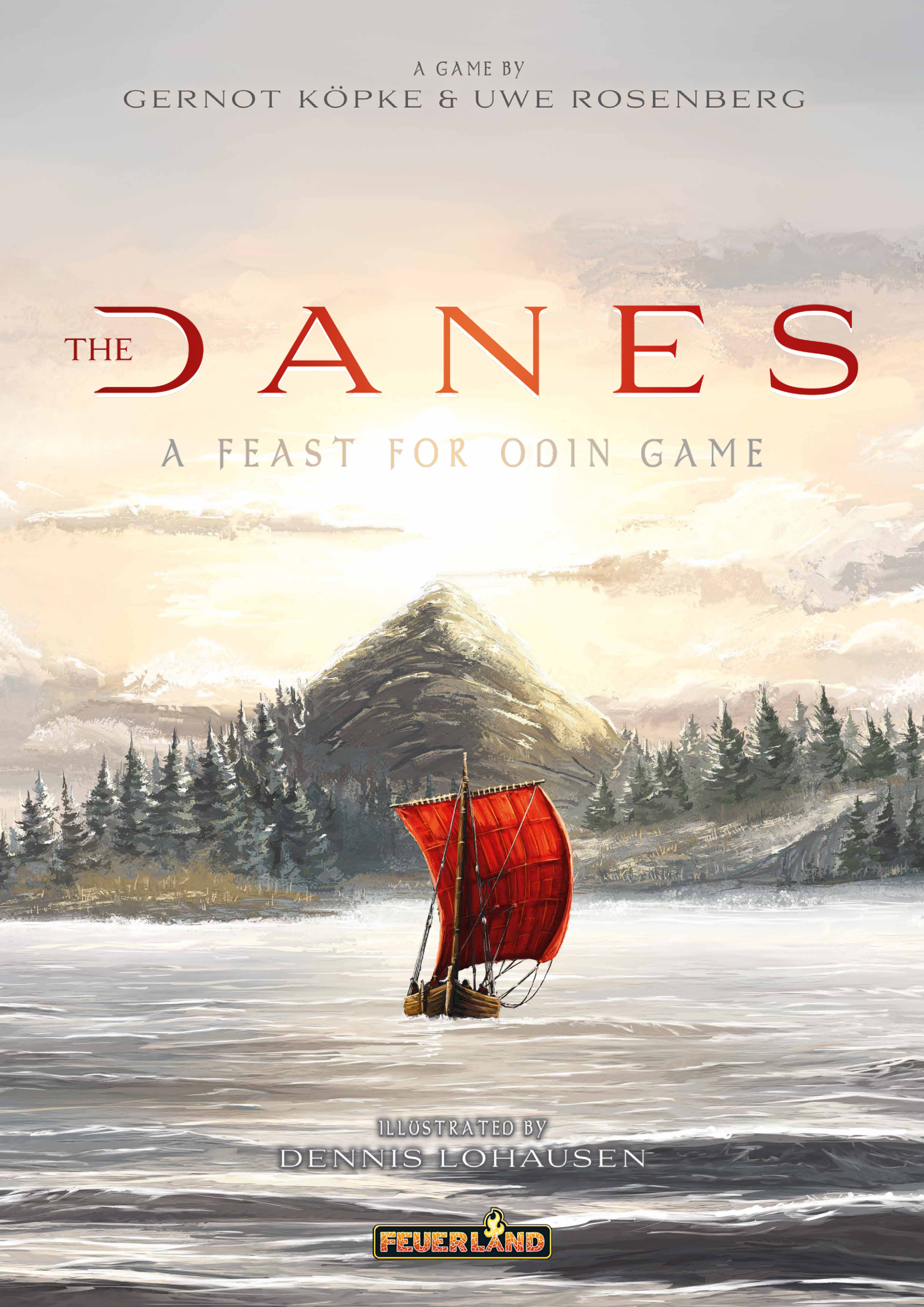
A GAME BY

GERNOT KÖPKE & UWE ROSENBERG

THE DANES

A FEAST FOR ODIN GAME



ILLUSTRATED BY

DENNIS LOHAUSEN

FEUERLAND

SETUP

In this and the following chapters, the standard game over 8 rounds for 2 to 4 players is explained.
The rules for the shorter game *(6 instead of 8 rounds)* and for the solo game are described from page 26 onward.

> ***Gernot:*** *The 8-round version is the main version of the game. The shorter version is intended for players who are already familiar with the game and are looking for either a greater challenge or a shorter playing time.*

Action Board and Goods Boxes

Assemble the action board in the center of the table. The action board consists of 4 parts which, when correctly assembled, run from row 1 "House Building" to row 18 "Emigration".
Place each action board section with the side face up that corresponds to your player count.

The marking at the bottom right indicates the number of players for which that side of the action board section is used.





1–2-player games only



1–3-player games only



3–4-player games only



exactly 4-player games only

Draw a number of random setup action tiles equal to the number of players plus 1.
(In a 3-player game, draw 4 tiles.) Reveal the drawn tiles and place them on the corresponding spaces in the rightmost column of the action board. Return the remaining setup action tiles to the box.



This setup action tile is placed in row 7 ("Animal Husbandry") in the far-right column (E).

Open the goods boxes and place them side by side so that all players can easily access the tiles inside.

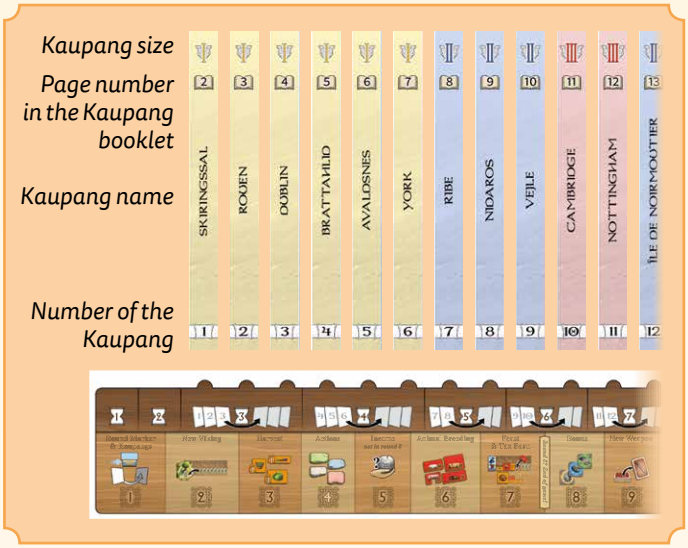
Kaupangs and Round Track

Place the **Kaupang holder** at the edge of your play area and fill it with the **Kaupang boxes** so that the side with a number at the bottom is facing forward.

Sort them by that number, starting with number 1 on the left and ascending up to number 14 on the right.

Each player takes a **Kaupang booklet** in which all Kaupangs are described in detail.

Place the **round track** in front of the holder with the 8-round side face up and align the sections with the numbers 1 to 13 on top with the respective boxes. Place the round marker and the phase marker next to the round track *(you will place them on the track during the first phase).*



Supply Board and Turn Order Board

In addition to the colored goods tiles in the goods boxes, there are **gray special tiles**. There is only one copy of each special tile—unlike the goods tiles, whose number is not limited by the game material. Lay out the **supply board for the special tiles** and place **all gray special tiles** on it. Do not place any blue tiles on the board, they are just shown on the board for reference.



1 small turn order board to indicate player order

1 large supply board for the gray special tiles



Gernot: *The front side of the supply board is divided into sections so that you can immediately see which special tiles can be purchased, forged, and/or looted. If you prefer a simpler layout, you may instead use the reverse side and simply sort the tiles according to their sword value.*

Place the **turn order board** near the action board so that it is clearly visible.

Victory point tokens

For each player in the game, add one 4-point token, one 3-point token and two 2-point tokens to the supply. Make a pile out of these tokens, starting with the 2-point tokens at the bottom, then the 3-point tokens and the 4-point tokens on top. Return the remaining victory point tokens to the box.

Environs Strips and Supplies

Sort the environs strips by their backs. Shuffle the 8 environs strips without a symbol on their backs into a face-down stack.

- When playing **alone**, return the 2 top environs strips to the box without looking at them. Then reveal 1 environs strip.
- **With 2–3 players**, return the top environs strip to the box without looking at it. Then reveal 2 environs strips.
- **With 4 players**, reveal 3 environs strips *(without returning one to the box first)*.

Then draw **1 random start environs strip** *(light back)* and place it face up with the others.

Draw **2 random end environs strips** *(dark back)* and place them under the face-down stack.

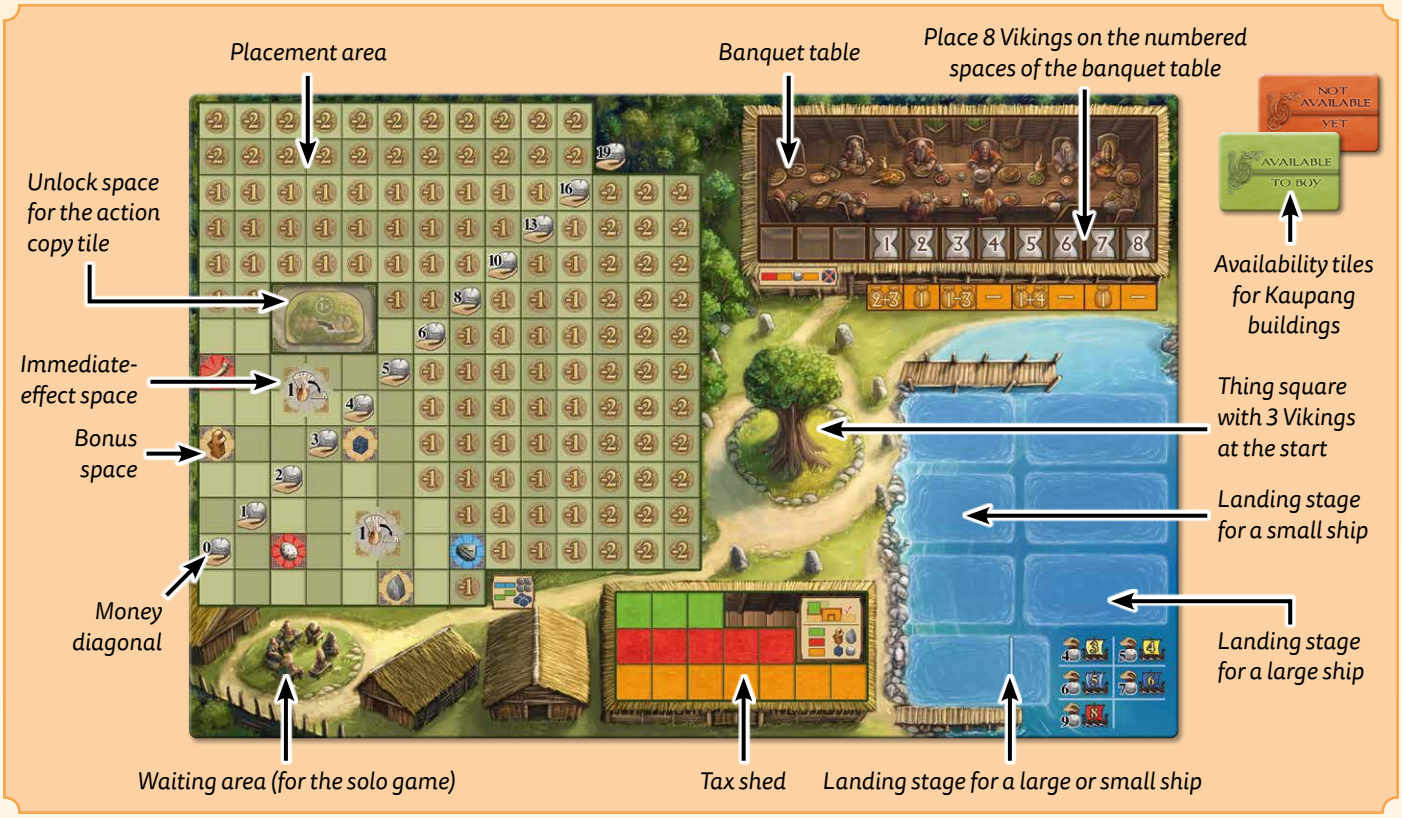


Example of the initial layout of the environs strips in a 3-player game.

Additional Supplies

Sort the remaining wood, stone, and ore pieces as well as the Thing penalty tokens, and place everything within easy reach as a general supply.





Personal Setup

Each player takes one **home board** and places it in front of them with the side for the 8-round game facing up *(recognizable by the numbers 1 to 8 in the upper right corner)*. Choose a **player color** and take the 11 Vikings, the drinking horn, and the action copy tile in that color:

- Place the **action copy tile** with its active side face up on the corresponding space of your home board *(approximately in the center of the placement area)*.
- Place one **Viking** on each numbered space of your banquet table and place your remaining Vikings on the Thing square in the center of your home board—these 3 Vikings are your starting Vikings.
- You will need the **drinking horn** in the next step to indicate the initial turn order.

Additionally, take 1 green and 1 red building availability tile and place them next to your home board.

Starting Resources and Initial Turn Order

Take the following **starting resources**: 1 "Egg" goods tile and 1 "Mead" goods tile, as well as 1 weapon card each of "Bow and Arrow," "Snare," and "Spear." Place the tiles and cards face up in your personal supply in front of you.

Starting resources:





Additional weapon from start card

Die joker



Shuffle the remaining **weapon cards** and place them as a face-down draw pile.



Then sort the **occupation cards** according to their back sides into two stacks: light brown starting occupation cards and dark brown occupation cards to be drawn later. Shuffle both stacks separately.

You begin the game with one **starting occupation**. Each player draws 2 light brown starting occupation cards, chooses 1 to keep, and takes it into their hand. Return the other card and then remove the light brown stack from the game. Place the stack of dark brown occupation cards nearby.

> ***Gernot:*** *Your chosen starting occupation gives you an initial indication of the strategic direction you might pursue.*

Determine the initial turn order and receive 1 additional weapon. To do so, use the start cards with the numbers from 1 to the number of players in the game *(in a 3-player game, use cards 1–3)*. Then each player draws **1 random start card**:

- Place your drinking horn on the leftmost space of the turn order board that corresponds to the number indicated at the bottom of the card.
- Place the card face up in your personal supply. For all purposes it is now a normal weapon card of the depicted type.
- Take a die joker tile and place it with your weapon cards.



Start card



Die joker

Tip: *You will not need all the cards included in the game. Set up only part of them and replenish the stacks as needed.*

GETTING STARTED

This section precedes the actual explanation of the rules in order to provide an initial overview of the game. No rules are introduced here that are not explained in detail later.

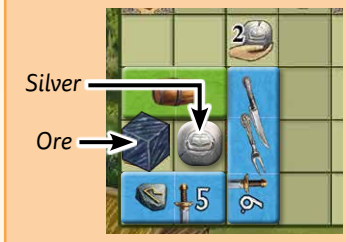
How You Play This Game



The basic principle is simple. Over 8 rounds, you repeatedly place your Vikings on the spaces of the action board and immediately carry out the actions shown there.

Since action spaces may normally be occupied only once per round, players will inevitably get in each other's way.

What You Want to Achieve



You begin the game with your home board, whose placement area you gradually fill in a puzzle-like manner with **green** and **blue** goods tiles as well as **gray special tiles**. Any gaps that arise can be filled with ore and silver coins *(as shown on the right)*.

At the beginning, you will want to generate your first income and bonuses quickly, while covering the negative point spaces becomes relevant only later in the game.

You obtain the required goods tiles, for example, through hunting, animal husbandry, or by exchanging **orange** and **red** goods from agricultural production. **Gray special tiles**, on the other hand, can be purchased 2, forged or looted in true Viking fashion 7.



This legend illustrates the placement rules of the home board. The blue and green illustrations represent your goods tiles.

Income



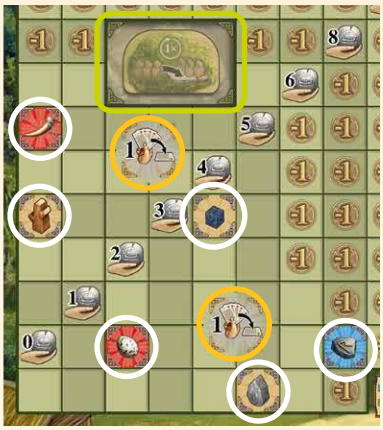
You need silver coins for many actions, which makes steady income essential. The large numbers with the hand symbol that run diagonally across the placement area of your home board represent a "money diagonal." The **lowest uncovered number** on this money diagonal shows your income for the current round.

In the example image from the previous section, your income is currently 2 silver coins per round—a good start! If you manage this in the first round, you will establish a strong foundation.

Bonus, Immediate Effect, and Unlock Spaces

The placement area of your home board contains several bonus spaces *(gray decorations)*. You receive the depicted bonus each round if you have covered all surrounding spaces.

There are also 2 immediate effect spaces *(yellow decorations)*, whose bonus you receive once when you cover them, and 1 unlock space *(green decorations)*, which permanently grants you your action copy tile once all surrounding spaces are covered.





In the first example on the left under "What You Want to Achieve," the red egg space was covered; here it is completely surrounded. As a result, you receive 1 egg as a bonus each round.

Building Materials for Buildings and Ships



You mainly obtain **building materials** in the form of wood, stone, and ore through action spaces and as bonuses. You need them to build buildings and ships.



Buildings are large tiles that expand your display with additional placement areas. This allows you to generate more income, bonuses, and points.



Ships come in different types, which can be distinguished by their victory point value and sail color. You need them for actions such as fishing, long-distance trade, and raids, and also to set out on voyages of discovery.

Discovering Kaupangs

Your home board is only the beginning. You can *(and should)* discover new **Kaupangs** early in the game to gain additional placement areas and expand your strategic options.

** The historical-archaeological term "Kaupang," originating from Norway, refers to craft-specialized settlements, as opposed to purely trading sites and cities.*

A Kaupang is a set consisting of a Kaupang board together with matching buildings, action tiles, occupation cards, and possibly a special tile. There are 26 Kaupangs, stored in pairs in 13 boxes. During setup, you place these boxes in the corresponding holder. Only the Kaupang of a box that faces forward in the holder is available. During the course of the game, Kaupangs that are not discovered during the action phase are gradually

replaced by the other Kaupangs by turning the corresponding box in the holder. Each Kaupang has its own focus. Discovering them and trying out different strategies is a central element of the game. All Kaupangs are described in detail in the included Kaupang booklets. You can look through them for inspiration when it is not your turn.

*The **Brattahlíd** Kaupang consists of one Kaupang board, 2 buildings, 2 action tiles, 1 special tile, and 6 occupations.*



What You Score Points For

Almost everything that scores points in this game is marked with the Viking shield symbol. This includes your home board, discovered Kaupangs, built ships and buildings. Only the silver coins are not marked with the shield, yet your remaining cash on hand still gives you points at the end of the game.

Each placement area requires you to cover negative point spaces; otherwise, the indicated points will be deducted at the end of the game.

For example, one wool tile can cover four "–2" spaces.





You can keep **different animals**, which reproduce and are worth different numbers of points.



The reverse side of the animal tiles shows pregnant mother animals. You can recognize them by the meadow and their lying position. In addition to sheep, there are pigs, cattle, and horses.

Your **ships** increase in value when you use them for emigration during the game *(by flipping them to their reverse side).*
The value of the blue ship shown on the right increases to more than three times its original value. However, it is no longer available for other actions.





Some Kaupangs require the construction of **wooden palisades**, **stone walls**, or **graves**. Completing these constructions grants you bonus points.



Finally, there are a few **special tiles** that are worth victory points. However, they require masterful forging or successful raids.

The effects of **occupation cards** can not only enhance your strategy but are also worth points—usually positive, but sometimes negative *(as shown here).*



***Gernot:** As you can see, **A FEAST FOR ODIN: THE DANES** offers many ways to score points. Exploring the wide variety of strategies is what makes the game particularly enjoyable.*

COURSE OF PLAY

The standard game is played over **8 rounds**. *(The rules for the shorter game can be found on page 26.)*
Each round consists of **11 phases**, which are played in sequence and explained here in that order. Most phases are carried out simultaneously. Only in Phase 4—the main phase of the game, in which you carry out your actions—do players take turns in turn order. The initial turn order was determined randomly during setup.

Use the round marker and the phase marker to indicate the current round and phase on the round track.

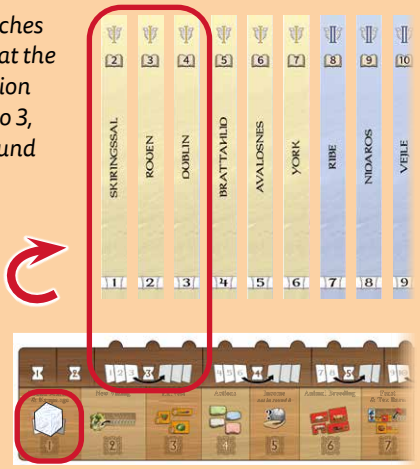
After the final round, scoring takes place (→ p. 25). The player with the most points wins.

Phase 1: Turn Kaupangs

The round track is divided into one section per round. Starting in round 3 *(or in round 1 in the shorter game)*, each section is assigned 1 to 3 Kaupangs—recognizable by the width of the section and the numbers indicated on the round track.
All Kaupangs that are in the holder and facing forward are available to be discovered during each action phase.
Move the round marker forward by 1 space on the round track. *(In the first round, place it on the first space of the track instead.)* If the round marker thereby reaches a new section with Kaupang boxes, those Kaupangs are turned. To do this, remove the indicated Kaupang boxes of the new section from the holder, rotate them 180° so that the side without a number at the bottom of the box faces forward, and place them back into the holder.

***Note:** The Kaupang booklets also show how long each Kaupang remains in the game and when it enters play.*

The round marker reaches the third section so that the Kaupangs in that section (Kaupangs number 1 to 3, as indicated on the round track) are turned.



From now on, the Helsingborg, Lincoln, and Roskilde Kaupangs are available for discovery. You can easily see that you turned the Kaupang boxes because the new side does not have numbers at the bottom of the box anymore.



Round	Kaupangs leaving the game	Kaupangs entering the game
3	Skiringssal, Rouen, Dublin	Helsingborg, Lincoln, Roskilde
4	Brattahlíd, Avaldsnes, York	Aarhus, Hedeby, Vineta
5	Ribe, Nidaros	Birka, Aalborg
6	Vejle, Cambridge	Kalmar, Karlstad
7	Nottingham, Île de Noirmoutier	Colchester, Île de Ré
8	Odense	Oslo

In the shorter game, the Kaupangs are replaced two rounds earlier. For example, the three Kaupangs Brattahlíd, Avaldsnes, and York are already replaced in round 2 instead of round 4 by Aarhus, Hedeby, and Vineta.

Phase 2: Take a New Viking

Take the Viking from the banquet table of your home board that is farthest to the left and place it with your other Vikings on the Thing square. *(The space that has now become empty on the track should correspond to the space of the round marker and therefore also indicates the current round.)*

In each round you receive one additional Viking—this also applies in round 1.



Phase 3: Harvest

You receive the **orange** goods tiles from the general supply that correspond to the **harvest symbol of the current round**. You can find the harvest symbol below the banquet table space from which you took your new Viking.

During the course of 8 rounds, you receive these harvests:



Take the following goods tiles once each from the general supply and place them in your personal supply.

Harvest symbol	Goods tiles
2+3	Grain and cabbage
1	Peas, beans, and flax
1-3	Peas, beans, flax, grain, and cabbage
1+4	Peas, beans, flax, and fruit
—	You receive no harvest.

In the shorter game, the harvest distribution is different (→ p. 27).

Phase 4: Carry Out Actions

This is the **main phase** of the game. The spaces on the action board are arranged in 5 columns from A to E and, according to their function, in 18 numbered rows. The background color highlights the function of the spaces. *(The effects of the action spaces are explained after the course of play on p. 16. You should be able to understand most actions based on the illustration on the space.)*

Gernot: *In your first game, the large number of action spaces may feel overwhelming. At the beginning, focus on exploring the possibilities the game offers. In the early rounds you make initial preparatory decisions. The truly important decisions usually happen later on.*

Taking Turns: Place a Viking and Carry Out an Action

In turn order, place Vikings from your Thing square onto **exactly 1 empty action space** and immediately carry out its action(s). The drinking horns on the turn order board indicate the **player order**. Continue in turn order until no one can or wishes to place any more Vikings from their Thing square.

- If a space offers several partial actions, you may determine their order.
- You do not have to carry out all partial actions. However, you may only occupy an action space if you carry out at **least 1 partial action** of that space *(it is even sufficient to pay the cost of 1 partial action; you do not have to be able to use its effect)*.
- Each action space may be occupied **only once per round**—unless you use your action copy tile (→ box).

Action Copy: Once you have unlocked your action copy tile (→ p. 14), you may use it once per round to occupy an action space that is already occupied by Vikings of another color. Turn the action copy tile over to do so. The player whose action you copy receives 1 silver coin from the general supply *(not from you!)*. Each space may be occupied only once per round via an action copy.





The Columns of the Action Board

The column determines how many Vikings you must place on a space in that column: Spaces in column B must be occupied with exactly 1 Viking. Spaces in columns C and D must be occupied with exactly 2 or 3 Vikings, respectively.

Columns A and E are special columns: In **column A (Start)**, you may place only your **first** Viking of the current round. In column **E (End)**, you may place only your **last** Viking. You are not allowed to use column E prematurely *(in other words: after placing a Viking in column E, you may not have any Vikings left)*.

In addition, the following applies:



- If you occupy a space in column D, draw **1 occupation card** before carrying out the action of that space.
- If you occupy a space on which another player's **Kaupang action tile** is placed (→ *Placing Kaupang Action Tiles*), that player receives 1 silver coin from the general supply *(not from you!)*.



- When occupying a space, you may **place 1 additional Viking** to draw 1 weapon card and play 1 occupation card before or after the action. This is also possible in columns A and E.

  Example: For an action in column C, you place 3 Vikings instead of the usual 2 in order to draw 1 weapon card and play 1 occupation before carrying out the action.

Double Spaces in 1–2-Player Games

In games with 1–2 players, the top section of the action board contains action spaces that extend over two rows and are connected by "OR." These spaces count as a single space that may be occupied only once per round—either for the effect above or below the "OR."



If the space shown on the right is occupied, the player builds either a building or a ship. The entire space is then considered occupied.

Placing Kaupang Action Tiles

At the start of the game, some spaces on the action board are empty. By discovering Kaupangs (→ p. 23), you may unlock action tiles during the game that can be placed on the action board.

Instead of taking a normal action, you may place one of your **unlocked action tiles** on the action board and immediately place the required number of Vikings there to carry out the depicted action. It is not allowed to place an action tile without immediately using it by placing Vikings.

Each tile has a specific target space indicated by **coordinates** on its back side *(and on the board/building where the tile was originally located)*.

Observe the following rules:

- In **column A or E**, place the tile on an empty space. In these columns, you may place and use such an action tile even if it is not your first or last Viking of the round.
- When placing an action tile in **column A**, you receive **1 silver coin as a one-time placement bonus** from the general supply. *(The icon on the action board serves as a reminder.)*
- **Upgrade action tiles** are placed on printed action spaces and improve them *(for example by reducing the cost of a space)*.
- You may place an upgrade action tile even if the target space is already occupied. Lay down all Vikings currently on that space and then place your Vikings there as usual. The space is still considered occupied but may be occupied again via an action copy. *(This is the only situation in which Vikings of more than two colors may be on the same space.)*
- Whenever **another player** places Vikings on an action tile that you placed, you receive 1 silver coin from the general supply *(not from that player!)*. If someone uses their action copy for this, the player who had already placed Vikings there also receives 1 silver coin.

You place the Dublin Kaupang action tile that you previously unlocked on space 2A and receive 1 silver coin from the supply. Because you must use the space immediately, you place 1 Viking there and carry out the depicted action.



Passing and New Turn Order

As soon as you have placed your last Viking, you end the action phase for yourself. Move your drinking horn to the lowest available space in the other column that does not exceed your player number. In other words: the earlier you finish, the later you will act in the next round.

Blue was the first to place all Vikings and moves their drinking horn to space 3 in the other column.



You may also choose not to place all your Vikings and pass voluntarily before doing so. In this case as well, move your drinking horn.

The action phase ends once all players have placed all their available Vikings or have passed.

- The new turn order corresponds to the positions of your drinking horns on the turn order board.
- Once you have moved your drinking horn, you are skipped for the remainder of the current action phase until all drinking horns have been moved.

Anytime Actions

There are several actions that you may carry out **at any time** during the game and **as often as you like**—even while performing a main action or when it is not your turn. These actions are listed here for completeness but are explained later:

- Covering your boards and buildings (→ p. 12)
- Buying a ship (→ p. 12)
- Equipping a ship (→ p. 12)
- Sending a ship (→ p. 15)

Phase 5: Receive Income

In this game, a distinction is made between income and bonuses. In this phase, you receive the income from each of your "money diagonals" in silver coins. Bonuses are received later in Phase 8 in the form of goods.

IMPORTANT: In the standard game over 8 rounds, this phase is skipped in the final round. Therefore, you do not receive any income in round 8.

During the game, you cover the spaces in the placement area of your home board with tiles *(and possibly ore and silver)*. The **lowest uncovered number** on this "money diagonal" determines how much silver you receive.



The 5 is the lowest uncovered number on this money diagonal and therefore generates an income of 5 silver.

- As described in the "Placement Rules for the Home Board" (→ p. 13), you may cover the spaces of the money diagonal only in ascending order from the lower left to the upper right.

Gernot: *When explaining the game, it may be helpful to explain the covering of the home board in detail at this point, since these rules are very important for determining income.*

- During the game, you may gain additional placement areas that often include further money diagonals. The same rules apply to them as to your home board. In this phase, you receive the income from **each** of your money diagonals.

Phase 6: Carry Out Animal Breeding

In this phase, your animals may become pregnant or produce offspring. Your sheep, horses, and cattle can produce offspring **every second round**. For this reason, the two sides of these tiles are different: the front side shows "not pregnant," and the reverse side shows "pregnant." Pigs, on the other hand, reproduce **every round** and therefore do not have a pregnant reverse side.



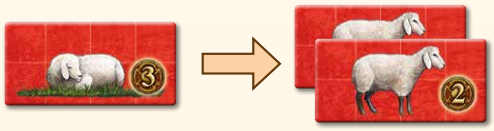
not pregnant (standing, without meadow)



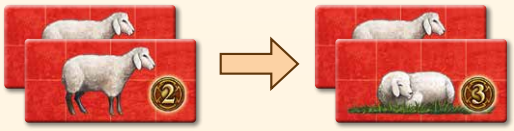
pregnant (lying on a meadow)

For sheep, cattle, and horses, the following always applies: (A) either exactly 1 pregnant animal produces exactly 1 offspring, or (B) exactly 1 animal becomes pregnant. These breeding rules are illustrated here using sheep as an example:

A. If you have at least 1 sheep on the pregnant side, turn exactly 1 of them back to the non-pregnant side and take exactly 1 additional sheep from the general supply. Place it in your supply with the non-pregnant side facing up. If you have several pregnant sheep, only one of them produces offspring, while the others remain pregnant.



B. If you do not have a pregnant sheep but have at least 2 sheep that are not on the pregnant side, turn exactly 1 of them to the pregnant side. It will produce offspring in the breeding phase of the next round.



For pigs, the following applies:

- **If you have at least 2 pigs**, take exactly 1 additional pig from the general supply.



Examples of Animal Breeding

- *You have 3 non-pregnant sheep and 1 pregnant sheep. The pregnant sheep produces offspring and is flipped back, while the other sheep remain non-pregnant. After this breeding phase, you have 5 non-pregnant sheep.*
- *You have 4 non-pregnant sheep. Exactly 1 of them is flipped to its pregnant side, not more.*

- *You have 2 pregnant sheep. 1 of them produces offspring and is flipped back, the other 1 remains pregnant.*
- *You have 6 pigs and gain 1 additional pig as offspring.*
- *You have 1 pregnant and 1 non-pregnant sheep. In the action phase you exchange the non-pregnant sheep for other goods. In the animal breeding phase, the pregnant sheep still produces offspring, even after being left alone.*

Gernot: *Because of their relatively low victory point value, it may be worthwhile during the game to exchange pigs, sheep, and cattle or upgrade them into green goods tiles. Horse breeding, on the other hand, can remain worthwhile even until the end of the game (reflecting their special social importance).*

Phase 7: Feast and Fill the Tax Barn

In this phase, you must keep your Vikings satisfied with a feast and pay your taxes to the king.

Feast

For the feast, you must fill the spaces on the banquet table of your home board that do not contain Vikings.



In this example, only 2 Vikings remain on the banquet table, leaving 9 spaces that must be filled for the feast.

Fill these empty spaces with **orange** and **red** goods tiles from your supply and/or with "1 silver" tiles. The following rules apply:

- Tiles of the same color may **not** be placed directly next to each other *(no **orange** next to **orange** and no **red** next to **red**)*.
- Silver coins may be placed directly next to each other.
- Building materials such as ore may not be placed on the banquet table.
- If you use the same type of goods multiple times *(such as the salted meat in the following example)*, only the first of these tiles may be placed horizontally on the track. All additional tiles of the same type must be placed vertically and therefore less favorably. *(Square tiles are naturally unaffected by this rule.)*



The legend below the banquet table illustrates these rules.



It is usually worthwhile to serve only one salted meat per feast. Beans, on the other hand, can be served multiple times without disadvantage.

- It is also allowed to place the first tile of a type vertically. *(This may help you comply with the rule mentioned above.)*
- You may not exceed the length of the banquet table. In the rare case that you place hemp or small ale vertically, the tile may extend above the table, which is allowed in that case.

Tax Barn



The tax barn consists of three rows. To fulfill taxation, you must completely fill **1 row of your choice** with appropriately colored goods tiles, building materials, and/or "1 silver" tiles from your supply.

The following rules apply:

- Each tile must cover at least one space of its color but may extend into rows of other colors. However, it may never extend beyond the outline of the tax barn.
- Tiles may be placed horizontally or vertically, and any tiles may be placed next to each other, even tiles of the same type.
- Building materials are allowed. However, wood and stone always occupy exactly one space and must therefore be placed upright.

The special rule that tiles may extend into rows of other colors allows you to fill a row completely or partially with tiles of a lower color *(and vice versa)*. A fruit tile placed at the lower left, for example, is large enough to extend into the green row and fill it completely. However, if you use a herb or pig tile to fill a higher row, you must also fill the "gap" of that U-shaped tile *(as illustrated in the following examples)*.

You must fill both the banquet table and then the tax barn if you can *(you may not voluntarily choose not to)*. If you cannot fill the tax barn, you must fill the row that would have the least free spaces.

Examples for the Tax Barn



A single fur tile is enough to completely fill the green row.



Tiles may be freely replaced with silver and upright building materials.



1 beans tile already fills 2 spaces of the red row. The remaining 3 spaces may, for example, be filled with 1 mead and 1 egg tile.



Because tiles may extend into rows of other colors, the green row may already be filled with 1 fruit tile or with 3 vertically placed flax tiles.



The U-shaped herb tile fills a higher row (on the left the red row, on the right the green row). In both cases, the gap of the tile must also be filled.



This pig tile extends only into a lower row, so the gap does not have to be filled in this case.

Thing Penalties

For **each space** on your banquet table that you cannot fill according to the rules, you must take 1 "Thing penalty" tile. If you cannot completely fill any row of the tax barn, you must take **1 Thing penalty in total** for this. *(You may receive more than one Thing penalty at once. However, Thing penalties are distributed only rarely, because you always fill the banquet table and the tax barn after receiving silver income and therefore usually have enough silver coins.)*



For each Thing penalty, 3 points are deducted at the end of the game. A Thing penalty, once taken, remains in your supply until the end of the game.

At the end of this phase, return all tiles from your banquet table and tax barn to the general supply.

Phase 8: Receive Bonuses

In this phase, you receive the yield of all visible bonus spaces on your boards and buildings that you have completely surrounded. (→ *Placement Rules for the Home Board*, p. 13.)

Take the corresponding goods tiles or building materials from the general supply and place them in your personal supply.

- Normally, you must cover all 8 surrounding spaces. However, if a space lies at the edge of a placement area, there are fewer surrounding spaces that must be covered.
- During the game you may gain additional placement areas that may also contain further bonus spaces. Their bonuses are received in this phase according to the same rules.
- All bonuses you receive are granted simultaneously. *(You cannot immediately place a newly received bonus to surround another bonus space and gain it right away.)*



This home board generates 1 wood, 1 egg, and 1 ore each round.

The stone bonus at the bottom right is not yet completely surrounded and is therefore not yet active. Because the wood bonus lies at the left edge, you needed to cover only 5 surrounding spaces (instead of 8).

Gernot: *It is often advisable to increase your income before the income phase by placing tiles and silver, so that you can use the newly gained silver before the bonus phase to surround additional bonus spaces. (For example, you could immediately use the silver gained from the home board in the example above to activate the stone bonus at the bottom right.)*

Phase 9: Draw a New Weapon

Each player draws **1 weapon card** from the draw pile and places it face up in their personal supply.

By drawing new cards, you may also obtain longswords and axes: these weapons are not received during setup (except through the start card with the number 1).



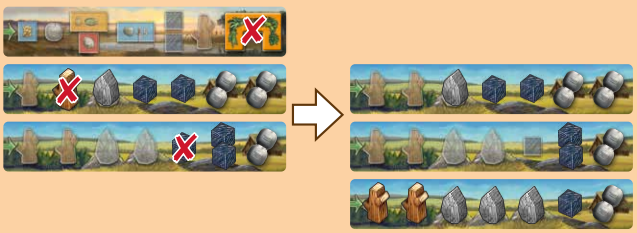
Phase 10: Reveal and Adjust Environs Strips

The environs strips provide building materials and silver that you can acquire during the action phase (→ *Environs*, p. 18). The starting and ending environs strips even provide goods and ships.

From each environs strip in play, remove the **leftmost** space that still contains something *(the one closest to the green arrow)*. Return the removed building materials and tiles to the general supply.

- Each environs strip contains exactly 7 spaces. If 2 building materials or tiles are stacked on top of each other, they count as the same space *(and are therefore removed together)*.
- As soon as an environs strip is empty, remove it from the game.

Afterwards, if there are less than 2/3/3/4 environs strip in play in a 1-/2-/3-/4-player game, reveal a new environs strip and the place the depicted building materials and tiles on it. If not, remove the top environs strip from the stack and return it to the box.



The upper environs strip has been emptied and removed. A new environs strip has been added below.

Phase 11: Retrieve Placed Vikings

Take all your Vikings from the action board and return them to your Thing square. If necessary, flip your action copy tile back to its front side. Continue the game with Phase 1 of the next round.



SHIPS AND PLACEMENT RULES

There are several actions that you may carry out at any time and as often as you like during the game, usually even while performing your main action. These include buying, equipping, and sending ships, as well as placing tiles from your supply on boards and buildings.

Ships

There are five different ship types. You need them for various actions on the action board and you may send them to certain Kaupang boards and buildings (→ p. 15).

The **sail color** divides the five ship types into three groups: Ships with yellow sails are used mainly (but not exclusively) for fishing. Blue sails mark ships used for long-distance trade, while ships with red sails specialize in raids.

In addition to sail color, ships differ in the size of their tile and in how many victory points they are worth. Each ship also shows its **transport capacity** in the lower left corner, which is relevant when you send it (→ p. 15).

***Yellow** ships: Fishing Boat (left) and Skuta (right)*

Victory points



***Blue** ships: Knorr (left) and Nef (right)*



*The only **red** ship: Longship*

Transport capacity



Buying Ships

You may buy ships **at any time** during the game. Pay for ships with silver coins from your supply. Ships cost 1 silver more than their victory point value. Their price is also shown in the lower right corner of your home board. *(You do not necessarily have to buy ships; you may also build them with wood. → The Action Spaces / Shipbuilding, p. 17.)*



A Fishing Boat costs 4 silver,
a Skuta 5 silver,
a Knorr 6 silver,
a Nef 7 silver, and
a Longship 9 silver.

The number of ships in the supply is unlimited. However, you have only seven landing stages on your home board: three small landing stages, three large landing stages, and one landing stage that can hold either a small or a large ship. Place each ship you buy or build on a **landing stage of the appropriate size**. It is not allowed to place small ships on the three large landing stages.

Equipping Ships

You may equip ships at any time during the game *(even immediately before, but not during an action)* by placing ore from your supply on the designated spaces of your Fishing Boats and Longships. This improves your chances during fishing and raids (→ p. 21).

Once ore has been placed on a ship, it may **not be removed again** *(unless an action explicitly allows it)*.

Yellow ships already have 1 printed ore.



The Fishing Boat may be equipped with 1 additional ore (the Skuta may not).



Longships may hold up to 3 ore.

Blue ships have no ore and cannot carry any.

Covering Boards and Buildings

Basic Placement Rules

A placement area is a framed space consisting of several green square spaces. Placement areas can be found on your home board, Kaupang boards, and buildings.

Covering is an **anytime** action that you may perform **at any time and as often as you like** during the game. The following basic rules apply:

- Tiles placed in a placement area may not extend beyond the printed frame.
- Tiles may not overlap each other, not even partially.
- Once placed, tiles may not be removed from your boards or buildings.
- However, you may temporarily place tiles within a round in order to better plan how you want to arrange them.

***Gernot:** It may happen that someone unintentionally violates a placement rule. If such a "placement error" is discovered too late, a rule for this situation is provided under "Incorrectly Placed Goods Tiles" on page 25.*

Placement Rules for the Home Board

You may cover your home board at any time with **blue** and **green** goods tiles as well as **gray special tiles**, silver coins, and ore *(other tiles and building materials are not allowed)*.

The following rules apply:

- **Green** tiles **may not** be adjacent to other **green** tiles, but they may touch diagonally.
- **Blue** tiles **may** be adjacent to **blue** tiles. The same applies to special tiles next to special tiles, silver coins next to silver coins, and ore next to ore.



The legend below the placement area illustrates these placement rules.

Gernot: *Even though tiles may not be removed once placed, it is advisable to place them generously before income and bonuses are received. Tiles that cover many spaces should be placed on the board rather than kept in your supply.*

Placement Rules for Kaupang Boards

The **same placement rules** apply to Kaupang boards as to the home board. You may also cover them at any time with **blue** and **green** goods tiles, **gray special tiles**, silver coins, and ore *(other tiles and building materials are not allowed here as well)*. However you may place **orange** and **red** tiles as an exception when doing a ship transport (→ *Ship Spaces*, p. 15).

Some Kaupang boards have special features that are described in the Kaupang booklets.



The legend on the top right of each Kaupang illustrates these placement rules.

Placement Rules for Buildings

Your standard buildings may be covered at any time with goods tiles of all colors (***blue***, ***green***, ***red***, and ***orange***) as well as with **gray special tiles** and silver coins. Kaupang buildings normally may not be covered with **orange** tiles; this is possible only via ship transport (→ *Ship Spaces*, p. 15). Ore is not allowed on either type of building.





As the legends on the two buildings indicate, normally only standard buildings (left) may be covered with orange tiles.

In addition:

- **Red** tiles **may not** be adjacent to **red** tiles, and **orange** tiles **may not** be adjacent to **orange** tiles, but they may touch diagonally.
- **Green** and **blue** tiles **may** be adjacent to tiles of the same color, just as special tiles may be adjacent to special tiles and silver coins to silver coins.

- Spaces and areas framed with a thick green border may not be covered *(such as the columns in the middle of the longhouses)*.



Some Kaupang buildings have special features described in the Kaupang booklets.

Bonus Spaces (gray decorations)

Bonus spaces have **gray decorations** in their corners and a yield symbol in the center. You receive this yield *(usually goods tiles or building materials)* in Phase 8 of each round as a bonus (→ p. 9), provided that you cover all **surrounding** spaces while leaving the bonus space itself uncovered.

Normally, you must cover 8 surrounding spaces. If a space lies at the edge, there are fewer surrounding spaces that must be covered. *(This occurs on many Kaupang boards; such bonuses are therefore easier to surround.)*

Bonus spaces count as already **covered from the beginning**. Nevertheless, you may cover them like empty spaces *(although this is rarely worthwhile, since you would permanently forgo the bonus)*.



Your home board has 6 different bonus spaces.

In this example, the egg space at the bottom left is completely surrounded and therefore grants 1 egg as a bonus each round. For the wood bonus at the left edge, you only need to cover 5 surrounding spaces (instead of 8) in order to receive the wood each round.

Money Diagonal

The spaces with the large numbers (0, 1, 2, 3, 4 ...) form the **money diagonal** (→ *Receive Income*, p. 9) of a placement area.

Covering these spaces is subject to the following **special rule**:

you may cover an income space of the money diagonal only if you also cover *(or have already covered)* all spaces that

- lie to the left of the income space,
- lie below the income space, and
- lie in the rectangular area to the lower left of the income space.



To cover the income space "3," you must first cover all spaces within the framed area.

The alternating background colors in the placement area of the home board help you observe this special rule. Kaupang boards and buildings may also contain a money diagonal.



In this situation, a single wool tile is already enough to cover both income spaces "3" and "4," because all necessary spaces would then be covered. (However, you would forgo the ore bonus.)

Reminder: *bonus spaces count as already covered and therefore do not have to be covered (although they may be). Unlock spaces cannot be covered and therefore are not relevant for the money diagonal.*

Some Kaupang boards have **separate placement areas**. Even in this case, the spaces to the left and below the income space must be covered—even if they lie in a different placement area. This also applies to construction spaces *(such as palisades, walls, and graves)* (→ p. 15).



To cover the income space "2," the spaces in the left area must also be covered, including the two palisade spaces.

Gernot: *Within the placement rules explained on the previous page, it is perfectly allowed to cover the negative point spaces of your home board without covering the spaces at the lower left. However, you must make sure not to cover any higher income spaces if there are still uncovered spaces below and to the left of them. This can be particularly relevant toward the end of the game.*

Immediate Effect Spaces (yellow decorations)



Immediate effect spaces have **yellow decorations** and each consist of four spaces arranged in a 2×2 grid. As soon as you cover the last single space of such a space, you **immediately** carry out its effect **once**.

Your home board contains two identical immediate effect spaces that allow you to immediately play 1 occupation card when fully covered.

Immediate effect spaces are **not** considered covered from the start *(unlike bonus spaces)*. You cover them in the same way as empty spaces.

Unlock Spaces (green decorations / arrows)

Unlock spaces are surrounded by green decorations or arrows and have a tile placed on them at the start of the game.



These spaces are not part of the placement area and therefore **may not be covered**. However, once you cover all surrounding spaces, you unlock the tile placed there and remove it.

The unlock space on your home board grants you your **action copy tile**. Place it with its active side face up on your Thing square once you unlock it. From then on, you may use it once per round (→ p. 7).



Unlocking Buildings

Each Kaupang comes with 1 or 2 buildings marked with a rune. However, these Kaupang buildings are not immediately available for construction when a Kaupang is discovered. Instead, you must first unlock them by covering **all surrounding spaces** of the corresponding unlock space *(with the same rune as the building)* on the Kaupang board. Only then will the building be available for future build actions (details on building Kaupang buildings → p. 17).



The Skiringssal Kaupang comes with 2 buildings. If you cover the 4 surrounding spaces at the top left, you unlock the bronze foundry.





Only 2 spaces are required to unlock the bloomery hut.