Uwe Rosenberg

NUSFJORD

A development game for 1-5 players aged 12 and up
Playing time: 20 minutes per player

WHAT IS THIS GAME ABOUT?

As the owner of a major fishing company in Nusfjord on the Lofoten archipelago, your goal is to develop and expand the harbor and the surrounding landscape.

Build buildings for valuable special effects and points.

Persuade the village elders in the council to join you to unlock special actions.

Three workers will help you with developing your fishing company.

Collect building resources by clearing and thinning out forests.



You will need gold to buy shares and some buildings. Every gold is worth one point.

Clearing will free up building spaces. However, you will lose points for free spaces.

Build ships to increase the amount of fish you can catch. Ships are also worth points.

Share Share Share Share

Every share is worth one point. Unissued shares are worth negative points.

Issue shares in your fishing company for a quick buck or two.

Buy shares of other companies to benefit from dividends.

In the end, the player with the most points wins.

Designer: Uwe Rosenberg
Editing: Grzegorz Kobiela, Alex Yeager
Layout and illustrations: Patrick Soeder

© 2017 Lookout Games

www.lookout-spiele.de
Lookout GmbH
Elsheimer Straße 23
55270 Schwabenheim

Mayfair GmbH
Haagweg 5, 61231,
Bad Neuheim,
Deutschland

Mayfair Games, Inc.
www.mayfairgames.com
8060 St.Louis Avenue
Mayfair Games,
Skokie. IL 60076, USA

COMPONENTS

General components:

- 1 Action board



- 1 Ships and Elders supply board



- 100 fish tokens



- 50 wood tokens



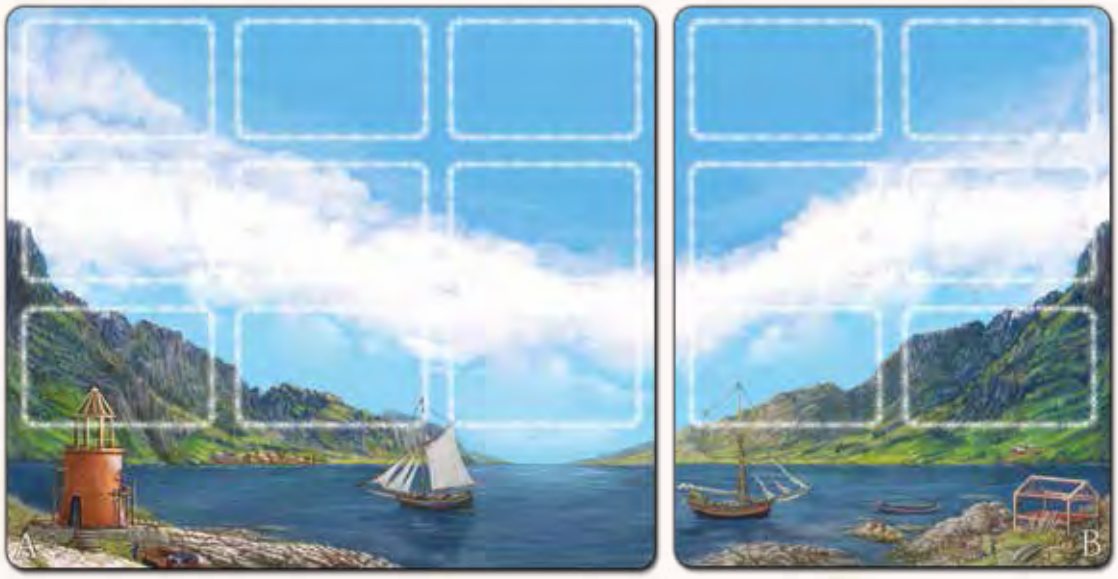
- 1 wooden First Player ship



- 1 Banquet Table



- 2 Building supply boards



- 1 Imitation tile



- 132 Building cards
  divided into three 44-card decks
  containing 18 “A”, 12 “B”, and 14 “C” Buildings each



• 18 Ship tiles
6 sloops | 6 cutters | 6 schooners

• 18 Elder cards



• 15 First Player tiles



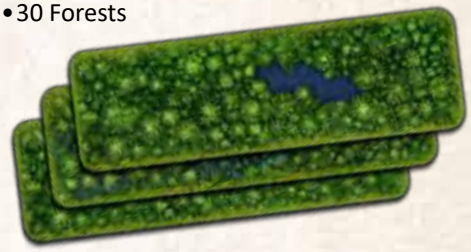
• 41 gold coins
35x "1 gold"
3x "5 gold"
3x "10 gold"



• 9 multiplication tiles
3x "5 fish"
3x "10 fish"
3x "5 wood"

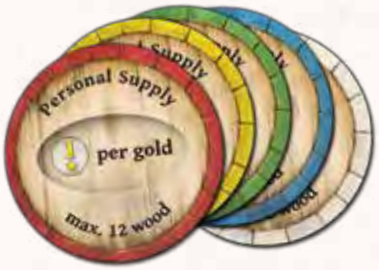


• 30 Forests



In each of the five player colors:

• 1 "Personal Supply" board



• 3 Worker disks



• 1 Elder Council



• 1 Harbor board



• 5 Share tiles



SETUP

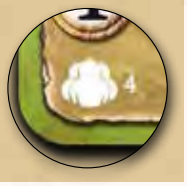
We will explain the rules for 2-5 players first. The solo game rules can be found on the last page of this rule book.

CENTRAL DISPLAY



1. Turn the **Action board** to the appropriate side, according to the number of players *(as shown by a symbol, see illustration)*, and place it on the table. One side is for 1-2 players; the other side is for 3-5 players.

In 4- and 5-player games only: Turn the **Imitation tile** to the appropriate side, according to the number of players *(as shown by a symbol, see illustration)*, and place it alongside the bottom edge of the Action board. The 4-player side shows one space; the 5-player side shows three spaces.



2. Place the **Banquet Table** to the left of the Action board so that it is right next to the "Serve Fish" action space *(see illustration)*.

3. Fill a number of Banquet Table plates with **1 fish each**, according to the following table *(one less plate than the number of players)*. Fill the appropriate number of plates in increasing numerical order, starting with the smallest plate.

# of players:	2	3	4	5
# of plates:	1	2	3	4

Example: *In a 4-player game, there are 3 fish on the Banquet Table at the start.*

4. Place the **Ships and Elders supply board** to the right of the Action board.

5. Sort the **Ship tiles** by type and place a number of each type on the designated spaces of the supply board. The following table shows how many Ships of each type you are supposed to use *(one more than the number of players)*.

# of players:	2	3	4	5
# of Ships per type:	3	4	5	6

Example: *In a 4-player game, there are 5 sloops, 5 cutters, and 5 schooners.*

6. Find the appropriate **Elder cards**, according to the number of players *(as shown by a symbol, see illustration)*. Place these Elders **face up** on the designated spaces of the supply board. Each space will have up to two Elders: first place the Elders numbered 1-6 on the spaces. Then place the Elders with numbers 7-12 on top *(if they are used)*, as shown on the spaces. In 5-player games, note that there are six Elders that are not shown on the spaces *(see box)*.







Example: *On the top left space, place the Builder (#7) on top of the Contractor (#1).*



In 5-player games only: Shuffle the remaining six Elders *(#13-18)* that are not shown on the spaces and place one **face down** at the bottom of each of the six Elder stacks.



7. Place the two **Building supply boards** next to the Ships and Elders supply board.

8. Choose one of the three **Building decks** *(each showing a different fish on the back)* and return the other two to the game box. Separate the chosen cards by letter in "A", "B", and "C" Buildings and shuffle each pile separately, placing them face down on the table.

Tip: *For your first game, we recommend you use the* HERRING *deck Buildings.*

9. Turn **9 "A" Buildings** and **6 "B" Buildings** face up and place them on the Building supply boards of appropriate size. Set the remaining "A" and "B" as well as the "C" Buildings aside.

In 2-player games only: Only set the "C" Buildings aside. Return the remaining "A" and "B" Buildings to the game box—you will not need them.

10. Place the **goods** *(wood, fish, and gold)* and the **Forests** ready at hand in a **general supply.**



PERSONAL DISPLAY

11. Choose a player color and take the **Harbor board**, the **Elder Council**, the **three Workers**, the **five Shares**, and the **"Personal Supply" board** in that color.

Personal Supply



The round "Personal Supply" board constitutes your **personal supply**, i.e., this is where you keep the goods that you can use for actions. Whenever a good is said to move into your personal supply, place it on your "Personal Supply" board. You can have as much fish and gold there as you wish but **at most 12 wood**. Whenever you get wood, return excess wood to the general supply immediately.

12. Place the **Elder Council** alongside the top edge of your Harbor board.

Tip: *Two players can place their Harbor boards and Elder Councils alongside the Banquet Table to show that the Elders are seated at the Banquet Table.*

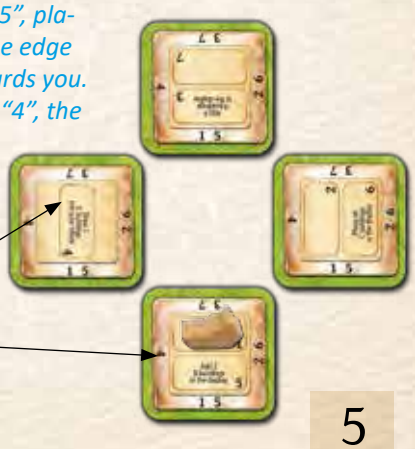
13. Turn two **Share tiles** to the front side in your color *(showing "Share")* and the other three to the neutral back *(showing "Unissued Share")*, placing them next to your "Personal Supply" board. Even though Shares are placed next to your "Personal Supply" board, they are considered to be in your personal supply.

14. Cover the **Building spaces** on the right half of your Harbor board with **four Forests**, placing each of them horizontally on top of two adjacent Building spaces—so-called **"double spaces"**. Note that the topmost double space is covered by two Forests **stacked** together.



15. Take the appropriate **First Player tiles**, according to the number of players *(as shown by a symbol on the back and the tile shape, see illustration)*. Randomly determine a **First Player** who receives the tile showing **Round space 1**, placing the **First Player ship** on that space. The edges of their tile show which tiles the other players receive.

Example: *As the First Player of a 4-player game, you get tile "1|5", placing it in front of you so that the edge showing "1|5" is pointing towards you. The player to your left gets tile "4", the player opposite of you gets tile "3|7", and the player to your right gets tile "2|6".*



COURSE OF PLAY

Nusfjord is played over 7 Rounds. Each Round goes through the following 3 Phases in this exact order:

I. Fishing Phase

II. Work Phase

III. Returning Home Phase

After the 7th Round is complete, you score your displays and determine the winner.

PHASE I: FISHING PHASE

In the Fishing Phase, you catch new fish that you must distribute according to certain rules.

This Phase is played simultaneously.

Determine your **haul size** from your **Fishing track** *(see box)* and take a corresponding number of fish tokens from the general supply into your hand. Distribute the fish in your hand according to the following five steps in this exact order *(which is also shown on your Elder Council)*. You **may not** decline distributing your fish.

The Fishing Track
Your Fishing track is located at the bottom of your Harbor board. This is where your fishing fleet lies at anchor, which is comprised of the preprinted catboat at the start. As the game progresses, you will build Ships *(see "Build a Ship" action on page 12)*, placing them on your Fishing track. This will increase your **haul size**, which is always the **lowest visible number** on your Fishing track. Thus, at the start of the game, your haul size is 3 fish.



Example: *Here, your haul size is 10 fish.*

1. Elders
Place 1 fish from your hand on each Elder seated in your Elder Council. Skip this step if you do not have any Elders.

Each time there are exactly 3 fish on an Elder, you must immediately remove the fish as follows:
- place 1 fish in your personal supply and
- return the remaining 2 fish to the general supply.

(Do not remove the Elder card.)

Note: *You start the game with no Elders. See page 13 on how to get Elders and what they are good for.*

2. Your Shares in Foreign Possession
Place 1 fish from your hand on each Share in your color located on the Action board *(on the "newly issued shares" space)* or in another player's personal supply. Resolve Shares on the Action board first, if available. Skip this step if all of your Shares are in your personal supply.

Note: *At the start of the game, all Shares of your company are in your possession (some of which are unissued). See page 11 on how Shares can move to the Action board and, from there, into another player's personal supply.*

3. Your Shares in Personal Supply
Place 1 fish from your hand on each *(issued)* Share in your color located next to your "Personal Supply" board. Do not place fish on Unissued Shares.

Note: *You start the game with two issued and three unissued Shares.*

4. Reserve
Place the remaining fish in your hand on the Reserve space of your Harbor board. However, your Reserve is **limited to 8 fish**. Only place as much fish in there until you reach that limit. Skip this step if you already have 8 *(or more)* fish in your Reserve.

Note: *You are not required to reduce your Reserve to 8 fish if it contains more than 8 fish (which is possible via certain Buildings). See page 10 on how to gain access to the fish in your Reserve via the "Transfer Reserve" action.*

Example: *In Round 1, you catch 3 fish. Neither do you have Elders nor are any of your Shares in foreign possession. Therefore, you place two fish on your issued Shares and the third fish in your Reserve.*

5. General Supply
Return any remaining fish in your hand to the general supply *(as excess)*.

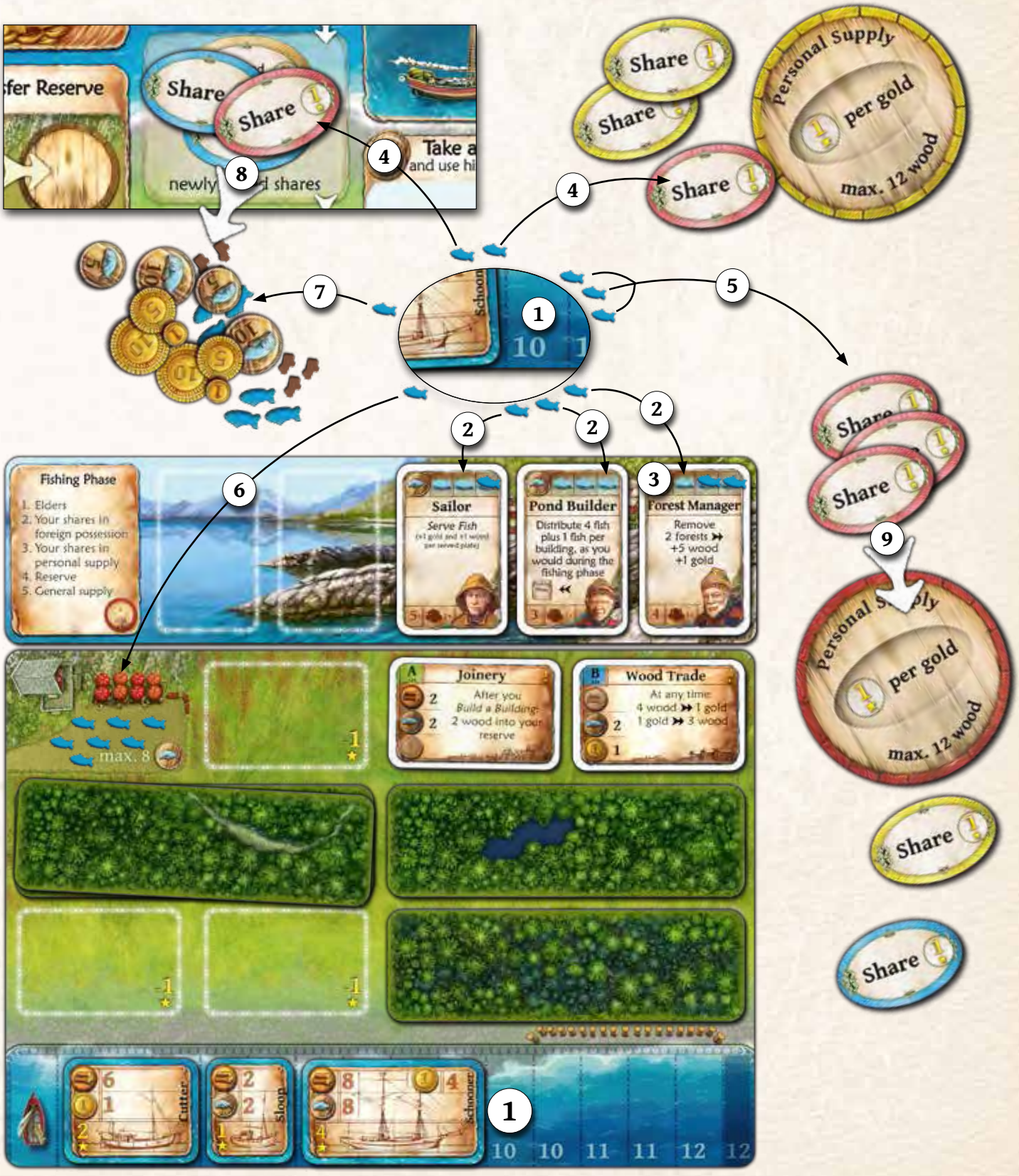
The Fishing Phase ends after all players have distributed their fish. Then move all fish on Shares on the Action board to the general supply. Move all fish on Shares next to your "Personal Supply" board *(regardless of color)* into your personal supply.

Note: *Players tend to forget this. If you do forget it, move the fish as soon as you notice.*

Important! In the Fishing Phase, you always distribute **newly caught fish** only. If you do not increase your haul size according to the demand, it may happen that you cannot place fish on every Elder or every Share in foreign possession. Even then, you need not and may not use fish from your personal supply. If you run out of fish during steps 1 or 2, you may choose on which Elders or foreign Shares you place fish *(still resolving Shares on the Action board first in step 2)*.

Elaborate example:

1. *Your player color is red and you have just caught 10 fish.*
2. *You place 3 fish total on your Elders.*
3. *This results in there being 3 fish on the Forest Manager. Before you may carry on, you must first move 1 fish from the Forest Manager into your personal supply and return the remaining 2 fish to the general supply.*
4. *From the remaining 7 fish in your hand, you must place 1 fish on the red Share on the Action board and another 1 fish on the red Share in the yellow player's supply.*
5. *You then place 3 fish total—from the 5 fish remaining in your hand—on the red Shares next to your "Personal Supply" board.*
6. *Your Reserve can only hold another 1 fish so you place one there.*
7. *The remaining 1 fish in your hand goes back to the general supply.*
8. *Finally, the fish on the red and blue Share on the Action board are returned to the general supply.*
9. *In total, you get 5 fish into your personal supply: 3 fish from red Shares and 1 fish each from the blue and yellow Share that you own.*



PHASE II: WORK PHASE

In the Work Phase, you send out your Workers to carry out actions that will help you with developing your fishing company.

This Phase is played clockwise.

Beginning with the First Player, each player will take one turn at a time, for a total of **three turns** per player. On your turn, you may place **exactly one Worker** on an action space of your choice, on the Action board or on an Elder in your Elder Council *(see "Using an Elder" on page 13)*. How many Workers can **occupy** an action space is shown in the top left corner of the space. Most action spaces show "1", i.e., they can hold at most one Worker. When they do, they are **blocked** for the rest of the Round. In 3-, 4-, and 5-player games, there are action spaces showing "2" and "3". These can be occupied by that many Workers *(of the same player or of different players)* before they are blocked.

You must **immediately** carry out the action of the chosen action space. Only the player who has just occupied the action space may carry out the action. You may not occupy an action space without taking the action.

Notes:

- *Carrying out an action implies that it somehow changes your display. You may not take an action that effectively does nothing (see example).*
- *The various action spaces will be explained on page 10 onwards. The actions on the Elder cards should be self-explanatory. Consult the appendix if you are unsure about what a particular Elder action entails.*

***Example:** The "Thin Out" action space provides 1 wood for each Forest on your Harbor board. If you do not have any Forests left or if you already have 12 wood in your personal supply, you may not occupy the action space.*

You may **pass**, i.e., **not place** a Worker on your turn. In the highly unlikely event that you cannot take any action, you must pass. If you pass one turn, you may place a Worker on your next turn.

***Note:** Remember you only get three turns total. Consequently, if you pass, you will not be able to place all of your three Workers that Round.*

The Work Phase ends after each player has had a total of three turns.



Each of these action spaces can be occupied by up to two Workers. The bottom one is blocked for the rest of the current Round, because it is occupied by two Workers already.

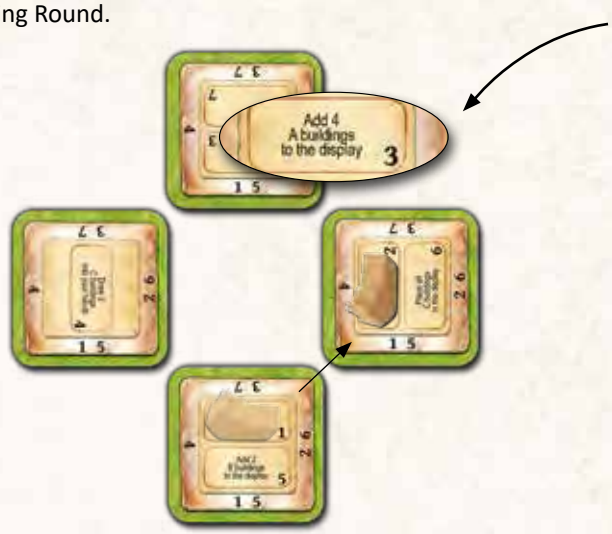
Every Round, the "Thin Out" action space can be occupied by at most one Worker.

PHASE III: RETURNING HOME PHASE

In the Returning Home Phase, you take back your Workers and move the First Player ship.

This Phase is played simultaneously.

All players must remove their Workers from the action spaces on the Action board and Elders. Then move the **First Player ship** to the next highest Round space *(the ship moves counter-clockwise)*, making that player the First Player of the following Round.



Example: *At the end of the first Round, the ship moves to Round space 2.*

Tip: *The First Player will always be the player to the right of the current First Player. This player will take the last turn of the current Round and the first one of the following Round, i.e., they will effectively take two consecutive turns. Use this to your advantage!*

Occasionally, you must add **new Buildings** from the piles that you have set aside during setup, if the new Round space tells you to do so. Whenever you move the First Player ship onto a Round space with instructions, you must carry them out immediately:

Round space 3: **In 3-, 4-, and 5-player games only:** Immediately add a number of **new "A" Buildings** to the respective supply board equal to the number of players *(i.e., 3, 4, and 5 Buildings, respectively)*. Do not add more Buildings than there are empty spaces.

Example: *Here, four new "A" Buildings have to be added.*

Round space 4: Each player must draw a number of **"C" Buildings** into their hand. In 2-player games, draw 4 Buildings each; in 3-player games, draw 3 Buildings each; in 4- and 5-player games, draw 2 Buildings each. Keep your hand cards hidden from the other players. *(See "Build a Building" on page 11 for how to use your hand cards.)*

Round space 5: **In 3-, 4-, and 5-player games only:** Immediately add **2 new "B" Buildings** to the respective supply board. In 5-player games, add **3 new "B" Buildings** *(instead of 2)*. Do not add more Buildings than there are empty spaces.

Round space 6: Each player must place **all "C" Buildings** remaining in their hand face up next to the Building supply boards. *(There is no supply board for "C" Buildings.)*

The Returning Home Phase ends after you have moved the First Player ship and carried out the instructions, if any. Proceed with the Fishing Phase of the next Round, or, at the end of Round 7, with scoring *(see page 15)*.



In a 4-player game, you are supposed to add 4 new "A" Buildings to the display at the start of Round 3 but not more than can fit on the supply board. In this example, you would only add 3 new "A" Buildings.

ACTIONS

We will explain the actions by column, as they appear on the Action board.

+1 gold

When you take this action, take **1 gold** from the general supply and place it in your personal supply.

Note: *Every Work Phase, this action space may be occupied by at most one Worker.*



Transfer Reserve

In the Fishing Phase, some of the newly caught fish may end up on the "Reserve" space located at the top left of your Harbor board. Some Buildings may allow you to place other goods than fish in your Reserve. When you take this action, move **all goods** from the Reserve space into your personal supply.

Notes:

- *Every Work Phase, this action space may be occupied by at most one Worker.*
- *You may not take the action if your Reserve space is empty.*
- *When you take the action, you must empty your entire Reserve—you may not leave any goods on the space. Observe the 12 wood limit on the "Personal Supply" board.*

Example: *There are 3 fish and 2 wood in your Reserve and 11 wood in your personal supply already. Therefore, move all the fish and 1 wood from your Reserve into your personal supply and return the remaining 1 wood to the general supply.*



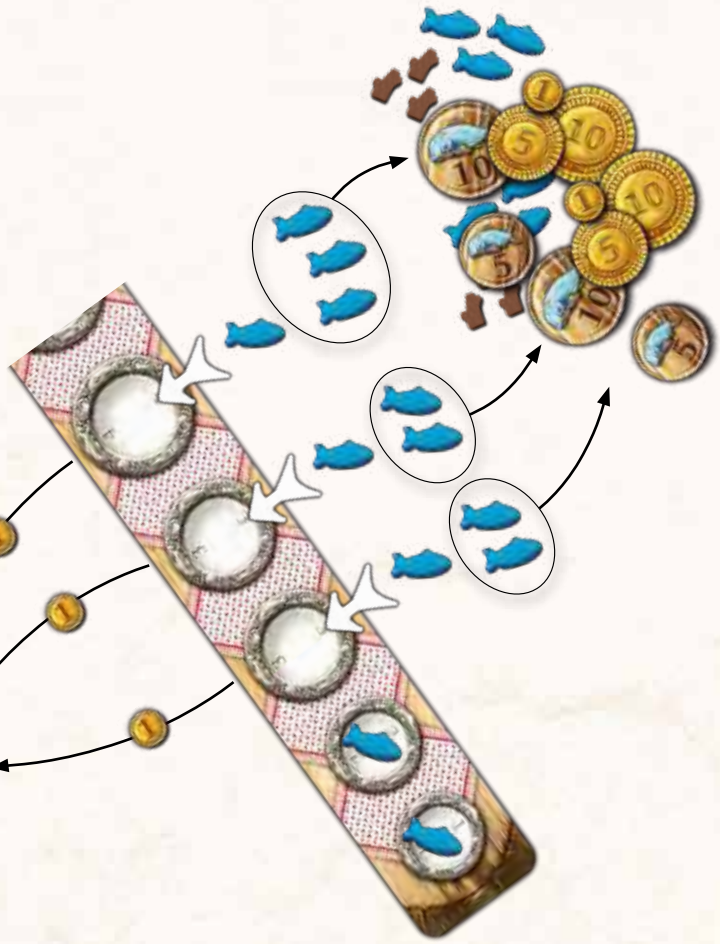
Serve Fish

When you take this action, you must place fish on the **empty plates** of the Banquet Table. You may serve as many plates as you like *(but at least one)*—in numerical order—starting with the smallest empty plate. The numbers on the plates show how much fish you must spend, placing **exactly 1 fish** *(of those spent)* **on the plate** and returning the rest *(of those spent)* to the general supply. Then take 1 gold for each newly served plate from the general supply and place it in your personal supply.

Notes:

- *Every Work Phase, this action space may be occupied by at most one Worker.*
- *You may not take the action if all plates contain fish already or if you do not have enough fish to serve at least one plate.*
- *Fish on the Banquet Table is used to take Elder actions (see page 13).*

Example: *There are fish on two plates already. You decide to fill another three plates, which costs you 3+3+4=10 fish. In return, you get 3 gold from the general supply.*



Limited Components

Fish, **wood**, **gold**, and **Forests** are supposed to be in unlimited supply. Please improvise if you run out or use the provided multiplication markers *(for fish and wood)*. Everything else is limited on purpose.

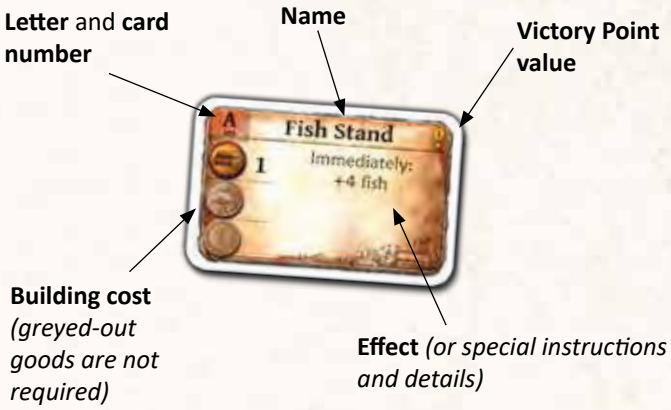
Build a Building

When you take this action, build **exactly one Building** from the display *(located on or next to a supply board)* or *(from Round 4 on)* from your hand. Pay the Building cost *(wood, fish, gold)* shown on the left side of the Building card and place the Building on a free **Building space** of your Harbor board.

Many Buildings are worth Victory Points and help you develop your fishing company.

- "A" Buildings have very useful effects but they do not provide a lot of Victory Points *(some are even worth negative points)*.
- "B" Buildings are usually more expensive but also useful.
- "C" Buildings are not available until Round 4, which is when you will get a few into your hands *(see page 9)*. Until Round 6, only you can build the Buildings in your hand. They can be worth a lot of Victory Points if you meet their conditions at the end of the game.

For a detailed explanation of all Buildings, see appendix *(starting on page 3)*.



Notes:

- *In 2-player games, there are two such action spaces. Every Work Phase, they each may be occupied by at most one Worker. In 3-, 4-, and 5-player games, there is only one such action space, which may be occupied by at most three Workers.*
- *You may not take this action if you cannot afford a Building or if you do not have any free Building spaces left on your Harbor board. You may not build on spaces containing a Forest or another Building.*
- *Once placed, you may not move or remove a Building from your Harbor board.*

Example: *The Fish Stand costs 1 wood to build. In this example, you could place it on any of the marked spaces.*



Issue a Share

When you take this action, take **exactly one Unissued Share** that is next to your "Personal Supply" board and turn it to the "Share" side in your color. Place this Share on the "newly issued shares" space of the Action board, located below the "Issue a Share" action space. Then take 2 gold from the general supply and place it in your personal supply.

Notes:

- *In 2-player games, every Work Phase, this action space may be occupied by at most one Worker. In 3-, 4-, and 5-player games, it may be occupied by at most two Workers.*
- *You can take this action at most three times during the course of the game, because you only have three Unissued Shares at the start. Once a Share is issued, it remains issued until the end of the game.*
- *There is no limit to the number of Shares on the Action board (regardless of color).*
- *Note that, during the Fishing Phase, you must place fish on your Shares on the Action board.*



Buy All Shares

When you take this action, take **all Shares** *(regardless of color)* from the "newly issued shares" space on the Action board, located above the "Buy All Shares" action space, and place them next to your "Personal Supply" board. To do so, you must pay 1 gold for each Share on the Action board. In Rounds 4 and 5, the total cost is reduced by 1 gold. In Rounds 6 and 7, the total cost is reduced by 2 gold *(instead of 1 gold)*.

Note:

- *Every Work Phase, this action space may be occupied by at most one Worker.*
- *You may not take this action if you cannot afford all of the Shares on the Action board. You may not buy fewer Shares.*
- *The total cost cannot drop below 0 gold. If you buy a single Share in Rounds 6 or 7, you will not receive 1 gold.*

Example: *Until Round 3, these two Shares cost 2 gold. In Rounds 4 and 5, they cost 1 gold total. From Round 6 on, they can be taken for free (during the "Buy All Shares" action).*

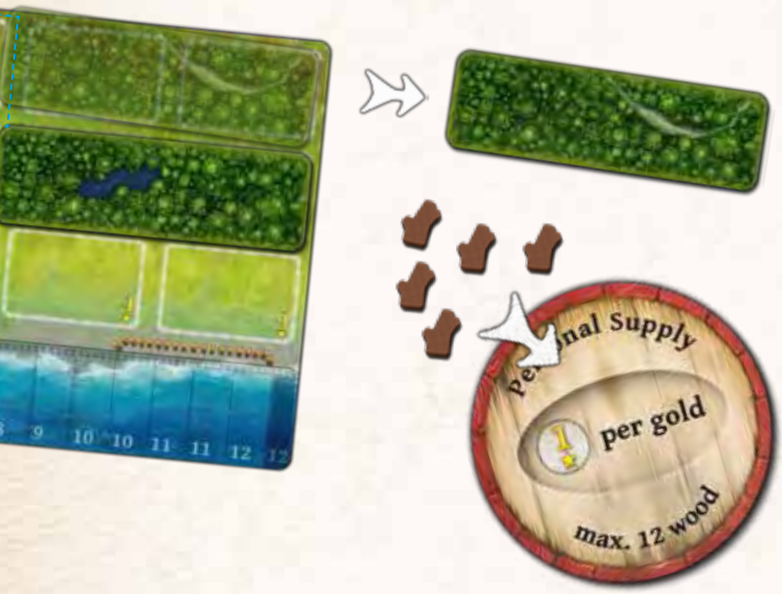


Deforest

When you take this action, remove **exactly one Forest** from your Harbor board. Then take 5 wood from the general supply and place the wood in your personal supply.

Notes:

- *In 2-player games, every Work Phase, this action space may be occupied by at most one Worker. In 3-, 4-, and 5-player games, it may be occupied by at most two Workers.*
- *You may not take this action if you do not have any Forests on your Harbor board.*
- *It does not matter how many Forests are on the double space from which you remove one. Removing a lone Forest will free up two Building spaces.*
- *You may not remove a Forest without taking the "Deforest" action or using an Elder or Building that explicitly allows you to remove one or more Forests.*
- *Observe the 12 wood limit on your "Personal Supply" board. If you already have more than 7 wood in your personal supply, you will get less than 5 wood from this action.*
- *You may take this action even if you already have 12 wood in your personal supply, in which case you will just remove the Forest without receiving wood.*



Thin Out

When you take this action, take an **amount of wood** from the general supply equal to the **number of Forests** on your Harbor board and place the wood in your personal supply.

Notes:

- *Every Work Phase, this action space may be occupied by at most one Worker.*
- *You may not take this action if you do not have any Forests on your Harbor board.*
- *Every Forest counts, even if it is covered by other Forests (if multiple Forests are stacked).*
- *Do not remove any Forests—just count them.*
- *Observe the 12 wood limit on your "Personal Supply" board. You may get fewer wood, if necessary. You may not take this action if you already have 12 wood in your personal supply.*



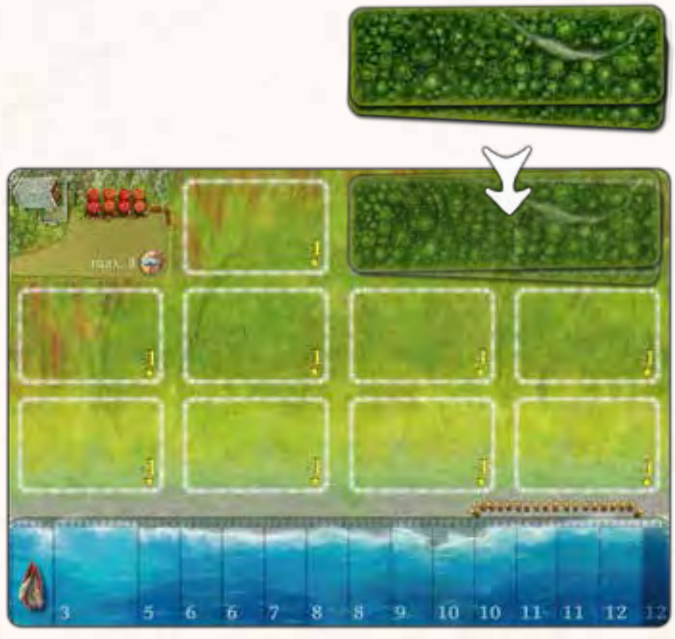
Example: *At the start of the game, there are four Forests on your Harbor boards (two of which are stacked). Consequently, the "Thin Out" action would yield 4 wood.*

Reforest

When you take this action, take **two Forests** from the general supply and place them **in a stack** on a free double space on your Harbor board.

Notes:

- *Every Work Phase, this action space may be occupied by at most one Worker.*
- *You may not take this action if you do not have a free double space on your Harbor board. Due to its shape, you may not place a Forest on two vertically adjacent Building spaces.*
- *You may not move or remove your Forests just like that.*



Build a Ship

When you take this action, build **exactly one sloop**, **one cutter**, or **one schooner** from the Ships and Elders supply board. Pay the Building cost *(wood, fish, gold)* shown at the top of the Ship tile and place the Ship on free spaces of your Fishing track, as far to the left as possible. Ships are worth Victory Points and they increase your haul size during the Fishing Phase *(Phase I, see page 6)*.

Notes:

- *In 2-player games, during every Work Phase, this action space may be occupied by at most one Worker. In 3-, 4-, and 5-player games, it may be occupied by at most two Workers.*
- *You may not take this action if you cannot afford a Ship or if you cannot place one on your Fishing track. You may not place Ships beyond the last space of the track (not even partially). Once your haul size is 12, you cannot add any more Ships.*
- *Note that you can build schooners for 8 wood and 8 fish or, alternatively, 4 gold.*
- *Sloops will cover two spaces, cutters will cover three spaces, and schooners will cover four spaces of the Fishing track (counting the first space of the track as two spaces).*



Example: *Here, you build a schooner for 4 gold, placing it to the right of the preprinted catboat. This will increase your initial haul size of 3 fish to 6 fish.*



Take an Elder

When you take this action, take **exactly one Elder** from the Ships and Elders supply board and place him on a free seat in your Elder Council. You may only take a face-up Elder from the top of a stack.

In 5-player games only: If, by taking an Elder, you uncover a face-down Elder, immediately turn this Elder face up.

After taking the Elder, you may **immediately** carry out the action shown on the Elder card, without placing *(another)* Worker *(see "Using an Elder")*.

Notes:

- *In 2-player games, every Work Phase, this action space may be occupied by at most one Worker. In 3-, 4-, and 5-player games, it may be occupied by at most two Workers.*
- *You may not take this action if there are no Elders left on the supply board or if you already have 5 Elders in your Elder Council. No player may have more than 5 Elders.*
- *You may take an Elder and not use his action.*
- *You cannot get rid of Elders in your Elder Council.*



Example: *You cannot take the Contractor as long as the Builder is still available.*

Using an Elder

Instead of placing a Worker on an action space on the Action board, you may place a Worker on an Elder in your Elder Council and carry out his action. When taking an Elder on the "Take an Elder" action space, you may use his action right away—without placing a Worker.

In both cases, in order to take the Elder action, you must first **take a fish from the Banquet Table**, from the largest fish-containing plate possible *(with the biggest number)*, and place the fish on the Elder. For this purpose, there are three fish spaces at the top of each Elder *(see illustration)*. Like in step 1 of the Fishing Phase *(Phase I, see page 6)*:

Each time there are exactly 3 fish on an Elder, you must immediately remove the fish as follows:

- place 1 fish in your personal supply and
- return the remaining 2 fish to the general supply.

(Do not remove the Elder card.)



After placing the fish, **immediately** carry out the Elder action. *(The Elder card effects should be self-explanatory. See the appendix for a detailed explanation of every Elder card.)*

Notes:

- *You may only take an Elder action if there are fish left on the Banquet Table. You may not instead take fish from your personal supply (or Reserve for that matter). Fish are placed on the Banquet Table via the "Serve Fish" action (see page 10).*
- *You may only use your own Elders. You cannot use Elders in an opponent's Elder Council nor can you use Elders that are still on the supply board—not even for a fee.*
- *Every Work Phase, you may place at most one Worker on each Elder.*
- *If you take a new Elder and use him right away, you may place a Worker on that Elder later that Round to use him a second time.*

Example: You have just taken the Forest Manager via the "Take an Elder" action. After you place him in your Elder Council, you take the fish from the "3" plate—currently the largest plate containing fish—placing the fish on the Forest Manager. You may then take the action. Later that Round, you could place a Worker on the Forest Manager to use him again, provided there are still fish left to take from the Banquet Table.



Copy an Action

In 4- and 5-player games *(and in the solo game, see last page)*, there is an Imitation tile below the Action board that allows you to copy blocked action spaces.

In 4-player games: The Imitation tile shows a single "Copy an Action" space, which may be occupied by at most one Worker every Work Phase. When you take the action, you may use any **blocked** action space on the Action board.

In 5-player games: The Imitation tile shows three "Copy an Action" spaces. These spaces correspond to the left, middle, and right column of action spaces on the Action board. When taking one of these actions, you may use any **blocked** action space in the corresponding column of the Action board. Each of these spaces may be occupied by at most one Worker every Work Phase.

Notes:

- *You may not copy an action space that is not fully occupied yet.*
- *It does not matter which Workers block the copied action space. You may copy an action space that is occupied by one or more of your Workers.*
- *You may not copy the actions on Elders.*



Example: *Your player color is red and you would like to build another Ship. The "Build a Ship" action space is blocked though. Luckily, the Imitation tile is still unoccupied so you can place a Worker there to copy the "Build a Ship" action.*

GAME END AND SCORING

The game ends after 7 Rounds. Then total your scores. All Victory Points are printed on the components that score them. *(In this game, you will not be surprised by any scoring categories at the end that have been explained to you at the start but which you have forgotten about.)*

Total the Victory Point values of your **Buildings** and **Ships**.



Example: *In the example to the right, you would score 7 Victory Points from Ships and 4 Victory Points from Buildings with a fixed Victory Point value, for a total of 11 Victory Points.*

Some Buildings show an **asterisk** (*) in place of a Victory Point value. This means the value depends on a condition as described on the Building card. *(All Buildings are explained in detail in the appendix, starting on page 3.)*



Example: *The Harbor Installation scores 2 Victory Points for each Ship on your Fishing track. In the example to the right, you would score 8 Victory Points.*

Add to your total **1 Victory Point per issued Share** in your possession *(regardless of color)* and **1 Victory Point per gold** in your personal supply.



Example: *In this example, you would score 21 Victory Points from Shares and gold.*

From your subtotal, subtract **1 Victory Point per free Building space** on your Harbor board and **1 Victory Point per Unissued Share** in your possession.





Example: *In this example, you would lose 5 Victory Points for having two Unissued Shares and three Building spaces left unused. Your overall score would be 11+8+21-5=35 Victory Points.*

The player with the most Victory Points wins. In case of a tie, enjoy your shared victory.

VARIANTS

Match and Rematch

Each of the three Building decks contains 18 “A” and 12 “B” Buildings, which is exactly the number of Buildings needed for two 2-player games, without using the same Building twice, so you can play two games, in which each of you is First Player in Round 1 once. However, always use all “C” Buildings in every game, because—with enough experience—it is an integral part of the game to be able to guess in Rounds 4 and 5 which “C” Buildings the other player might have.

Mixing Decks

You may agree beforehand to use 3 “A” and 2 “B” Buildings from each of the three decks. However, all additional Buildings *(via the First Player tiles)* should be drawn from a single deck.

SOLO GAME

SETUP

Prepare the game as you would a 2-player game. Use the solo game First Player tile, turning it to the side showing "Solo Game", and place the First Player ship on Round space 1. For your personal display, only use the red player-specific components and, **additionally, the blue Worker disks**. Also place the **Imitation tile** alongside the bottom edge of the Action board, with the 4-player game side facing up *(showing one action space)*.



COURSE OF PLAY

Go through the 7 Rounds by taking one turn after another. In **odd-numbered Rounds**, you control the **red Workers**; in **even-numbered Rounds**, you control the **blue Workers**. The position of the First Player ship on the First Player tile will always tell you which Worker color you control *(the top row of Round spaces is red; the bottom row is blue)*.

Only two things change in the course of play:

- In the **Returning Home Phase**, you may only return Workers from the Action board and Elders that you will be controlling next Round *(i.e., return blue Workers in odd-numbered and red Workers in even-numbered Rounds)*.
- In the **Work Phase**, you may not use action spaces that are blocked by Workers placed in the previous Round *(i.e., of the color you are not controlling)*.

Relationship between Blue Workers and Red Shares

In the Fishing Phase, you must place fish on your red Shares even if you are controlling the blue Workers that Round. In the Work Phase, blue Workers may issue red Shares.

Imitation

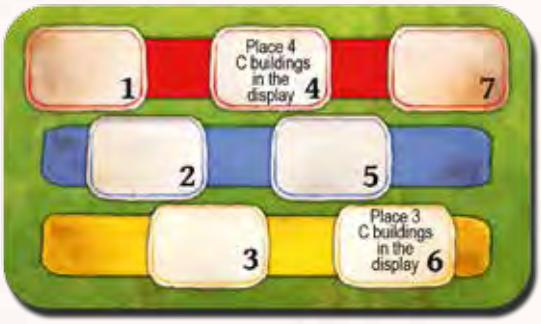
The Imitation tile allows you to copy a blocked action space on the Action board *(see also page 14)*. The color of the blocking Worker does not matter.

GAME END AND SCORING

As usual, the game ends after 7 Rounds. Score your display as explained on page 15. Your goal is to score as many Victory Points as possible. Good players score 30 to 40 Victory Points.

THE ADVANCED SOLO GAME

You can make things harder on yourself by turning the solo game First Player tile to the other side, showing three rows of Round spaces. In the advanced solo game, you will alternate controlling the red, blue, and yellow Workers. Consequently, in the Returning Home Phase, you will be leaving two colors of Workers on the Action board and Elders. Turn the Imitation tile to the 5-player game side *(showing three action spaces)*. Use it as you would in 5-player games *(see page 14)*.



CAMPAIGN

Play three games one after another using the Building cards of one deck.

At the end of the first two games, remove any Buildings that you have built during that game and set the Buildings left on the "A" and "B" Building supply boards aside. Add the "C" Buildings that you have not built to the unused "C" Buildings. In the second game, only use the "A" and "B" Buildings that have not been in play in your first game. For your third game, shuffle the set-aside cards and use those *(i.e., you will only be using Buildings that you have not built in the previous two games)*. In the third game, it is possible that there are not enough "A" and "B" Buildings left to completely fill the supply boards. Also, in Round 6, there may be fewer than three "C" Buildings left to add to the display. In either case, you will be seeing fewer Buildings than normal.

Your goal is to get a combined score of more than 100 Victory Points. The number of Victory Points that you score above 100 will define your rank, unless you already have a higher rank from a previous campaign. If you score at least 10 Victory Points below what your current rank represents, you lose one rank. *(Your rank cannot drop below 0.)*

Thank You!

Many thanks to "Hans im Glück" for allowing us to use their "Carcassonne: South Seas" fish shape. We would also like to express our great gratitude to all of our play-testers and proof-readers for their invaluable help as well as to Patrick for the amazing job he has done with illustrating this game.

