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INTRODUCTION

Shipwrights of the North Sea: Redux is set in the early years of the Viking Age, circa 800 AD. As Viking shipwrights, players compete to construct the greatest fleet on the North Sea. Players must collect oak, wool, and iron, as well as getting other craftspeople on board to help. Gold is a precious commodity, and must be spent wisely. As you would expect, the township is filled with an array of characters, bad and worse. Better hope they're on your side!

AIM OF THE GAME

The aim of Shipwrights of the North Sea: Redux is to be the player with the most Victory Points *(VP)* at the game's end. Points are gained by constructing Longships and Buildings, recruiting Jarls, attracting Heroes, and collecting Gold. Over the course of 5 Rounds, players will draft Village Cards, and must carefully manage their resources and workforce to set their settlement apart as the most glorious amongst all the clans.

COMPONENTS



1 Main Board



5 Player Boards



50 Workers

40 Oak



40 Wool



40 Iron



40 Gold



50 Silver



15 Player Markers
(3 in each player colour)



5 Eikja Cards
(1 in each player colour)

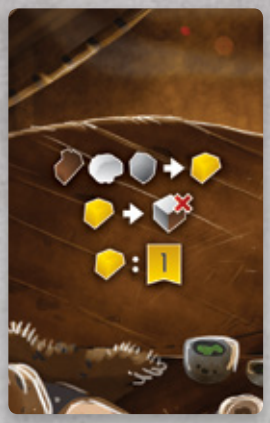


5 Labourer Cards
(1 in each player colour)



6 Hut Cards

COMPONENTS



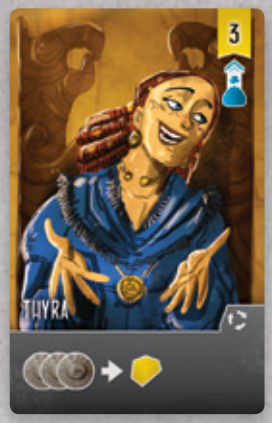
12 Round Cards



15 Raid Cards



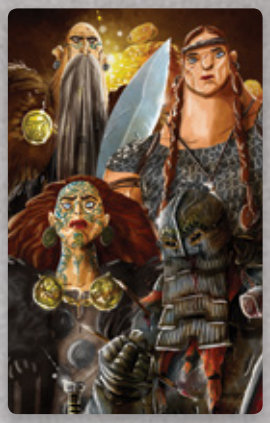
15 Trade Cards



8 Hero Cards



122 Village Cards



4 Nemesis Cards

REDUX VERSION – A NOTE FROM SHEM PHILLIPS

In 2014, I launched my first ever Kickstarter campaign. Not only was it the first time many people heard of Garphill Games, but it was the first time anyone had seen The Mico's artwork in board game form. The game was far more successful than I had expected, largely due to the artwork. In the months following the campaign, I began designing what would become one of our most notable games to date - Raiders of the North Sea. Since then Garphill Games has continued to grow as we've aimed to consistently release quality games with interesting mechanisms and engaging themes.

There's no doubt that the original game of Shipwrights has some flaws. In short, it doesn't quite measure up to the rest of the games in our medieval trilogies. It's because of this, that I decided to create this new, Redux version of the game.

Shipwrights of the North Sea: Redux is an entirely new game. While it shares a lot of thematic elements and player goals from the original, the core gameplay has been completely rebuilt to create an experience much more in line with what fans of Garphill Games have come to expect. I hope you enjoy! I sure had a lot of fun working on it.

UPDATE FOR RUNESAGA

Shipwrights of the North Sea: Redux includes 6 new Runestones to replace those in the Runesaga Box. These are needed to make the Redux version compatible with the Runesaga campaign.



Follow these steps to set up the central play area:

1. Place the Main Board in the middle of the play area.

2. Shuffle the Round Cards and place 5 of them in a facedown Draw Pile on the indicated space of the Main Board. Return the rest to the box.

3. Shuffle all 15 Raid Cards and place them in a facedown Draw Pile on the indicated space of the Main Board.

4. Shuffle all 15 Trade Cards and place them in a facedown Draw Pile on the indicated space of the Main Board.

5. Place all Hero Cards on the indicated space of the Main Board. The 5 Randi Hero Cards should be stacked together.

6. Shuffle all Village Cards and place them in a facedown Draw Pile on the indicated space of the Main Board. The space below them is for the Discard Pile.

7. Have each player select a player colour. Place a Player Marker in each player's colour onto the "0" space of each Progress Track. If playing with only 1-2 players, include 1 set of unused Player Markers for a Neutral Player.

8. Place all Workers, Oak, Wool, Iron, Gold, and Silver nearby in a Main Supply. These are all considered unlimited. Should they ever run out, use a suitable replacement.





Solo Play - Nemesis Cards

If playing solo, you may add 1 or more Nemesis Cards to the game. Place them faceup alongside the Main Board and move the Neutral Player Markers 1 space along the appropriate Progress Tracks for each icon shown along the left side of each chosen Nemesis Card. Each Nemesis Card adds a different restrictive rule when playing. It is not recommended using any Nemesis Cards for your first few plays.

SETUP

Follow these steps to set up each player area:

1. Give each player a Player Board to place in front of them.

2. Give each player 1 Eikja Card and 1 Labourer Card in their chosen colour. These should be placed on their basic side *(white Upgrade Icon in the top-left corner)*. Place the Labourer Card to the left of their Player Board, and the Eikja Card above that.

3. From the 6 Hut Cards, randomly deal 1 to each player. Each player should place their Hut Card on its basic side, below their Labourer Card. Return the unused Hut Cards to the box.

4. Each Hut Card has a Progress Track Icon printed in its top-right corner. Players must move their Player Marker 1 space along the indicated Progress Track.

5. Each player gains 3 Workers, 1 Oak, 1 Wool, 1 Iron, 1 Gold, and 2 Silver from the Main Supply.



VILLAGE CARDS

Within the 122 Village Cards, there are 5 different Card types. All 5 types can be discarded to gain the rewards printed above the red banner. They also have the following uses:



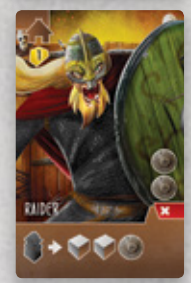
Longships must be placed onto Player Boards before being constructed. They require 1-3 Skills and a number of Workers and Resources to be constructed. They provide VP, movement on the indicated Progress Tracks, and either an immediate, income, or end-game benefit. Constructed Longships sit above Player Boards.



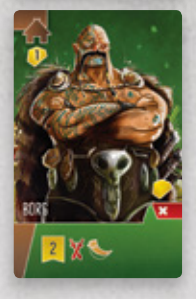
Buildings are constructed below Player Boards. They require a number of Workers and Resources to be constructed. They provide some combination of VP and movement on the Progress Tracks. Once constructed, they provide new Worker Placement spaces for use each Round.



Craftspeople can be placed onto Player Boards for a single use, or tucked under Buildings at the cost of 1 Gold, for an infinite number of uses. They each provide a Major Skill and Minor Skill, both of which can be used when constructing Longships.



Townsfolk can be played for their immediate one-time benefit, or tucked under Buildings at the cost of 1 Gold, to improve a Building's effectiveness. They always have a cost on the left side of the arrow, and a benefit on the right side.



Jarls can be tucked under Buildings at the cost of 1 Gold. They provide VP and movement on the indicated Progress Tracks. They are also the only Village Card type to provide Gold as a discard reward.

RESOURCES

Oak, Wool, Iron, and Gold are collectively called Resources. Gold is a rarer Resource, required for some larger Longships and Buildings. Gold is also a wild Resource, meaning that 1 Gold can always be spent in place of 1 Oak, 1 Wool or 1 Iron.

GAMEPLAY OVERVIEW

Shipwrights of the North Sea: Redux is played over 5 Rounds. Each Round steps through these 5 Phases:

1. **Reveal Round Card**
   A new Round Card is revealed.

2. **Draft Cards**
   Each player drafts 6 Village Cards.

3. **Take Actions**
   Players simultaneously take actions, and must use all Village Cards from their hand.

4. **Gain Income**
   Players gain income from their constructed Longships and tucked Trade Cards. Each player returns all Workers from their Player Board and Buildings to their supply, and resets any Raid Cards they have used.

5. **Distribute Hero Cards**
   Hero Cards are awarded to the leaders of each Progress Track.

At the end of the 5th Round, the player with the most Victory Points is the winner.

1. REVEAL ROUND CARD

Turn over the top Round Card and place it faceup in the space to the right of the Draw Pile so that the artwork lines up. Future Round Cards should be placed on top of previous Round Cards. Each Round Card has a number of features:

1. If playing with 1-2 players, the Neutral Player Markers must be moved 1 space along the appropriate Progress Tracks for each icon shown on the revealed Round Card. This happens each time a new Round Card is revealed.

2. These VP will be scored by the opponent when playing solo.

3. These are the trades available during the Take Actions Phase.

4. This indicates whether Village Cards will be drafted clockwise or counter-clockwise in games with 3-5 players.

5. This is a reminder that 1 Oak, 1 Wool, and 1 Iron can always be traded for 1 Gold.

6. This is a reminder that Gold may always be spent in place of 1 Oak, 1 Wool or 1 Iron.

7. This is a reminder that each Gold is worth 1VP at the game's end.



Drafting works differently for solo, 2 player, and 3-5 players. However, players will always end this Phase with 6 Village Cards in hand. Follow the correct drafting rules based on the player count:

Solo Play

1. Draw 5 Village Cards from the top of the Draw Pile. Select 2 to keep, setting them aside, and discard the other 3.
2. Draw 4 Village Cards from the top of the Draw Pile. Select 2 to keep, setting them aside, and discard the other 2.
3. Draw 3 Village Cards from the top of the Draw Pile. Select 2 to keep, setting them aside, and discard the other 1.
4. Take all 6 drafted Village Cards into hand.

2 Players

1. Each player draws 5 Village Cards from the top of the Draw Pile. They each select 2 to keep, setting them aside, and pass the other 3 to their opponent.
2. Each player draws 1 Village Card from the top of the Draw Pile, and adds it to the 3 Village Cards they received from their opponent. From their hand of 4, they each select 2 to keep, setting them aside, and pass the other 2 to their opponent.
3. Each player draws 1 Village Card from the top of the Draw Pile, and adds it to the 2 Village Cards they received from their opponent. From their hand of 3, they each select 2 to keep, setting them aside, and discard the other 1.
4. Players take all 6 of their drafted Village Cards into hand.

2. DRAFT CARDS

3-5 Players

1. Each player draws 6 Village Cards from the top of the Draw Pile. They each select 1 to keep, setting it aside, and pass the others to their opponent on their left or right. Which opponent they pass Village Cards to is dictated by the arrows shown at the bottom of the current Round Card.
2. From their new hand of Village Cards, each player selects 1 to keep, setting it aside, and passing on the rest. Player continue selecting 1 Village Card and passing on the rest until all players have each drafted 6 Village Cards. Note that the 6th Village Card will be handed to them by an opponent *(selecting this Village Card is not a decision for them).*
3. Players take all 6 of their drafted Village Cards into hand.

Common Rules for all player counts

- When setting aside Village Cards, players should keep them facedown *(this does not matter for solo).*
- Players are always permitted to look at their own set aside Village Cards, but cannot look at those belonging to their opponents.
- If the Village Card Draw Pile ever runs out, immediately shuffle the discards to form a new Draw Pile. This can also happen during the Take Actions Phase.



3. TAKE ACTIONS: OVERVIEW

Once all players have drafted 6 Village Cards, they simultaneously carry out the Take Actions Phase. There are a number of actions that players can take. These may be done in any order, and any number of times:

- Discard a Village Card
- Recruit a Craftsperson
- Recruit a Jarl
- Play or Recruit a Townsfolk
- Start Work on a Longship
- Construct a Longship
- Construct a Building
- Place a Worker
- Trade Resources
- Raid a Settlement

As players recruit Jarls, and construct Longships and Buildings, they will move their Player Markers along the Progress Tracks. Doing so will put them in contention for gaining the main 3 Hero Cards. Players will also gain Raid Cards, Trade Cards, or Upgrades as they reach spaces 4 8, and 12 on the Progress Tracks.

Players can make use of any Hero Cards they own during the Take Actions Phase. Each Hero Card can be used any number of times.

By the end of this Phase all players must have played all their Village Cards from hand. They cannot carry over any into the next Round. However, players may hold any number of Workers, Resources, and Silver between Rounds.

3. TAKE ACTIONS: DISCARD A VILLAGE CARD

As an action, players may discard any Village Card from their hand to immediately gain the rewards printed above the red banner. Discards should be placed in the space below the Village Card Draw Pile. Discard rewards include:

- 1 Resource
- 1 Village Card
- 1 Gold
- 2 Silver
- 1 Worker



Village Cards are always drawn from the top of the Village Card Draw Pile.

3. TAKE ACTIONS: RECRUIT A CRAFTSPERSON

Craftspeople have Skills that are required when constructing Longships. Players have 2 options when recruiting them:

1. Place them on the left-most empty Card space of their Player Board.

2. Pay 1 Gold to tuck them under a Building that does not already have a tucked Village Card.



In either case, Craftspeople provide 2 different Skills. Their Major Skill has no extra cost, while their Minor Skill costs 1 Silver to use.

This Craftsperson's Major Skill is as a Blacksmith. Their Minor Skill is as a Stone Mason.

3. TAKE ACTIONS: RECRUIT A CRAFTSPERSON

When placing a Craftsperson on their Player Board, players place them into the left-most Card space not already containing a Village Card. If there is a Worker in that space, it must first be returned to the Main Supply.

Player Boards can hold both Longships and Craftspeople *(Village Cards with a blue banner).* Townsfolk, Jarls, and Buildings cannot be placed here. Players cannot hold more than 5 Village Cards on their Player Board. However, they may freely remove Village Cards to make room. Village Cards removed this way are discarded, but no rewards are provided. Any time that Card spaces open up on Player Boards, all remaining Village Cards should be slid to the left to fill any empty spaces.

Placing Craftspeople onto Player Boards keeps them around for a single Longship construction. Once used for a construction, they will be discarded.



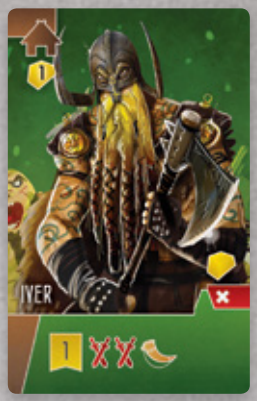
When tucking a hired Craftsperson under a Building, players must first pay 1 Gold. There is a reminder of this cost in the top-left corner of each Craftsperson Card. Each Building *(including Huts)* can have 1 tucked Village Card. Players may freely discard tucked Village Cards to make room for others, but no rewards are provided for these discards.



Tucking Craftspeople under Buildings keeps them around for all future Longship constructions. No matter how many times their Skills are used, they will never be discarded.

3. TAKE ACTIONS: RECRUIT A JARL

Jarls are a rare type of Village Card, and the only type to provide Gold when discarded. Other than being discarded, they can also be tucked under Buildings. As with tucking Craftspeople, this costs 1 Gold. After tucking Jarls, players must immediately move their Player Markers 1 space along the appropriate Progress Tracks for each icon shown on the Green banner. Jarls are also worth VP at the game's end.



This Jarl is worth 1VP. When tucked it would move a player 2 spaces on the Military Track and 1 space on the Renown Track.

3. TAKE ACTIONS: PLAY OR RECRUIT A TOWNSFOLK

Other than discarding Townsfolk, players may also use them in 2 other ways:

1. Play them to the Discard Pile and resolve the ability printed on the brown banner.

2. As with Craftspeople, players can recruit Townsfolk by paying 1 Gold to tuck them under a Building that does not already have a tucked Village Card. This will add to the Buildings existing ability *(see page 12).*



This Townsfolk allows players to spend 2 Silver to gain 2 Workers.

As pictured on the previous page, Longships may be placed onto Player Boards. Having Longships on Player Boards follows all the same rules as having Craftspeople there.

3. TAKE ACTIONS: CONSTRUCT A LONGSHIP

Constructing Longships is a big task. Each Longship consists of the following elements:

1. Skills, Workers, and Resources required to construct.
2. Victory Points and Progress gained when constructed.
3. Either an immediate benefit, income benefit, or end-game scoring bonus when constructed.





Players are permitted to construct multiples of the same Longship.

To construct a Longship, players must follow these steps:

1. The Longship must be on their Player Board *(it can't be constructed directly from hand).*
2. They must satisfy all required Skills. This can be done by either:
   - Discarding the required Craftspeople from their Player Board *(not from hand).* Remember to pay 1 Silver for each Minor Skill used.
   - Having the required Craftspeople tucked under their Buildings. Remember to pay 1 Silver for each Minor Skill used.
   - Paying to use a Labourer.
3. Pay all required Workers and Resources back to the Main Supply. Note that Workers spent must come from their supply, not from their Player Board or Buildings.
4. Place the Longship above their Player Board.
5. Move their Player Markers 1 space along the appropriate Progress Tracks, for each icon shown on the Longship.
6. Resolve any immediate effects shown in the blue banner of the Longship.

Using Labourers

Players can use their Labourers any number of times when constructing a Longship. For each Village Card they discard *(without gaining any reward),* along with 1 Gold spent, they may satisfy 1 required Skill.

Once upgraded, the Labourer no longer requires a Village Card to be discarded.



3. TAKE ACTIONS: CONSTRUCT A LONGSHIP

In this example, Yellow is constructing a Knarr. It requires 3 Skills (Blacksmith, Sail Maker, and Woodcarver), 1 Oak, 5 Wool, 3 Iron, and 2 Gold.

1. *Their tucked Craftsperson can provide the Woodcarver Skill, at the cost of 1 Silver.*
2. *They can discard the Sail Maker for their Skill.*
3. *They can use their Labourer for the Blacksmith Skill. This will cost them 1 discard of any Village Card and 1 Gold.*
4. *They are missing 2 Iron, but decide to use 2 Gold in its place. That provides them will all the Workers and Resources required to construct the Knarr.*
5. *After paying all the costs, the Knarr should be placed above their Player Board, alongside their other Longships. Yellow would then move their Progress Markers 2 spaces on the Trade Track and 2 spaces on the Renown Track.*



3. TAKE ACTIONS: CONSTRUCT A BUILDING

Each Building Card consists of the following elements:

1. Workers and Resources required to construct.
2. Victory Points and Progress gained when constructed.
3. Worker Placement space with special ability.



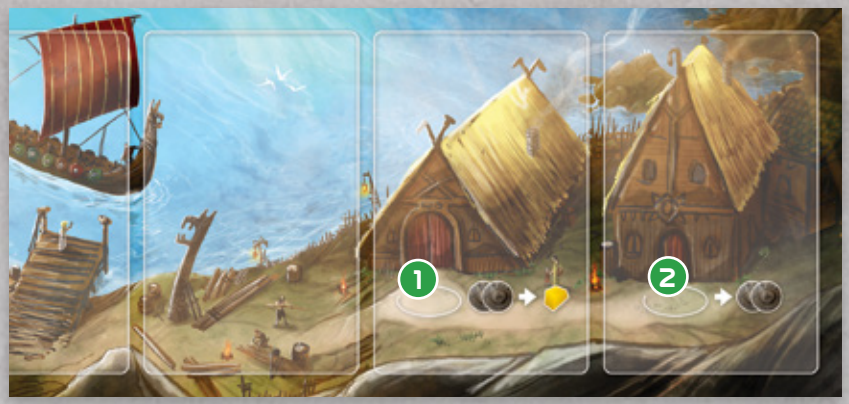
Players are permitted to construct multiples of the same Building.

3. TAKE ACTIONS: PLACE A WORKER

Players may place Workers from their supply onto their Player Boards or their Buildings. These Worker Placement spaces provide various immediate benefits. Once placed, Workers stay there until the Gain Income Phase. At that point, they will be returned to their owner's supply. In other words, these Workers are exhausted, not spent.

The following rules apply when placing Workers:

- Each Worker Placement space can only contain a single Worker.
- Players can never spend Workers from Worker Placement spaces.
- If there is a Village Card covering a Worker Placement space on a Player's Board, they may remove 1 or more Village Cards to make the space available. Village Cards removed this way are discarded, but no rewards are provided.
- When placing a Worker on a Building with a tucked Townsfolk Card, players may resolve the 2 abilities in either order, and even use 1 ability to help pay for the other. They may even choose to only resolve 1 of the 2 abilities.
- Tucked Jarls or Craftsmen have no effect on Worker Placement spaces.
- Players may still tuck Village Cards under Buildings with Workers present.
- Tucking a Townsfolk Card under a Building with a Worker present does not activate the Townsfolk Card's ability. It must be there when placing the Worker.
- When upgrading a Hut Card with a Worker present, simply pick up the Worker, flip the Hut Card and place the Worker back down without any further effect.





1. A Worker on this space could spend 2 Silver for 1 Gold.
2. A Worker on this space would gain 2 Silver.
3. A Worker on this space could discard a Village Card to gain 2 Gold, then spend 1 of those Gold to gain 1 of each other Resource.
4. A Worker on this space could gain a new Worker and 2 Silver, and then spend a Worker to gain another 5 Silver.
5. A Worker on this space would gain 2 Oak.

3. TAKE ACTIONS: TRADE RESOURCES

Players can do as many trades as they wish, at any point during the Take Actions Phase. All available trades are shown on the fronts and backs of Round Cards.

Players have the following trades available in this example:

- *1 Oak, 1 Wool, and 1 Iron for 1 Gold*
- *1 Silver for 1 Oak*
- *3 Silver for 1 Wool*
- *2 Silver for 1 Iron*



3. TAKE ACTIONS: RAID A SETTLEMENT

Players gain Raid Cards when reaching spaces 4, 8, and 12 of the Military Track. To Raid a Settlement, players must spend the required Workers shown along the top of the Raid Card. How many Workers they need to spend is based on the position of their Player Marker on the Military Track.

- 4-6 Military Strength costs 2 Workers
- 7-9 Military Strength costs 1 Worker
- 10+ Military Strength costs 0 Workers

After spending any required Workers, players gain the benefits shown on the red banner, then must flip over the Raid Card to show that the Settlement has been Raided. All Raid Cards reset during the Gain Income Phase of each Round.



With 8 Military Strength, this Settlement would cost 1 Worker to Raid. It rewards 1 Village Card and 1 Gold.

4. GAIN INCOME

Once each player has finished taking actions, they must do the following:

1. Gain income from any relevant constructed Longships and tucked Trade Cards.
2. Return all Workers from their Player Board and Buildings to their supply.
3. Reset any Raid Cards that have been used, by flipping them faceup.



This player would do the following:

- *Gain 1 Worker from their Eikja and 1 Wool from the Trade Card tucked below it. Gain 1 Iron from the Trade Card tucked below their Barde, and 1 Gold from their Færing.*
- *They would not gain 2 Silver from the Skute on their Player Board, as that is still under construction.*
- *Return the Worker from their Player Board and all 3 Workers on their Buildings to their supply.*
- *Flip their Raid Card faceup.*

5. DISTRIBUTE HERO CARDS

Once all players have finished gaining income, the Hero Cards need to be distributed. Each Progress Track has an associated Hero Card:

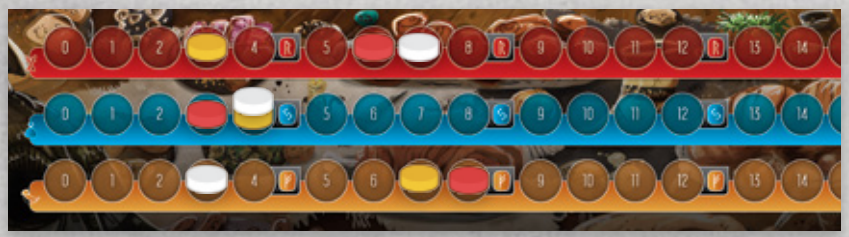
The Military Hero is Svend. The player holding Svend gains 1 Worker each time they gain a new Raid Card, Trade Card or Upgrade.

The Trade Hero is Thyra. The player holding Thyra may always trade 3 Silver for 1 Gold.

The Renown Hero is Frode. The player holding Frode may always spend 1 fewer Oak, Wool, or Iron when constructing a Longship.

The player who is furthest along each Progress Track gains the associated Hero Card. This may need to be taken from the Main Board, or from another player. Hero Cards should be placed to the left of Labourer Cards. If players are tied on a Progress Track, no player gains the associated Hero Card.

It is possible for players to have more than 1 Hero Card. Each player who does not have 1 of the 3 main Hero Cards gains a Randi Hero Card *(may always spend 2 Silver to gain 1 Village Card)*. If a player with Randi gains 1 of the 3 main Hero Cards, they must immediately return Randi to the Main Board.



In this example, White leads the Military Track and Red leads the Renown Track. Yellow and White are tied on the Trade Track, so no player would gain Thyra. Yellow gains a Randi as they did not gain 1 of the 3 main Hero Cards.

END OF THE ROUND

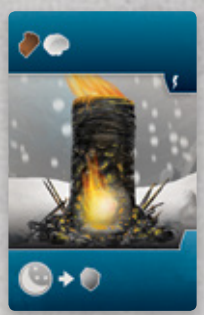
After distributing Hero Cards in Rounds 1-4, play continues into the next Round, starting again by revealing a new Round Card.

PROGRESS TRACKS

As players recruit Jarls, and construct Longships and Buildings, they will move their Player Markers along the Progress Tracks. Players gain Raid Cards, Trade Cards, or Upgrades as they reach spaces 4, 8, and 12 on the Progress Tracks.

Players gain Raid Cards from these spaces on the Military Track. Raid Cards are always drawn from the top of their Draw Pile, and placed faceup to the right of Player Boards. These provide a Settlement that players can Raid once per Round.

Players gain Trade Cards from these spaces on the Trade Track. Trade Cards are always drawn from the top of their Draw Pile. They can either be tucked under a Longship *(including Eikjas)* that does not already have tucked Trade Card, or placed facedown near the Player Board to immediately gain the rewards shown at the top of the Trade Card. If players do not have space under a Longship, then they must take the immediate reward.



This Trade Card could be tucked under a Longship to produce 1 Iron during each Gain Income Phase, or flipped facedown to immediately gain a player 1 Oak and 1 Wool.

Players gain Upgrades from these spaces on the Renown Track. When gaining an Upgrade, players may either flip their Eikja Card, Labourer Card, or Hut Card. Doing so will improve the chosen Card and provide additional VP at the game's end.

END OF THE GAME

The game ends after distributing Hero Cards in Round 5. Before calculating their scores, players may use the available trades from Round 5 to turn any remaining Silver into Oak, Wool and Iron, which can then be turned into Gold *(1 of each = 1 Gold)*. This can include trading Silver and Resources that were gained during the Gain Income Phase.

SCORING

Each player adds up their Victory Points in the following areas:

1. Longships, including any bonuses.
2. Buildings.
3. Recruited Jarls.
4. Progress Tracks *(from spaces 15-18).*
5. VP on Hero and Labourer Cards.
6. 1VP per Gold.

The player with the most total VP is the winner! If tied, the tied player with the most Oak, Wool, and Iron in their supply is the winner. If still tied, the tied player with the most Workers in their supply is the winner. And if still tied, all tied players share the victory.

Need some help tallying up the scores? Download our free Garphill Games Companion App for Android or iOS.

SCORING

To win the solo game, the player must score higher than their opponent. Ties do not count! Add up the opponent's score from the following:

1. 3VP for each Hero Card that they would have won.
2. The VP values of all 5 Round Cards.
3. VP from Progress Tracks *(from spaces 15-18).*



The Red player would score a total of 47VP from the following:

- *29VP from their Longships, including the 4VP bonus from their Snekke.*
- *7VP from their Buildings.*
- *3VP from their recruited Jarls.*
- *0VP from Progress Tracks.*
- *5VP from their Hero and Labourer Cards.*
- *3VP from their Gold.*

LONGSHIP REFERENCE



Immediately gain 3 Workers



Immediately gain any 2 Resources *(Oak, Wool, Iron)*



Immediately gain 4 Silver



Immediately gain 2 Village Cards



Gain 1 Gold when gaining income



Gain 2 Silver when gaining income



1VP per unique Building *(includes Huts)*



3VP per set of Raid Card, Trade Card, and Upgrade



1VP per unique Longship *(includes Eikjas)*



2VP per Raid Card



2VP per Trade Card



2VP per Upgrade

ICONOGRAPHY

1 Worker

Gain 1 Village Card

Discard 1 Village Card

1 Silver

1 Oak

1 Wool

1 Iron

1 Oak, 1 Wool, or 1 Iron

1 Gold *(Wild Resource)*