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A Feast for ODIN

Clarifications & FAQ

CLARIFICATIONS AND ERRATA

The Special tiles

These are considered blue and follow the same rules as the blue goods tiles.

The Crucifix has a forge tongs symbol, bringing the count of those Special tiles to seven.

Rulebook, page 5

The first sentence of the Occupation and Weapon card section should read: "There is an A, B or C at the bottom right of the occupation cards, indicating to which deck each card belongs."

Rulebook, page 7

Please ignore the first sentence of the caption. Indeed, the first text caption should only read: "*The home board on the previous page would generate an income of 2 silver.*"

Rulebook, page 23

The details about the Final Income should read:

- **Final income:** instead of paying out the income of the final round, you **can** write it down in the "Final Income" category of the scoring pad.

Appendix, page 16

In the Greenland example, the spaces on the lower left of the board must be covered to earn the income.



Rulebook, page 18

The Hunting Game, Laying a Snare and Whaling text has been clarified as follows.

Success

When whaling, reduce the value of your roll by one for each ore (*even preprinted ore*) on the whaling boat(s) you are using to perform the action (*you keep the ore*). This can lead to a negative value; any negative value is treated as a 0.

Then, in every case (Hunting Game, Laying a Snare and Whaling), pay a number of wood **and/or** proper weapons** equal to this value to declare a successful action and receive the reward depicted on the action space.***

Failure

If you declare **your attempt at this action** a failure, you do not have to pay anything. (*You may not declare a result of 0 as a failure.*)

Upon failure, you receive a consolatory 1 wood and 1 weapon**** of the proper type** from the general supply. Additionally, when you fail laying a snare, you may return **1 Viking** from the action space to your Thing Square. When you fail whaling, you may return **2 Vikings**. You may use the returned Vikings again later that round.

FAQ

Q : Can I exchange animal tiles ?

A : Yes, animals can be exchanged for a more valuable goods with a Trading Action like any other goods. Although animals score points at the end of the game, it is often more efficient to exchange them for upgraded goods to cover more spaces on your boards.

Q : Can I place multiple tiles simultaneously on the board?

A : Yes, as long as the layout of the tiles on your board is valid after you have placed all of them. It is common to wait to place them until shortly before the income phase in order to get the best "puzzle result."