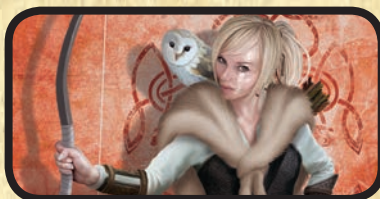




JÓRVÍK

The Great Designers Series #5



A game by Stefan Feld
for 2 to 5 players
aged 10 and up

For several decades during the Viking age, parts of England were occupied by the Norsemen. One of the larger cities under their control became a flourishing centre of trade and artisanship. The Vikings called the city and its surrounding kingdom Jórvík - today known as the City of York.

Overview

In *Jórvík*, you guide the actions of one of the Viking tribes that settled in this northern English region. Over the four seasons of a year, you buy cards to strengthen your influence on trade in Jórvík, for example, by providing your

artisans with goods brought into town on trading ships or by helping to fortify the city against attacks by the Picts in the north. After the four seasons, the player whose actions scored the most victory points wins the game.

Components

1 game board



30 coins



1 bag



1 starting player marker

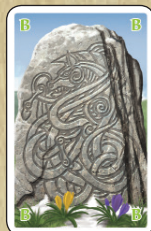


Mjölfnir (Thor's hammer)

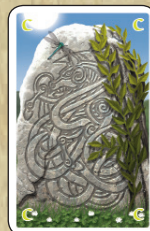
104 cards



24 winter cards



25 spring cards



25 summer cards



29 autumn cards



1 final "Attack of the Picts" card

54 goods cubes



9 amber (orange)



9 iron (grey)



9 leather (brown)



9 wool (white)



9 jet (black)



3 silk (pink)



3 glass (blue)



3 gold (yellow)

22 vikings

4 of each player colour
2 brown



5 victory point markers

1 of each player colour



5 player boards

1 of each player colour



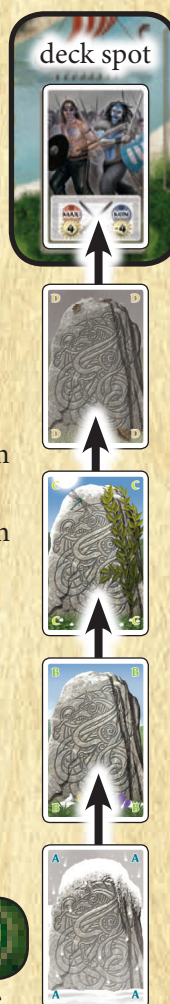
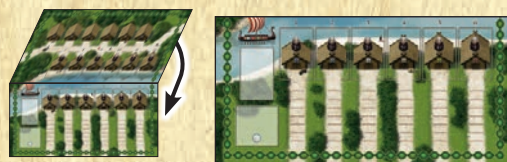
Setup

Decide whether you want to play the Karl game or the **Jarl game**. "Karl" is the name for a free Viking peasant, whereas the "Jarls" are the Viking aristocrats. The Karl game mode is more accessible and gives a good introduction to the game. Set the game up according to your choice. The rules and examples that only apply in

the Jarl game mode are highlighted by a **red box** and **red text**. When you play the Karl game, ignore those completely. Apart from the setup, all the rules from the Karl game also apply to the Jarl game.

Karl game setup

1. Halve the game board by folding the upper half backwards and only keeping the lower half visible. Then place it on the table within every player's reach.
2. Remove the following 9 goods cubes from the game: 3 silk (pink), 3 glass (blue) and 3 gold (yellow). Put the remaining 45 goods cubes in the bag.
3. Place the 30 coins next to the game board as a reserve.
4. Prepare the deck of cards:
 - Remove all cards that show the "Jarl game only" sign (✚) in their lower right corner and return them to the game box.
 - If you are playing with 2, 3 or 5 players, refer to the box at the bottom of this page for instructions on which autumn cards to remove from the game. If you are playing with 4 players, no cards are removed.
 - Place the final "Attack of the Picts" card on the deck spot on the game board.
 - Shuffle the remaining autumn cards (D) and place them face down on top of the final "Attack of the Picts" card.
 - Shuffle the remaining 13 summer cards (C) and place them face down on top of the autumn cards.
 - Shuffle the remaining 13 spring cards (B) and place them face down on top of the summer cards.
 - Finally shuffle the remaining 12 winter cards (A) and place them face down on top of the spring cards, thus finalising the deck of cards.
5. Each player chooses a player colour and does the following:
 - Take 3 vikings and the player board of your player colour. Place the vikings next to your player board in front of you, this is your *personal viking supply*. Then place the victory point marker of your colour on the number 10 of the victory point track of the game board.
 - Take 5 coins from the reserve and place them in front of you.
6. Determine a starting player by your favourite house rule and give her the starting player marker.



Jarl game setup

1. Place the entire game board openly on the table within every player's reach.
2. Put all 54 goods cubes in the bag.
3. Place the 2 brown vikings and the 30 coins next to the game board as a reserve.
4. Prepare the deck of cards:
 - If you are playing with 2, 3 or 5 players, refer to the box at the bottom of this page for instructions on which autumn cards to remove from the game. If you are playing with 4 players, no cards are removed.
 - Place the final "Attack of the Picts" card on the deck spot on the game board.
 - Shuffle the remaining autumn cards (D) and place them face down on top of the final "Attack of the Picts" card.
 - Shuffle the 25 summer cards (C) and place them face down on top of the autumn cards.
 - Shuffle the 25 spring cards (B) and place them face down on top of the summer cards.
 - Finally shuffle the 24 winter cards (A) and place them face down on top of the spring cards, thus finalising the deck of cards.
5. Each player chooses a player colour and does the following:
 - Take 4 vikings and the player board of your player colour. Place the vikings next to your player board in front of you, this is your *personal viking supply*. Then place the victory point marker of your colour on the number 10 of the victory point track of the game board.
 - Take 5 coins from the reserve and place them in front of you.
6. Determine a starting player by your favourite house rule and give her the starting player marker.



Finally, return all unused components to the game box.

Finally, return all unused components to the game box.

	In a 2-player game remove these autumn cards:			In Jarl game mode remove these autumn cards also:		
	In a 3-player or 5-player game remove these autumn cards:			In Jarl game mode remove these autumn cards also:		

Gameplay

Jórvík is played over several rounds, each of which is composed of the following 4 phases:



1. Supply phase

In this phase, the starting player draws from the deck the cards that will be available to buy.



2. Demand phase

In this phase, players place their vikings onto the board to indicate their interest in available cards.



3. Buying phase

In this phase, players can buy the available cards in a specific order that depends on the position of their vikings.



4. Loading phase

In this phase, players receive income, allocate acquired goods and clear their loading area.

1. Supply phase

The starting player reveals cards from the deck of cards and places them in the card spots on the game board. She begins with card spot number 1 and continues in ascending order. However, depending on the player count, some card spots may not receive a card: each card spot has a player count sign that shows whether this card spot has to be filled with a card with this number of players. Once all card spots for this number of players have been filled with a card, players continue with the *Demand phase*.

Important: If the revealed card is a **ship card** or an **"Attack of the Picts" card**, you must follow the instructions in the corresponding box on the right.



In **Jarl game mode**, the starting player also places cards in the available card spots 7 to 12, following the same rules as above.



Example - Supply phase

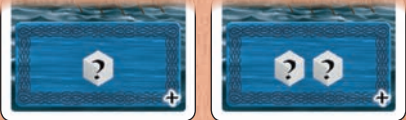
As Lucy is the starting player, she reveals cards from the deck and places them on card spots. This is an example of a 4-player game, so she reveals 5 cards, one after another, and places them in card spots 1, 2, 3, 4 and 5. The 5th card she reveals is a ship card that shows 3 goods, therefore she draws 3 goods from the bag and places them on the ship card.

In **Jarl game mode**, Lucy then would reveal 5 more cards, which she would place in card spots 7, 8, 9, 10 and 11.

If the revealed card is a **ship card**, the starting player places it in a card spot as usual. Then she draws 3 goods cubes at random from the bag and places them on the ship card.



In **Jarl game mode**, there are also **ship cards** that only receive 1 goods cube or 2 goods cubes from the bag.



Attack of the Picts

If the starting player reveals an **"Attack of the Picts" card**, the normal procedure of the supply phase is interrupted, as the Picts attack the town.



Now each player must add up the defence points of all of her warrior cards.



The player with the **most defence points** drives off the Picts and receives the number of victory points indicated in the lower left corner of the "Attack of the Picts" card.



The player with the **fewest defence points** loses the number of victory points indicated in the lower right corner of the "Attack of the Picts" card.

In the case of a **tie**, all tied players receive or lose the indicated number of victory points. In the very uncommon case in which all players have the same sum of defence points, no player receives or loses any victory points.

The players score the gain or loss of victory points on the victory point track with their victory point markers. Afterwards, **the starting player discards the "Attack of the Picts" card to the game box** and continues with the normal procedure of the Supply phase by revealing the next card from the deck of cards.

Example - "Attack of the Picts" card

Lucy reveals an "Attack of the Picts" card: Now all the players sum their defence points and compare them to see who fights off the Picts. Jack has only one warrior card with 1 defence point. Lucy happens to have two warrior cards with a total of 3 defence points, whereas Chris and Sara have no warrior cards and thus no defence points. Lucy takes the win and gains the 2 victory points as shown on the left bottom of the card. Jack does not lose or gain any victory points. Chris and Sara on the other hand are both tied for the lowest number of defence points and thus lose 2 victory points each. After resolving this "Attack of the Picts" card, Lucy discards the "Attack of the Picts" card to the game box and continues with the Supply phase by drawing the next card from the deck of cards.

2. Demand phase

During this phase, players indicate their interest in specific cards. Each card in card spots 1 to 6 has an **interest lane** attached. Beginning with the starting player and then in a clockwise direction, each player must **in turn place 1 of her vikings** from her personal viking supply in one of those interest lanes until no player has any vikings left.

If a player is the first to place a viking in a specific interest lane, she places it in the top spot of that lane. If there is a viking in that spot already, she places it one spot farther down. If there is also a viking there, she places it one spot farther down and so on. She may even place a viking in a lane containing one or more of her own vikings. However, once there are 8 vikings in a lane, no more can be placed there.

After all vikings have been placed, any **cards** in card spots 1 to 6 **whose interest lanes are empty** must be discarded to the game box.

Then players continue with the *Buying phase*.

Note: If a ship card is discarded to the game box, all goods cubes on it are moved to the common goods space on the game board.

common goods space
on the game board

In **Jarl game mode** players have an alternative: Instead of placing 1 of her vikings in an interest lane, a player may place that viking onto any card in card spots 7 to 12. By doing so, she reserves that card for herself and must immediately move **both the card and the viking to the leftmost empty card spot in the reservation row**.



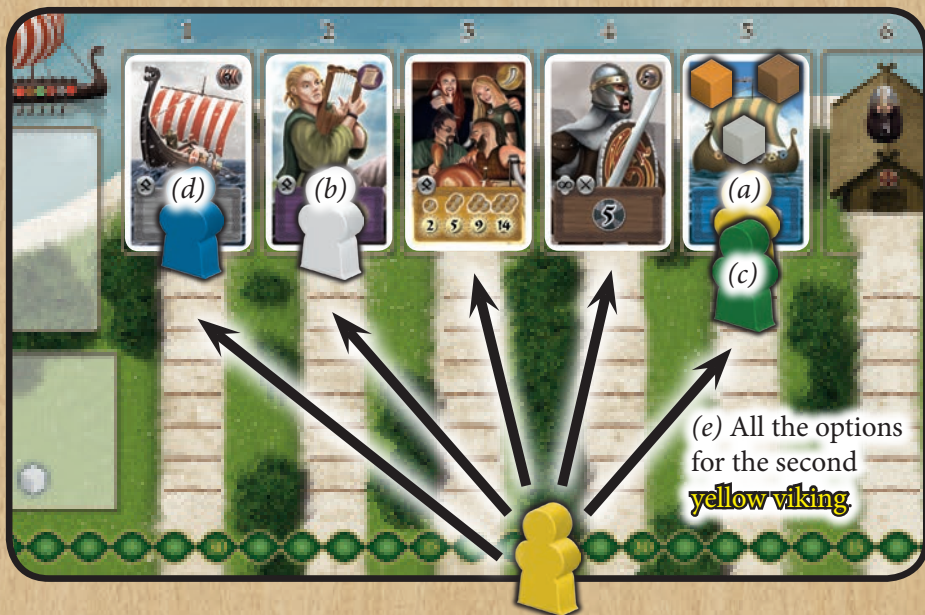
Once all vikings have been placed, any cards that are left on card spots 7 to 12 must be discarded to the game box (in addition to those cards with empty interest lanes).

Then players continue with the *Buying phase*.

Example - Demand phase

(a) In a 4-player game, Lucy is the starting player. Thus in the Demand phase, she goes first by placing one of her **yellow vikings**. Lucy decides to place that first viking in the interest lane beneath the ship card in card spot number 5. As there are no vikings there yet, she places her yellow viking in the first spot of the interest lane.

(b) As the next player, Sara places her **white viking** in the first spot of the interest lane underneath card spot number 2.



(c) Chris also wants a shot at the ship card in card spot number 5, therefore he places his **green viking** in the spot beneath Lucy's yellow viking.

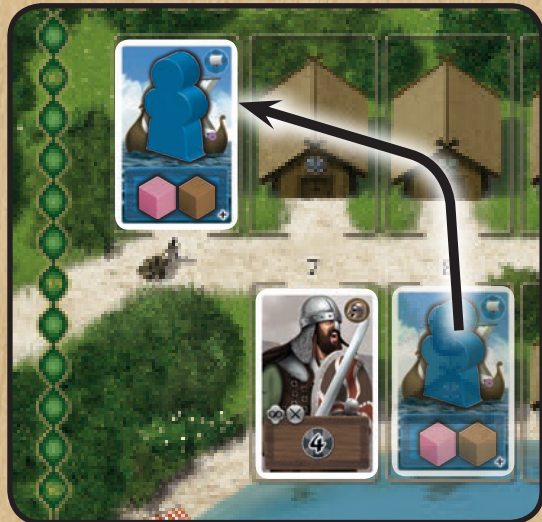
(d) Jack places his **blue viking** in the interest lane of card spot number 1.

(e) Now Lucy has to place her second **yellow viking** and may do so in any interest lane beneath card spots 1 to 5.

The players continue placing their vikings until each of them has placed all her vikings. Then they discard to the game box any cards which have no viking in their interest lanes. Afterwards, the players continue the game with the *Buying phase*.

In a 4-player **Jarl game**, there are 10 cards available in total. Five cards in card spots 1 to 6 and five cards in spots 7 to 12.

On one of his turns, Jack decides that he wants to reserve the ship card in card spot number 8. So he places his **blue viking** on top of the ship card and moves it together with its goods cubes and his viking to the leftmost empty card spot in the reservation row.



3. Buying phase

Beginning with the card above the leftmost interest lane and continuing in ascending order each card is now put up for auction one at a time in the following way:

The player who placed the viking in the top spot of the card's interest lane may now buy the card above that lane by paying **as many coins** to the reserve **as there are vikings in the lane** (including her own). If she does buy the card she places it in the *loading area* above her player board where it remains until the Loading phase. (Only two cards are special cards that have to be resolved immediately after buying them, see p. 9 for details.) Then, any vikings left in that interest lane are returned to their owners' personal viking supply.

If the player with the first viking chooses not to buy the card or is unable to buy the card, she takes her viking back and passes the right to buy the card on to the player with the viking next in line. That player may now buy the card by paying as many coins to the reserve as there are vikings in the lane now (including her own). She may also take the viking back to her personal supply and pass the right to buy the card on to the player with the viking next in line and so on.

If a player buys the card, she places it in the loading area above her player board. Then any vikings left in that interest lane are returned to their owners.

If all players have taken back their vikings and no one has bought the card, it is discarded to the game box.

Once the card has been bought or discarded, the next card in ascending order is resolved in the same way. This procedure goes on until there are no cards left to buy. Then players continue with the *Loading phase*.

In **Jarl game mode**, after all cards from spots 1 to 6 have been bought or discarded, players can now buy their reserved cards in the reservation row. The player who reserved the leftmost card of the reservation row with her viking begins:

Either she buys that reserved card by **paying as many coins** to the reserve **as there are cards in the entire reservation row** (including this card)

OR

she **discards the card to the game box** (preventing anyone from buying that card).

In either case, she takes back her viking to her personal viking supply.

If she buys the card, she places it in the loading area above her player board.

Then it is the turn of the player who reserved the now leftmost card of the reservation row. Following the same rules as above, she also may either buy her reserved card or discard it to the box. This continues until all cards from the reservation row have been bought or discarded. Then players continue with the *Loading phase*.

Examples - Buying phase



(a) The players start the Buying phase by putting the card in spot 1 up for auction. The interest lane has a **blue** viking in first place, a **white** one in second place and a **yellow** one in third place. Thus Jack with his **blue** viking is the first player who has the option to buy the card for a price of 3 coins, as there are 3 vikings in the interest lane. He decides that this is too much for this card, so he forfeits his buying right and takes his viking back to his personal supply. Next in line is Sara with her **white** viking. She can buy the card for 2 coins, as there are now only two vikings left in this lane. She decides that this card is worth the 2 coins, so she pays them to the reserve and places the card in the loading area above her player board. Then Sara and Lucy return their vikings to their personal supply. Note that Lucy didn't have the option to buy the card as Sara bought it before Lucy even could. Afterwards the players continue by putting the card in spot 2 up for auction.

(b) Arriving at card spot number 5: Lucy has the first option to buy the ship card, for the price of 4 coins, as there is a total of 4 vikings in this lane: one of her own **yellow** vikings in the first spot, then one **green** viking, then another **yellow** one and finally one **blue** viking. Lucy decides to take a chance and forfeits her first buying option, hoping that Chris won't buy the ship card for 3 coins. Her gamble works as Chris decides to take his green viking back without buying the card. Now Lucy is able to buy the ship card for 2 coins and Jack's blue viking is returned empty handed.



(c) In **Jarl game mode** the players now continue with the card in the leftmost spot of the reservation row: Jack has the sole right to buy this card for 3 coins, as he has placed his **blue** viking on this ship card and the reservation row contains 3 cards. He decides to buy the card and places it with the goods cubes above his player board in the loading area. He then returns his viking to his personal viking supply.

Next in line is the card with Sara's **white** viking. She has to skip buying this card as she can't afford the 2 coins. She discards the card to the game box and returns her viking. The last card to be considered is the card with Chris' **green** viking. Chris is happy to buy a Warrior with 5 defence points for the cheap price of 1 coin. Since every card has been discarded or bought, the players continue with the Loading phase.

4. Loading phase

Beginning with the starting player and then proceeding in a clockwise direction, each player carries out the following subphases in one go:

- **Income:** The player takes **1 coin** from the reserve. If the player has no card in the loading area above her player board (because she did not buy any cards during the previous phase), she takes 2 coins instead.
- The player **moves** any **cards** from the *loading area* above her player board to her *personal card area* beneath it, **except ship cards** as they await their unloading.
- **Allocating goods:** The player unloads any ship cards in her loading area and allocates goods unloaded this way to cards in her personal card area or to her player board (see the grey boxes below for all the options a player has to allocate her goods). After all of her ships are unloaded the player moves them to her personal card area as well.

After each player has carried out these subphases, the starting player gives the **starting player marker to the next player in a clockwise direction**. Then the new starting player continues the game with the next *Supply phase*.

Allocating goods

When allocating goods (mainly from unloading ships) the player has the following options. She may combine these options in any way she wants and in any order. At the end of this phase none of her ship cards may have any goods cubes left on them, so any unallocated goods must be returned to the common goods space.

Note: Coins are not limited to the amount provided in this game. If you run out of coins, use a substitute (real coins, dice, etc.).

In **Jarl game mode**, every player **takes 1 additional coin as income**. (This means their income is 2 coins. If a player didn't buy a card during the last buying phase, her income is 3 coins.)

Example - Moving cards



The player may place any of her goods on empty *material spaces* of artisan cards in her personal card area. Each artisan card shows a different combination of material spaces and each of these material spaces requires a specific good. (For further details see p. 8.)



artisan cards

Important: Once a goods cube is placed on its matching material space, it may **not be removed** any more. During the final scoring, you only score the victory points of an artisan if **each** of its material spaces has a matching goods cube.

The player may sell any of her goods to trader cards in her personal card area. Each trader card requires a specific good. If the player sells that good to a trader card, she immediately receives the indicated number of coins and places the sold goods cube in the common goods space on the game board. A player may use any of her trader cards any number of times during the Loading phase.



trader card

In **Jarl game mode** a player may also sacrifice any of her goods to the gods, if she has a fitting oracle card (see p. 8 for details). As with the trader cards, each oracle card also requires a specific good. But instead of coins, the player immediately gains 2 victory points for each matching goods cube that she sacrifices to an oracle card (by placing it on the common goods space as usual).



oracle card

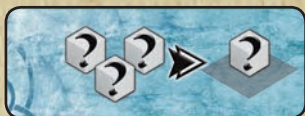
common goods space

The player may store **one** goods cube **on the storage space of her player board**. If she owns the warehouse card, she can store up to 4 additional goods cubes on it (see p. 9). Each storage space allows any kind of goods cube to be placed on it. A goods cube stored on a storage space can be allocated again during any Loading phase.

Storage space on the player board.



The player may **trade in any 3 goods cubes** to the common goods space on the game board. In return, she takes **1 goods cube of her choice** from the common goods space and allocates it immediately. (Of course, that goods cube must be available on the common goods space at that moment.) A player may use this action as often as she wants.



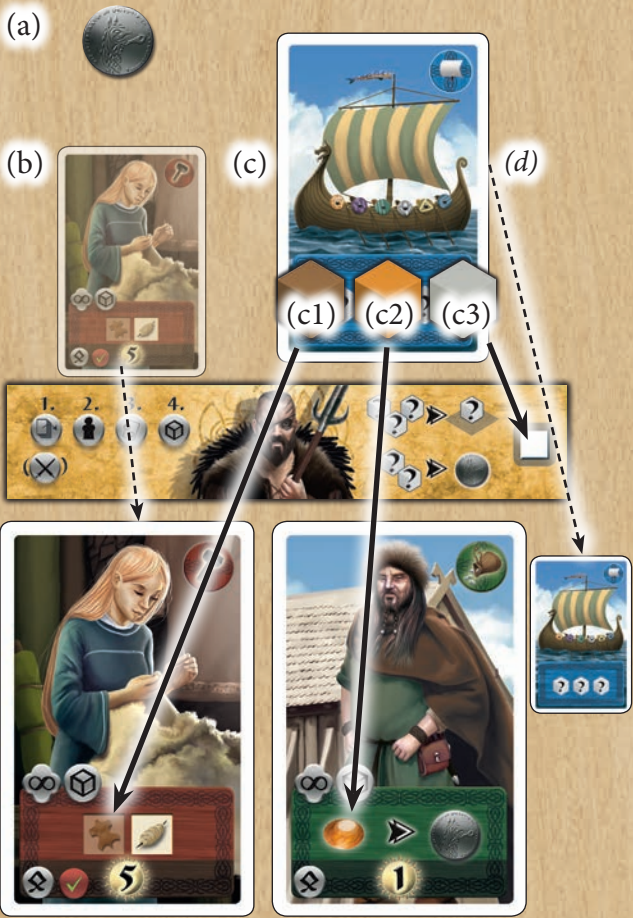
The player may **trade in any 2 goods cubes** to the common goods space on the game board to **take 1 coin** from the reserve. A player may use this action as often as she wants.



Examples - Loading phase

At the beginning of the Loading phase, Lucy has two cards in her loading area: the artisan card (requiring 1 brown leather cube and 1 white wool cube) and the ship card with 1 brown leather cube, 1 orange amber cube and 1 grey iron cube on it.

- (a) As Lucy bought cards during the Buying phase, she takes 1 coin from the reserve as income.
- (b) Then Lucy moves her artisan card to her personal card area underneath her player board.
- (c) Now Lucy unloads her ship card. (c1) As she has one artisan card requiring 1 brown leather cube, she places that cube on this card. (If Lucy receives a white wool cube later on to complete this artisan card, she receives 5 victory points during final scoring.) (c2) As Lucy owns one trader card that requires amber goods cubes, she sells her orange amber cube to that trader by placing the cube on the common goods space and taking 1 coin from the reserve. (c3) As Lucy has no empty space that shows the iron symbol, she places her grey iron cube onto her storage space on the player board, so that she may allocate it in a later Loading phase.
- (d) After allocating all the goods, she places the ship card in her personal card area underneath her player board.



End of the game

The game ends when at the beginning of a Supply phase the **final "Attack of the Picts"** card is the only card left in the card deck. First this "Attack of the Picts" card is resolved as usual (see p. 3). Then **final scoring** begins:

Beginning with the current starting player, each player scores all cards in her personal card area that show the **final scoring symbol**, and marks the victory points of each card with her marker on the victory point track.

The player with the most victory points wins. In the case of a tie, the tied player with the most coins wins the game. If there is still a tie, all the tied players share the victory and should organise a feast in honour of the gods!



final "Attack of the Picts" card that ends the game



final scoring symbol

Card Symbols Most cards have symbols that indicate when their effect or action may be used. A symbol in a silver cross () indicates how often a card's action may be used, while a symbol in a silver sphere () indicates in which phase a card can be used.



Such a card can be used throughout the rest of the game in the phase shown to its right.



The action of such a card can be activated only once during the game in the phase shown to its right. As soon as it is used, the card is discarded to the box.



Such a card is resolved immediately when bought.



Demand phase



Loading phase



Buying phase



Attack of the Picts



Any phase

Card Glossary



"Attack of the Picts" cards

There are 4 "Attack of the Picts" cards in the deck of cards. If an "Attack of the Picts" card is revealed during a Supply phase, the Supply phase is interrupted and the players must follow the procedure of an attack of the Picts as explained on p. 3.



Warrior cards

Warrior cards have defence points (between 1 and 5), which are added up if a "Attack of the Picts" card is revealed during the supply phase (see p. 3). Players keep their warrior cards until the end of the game (thus they become automatically active during each attack of the Picts).



Ship cards

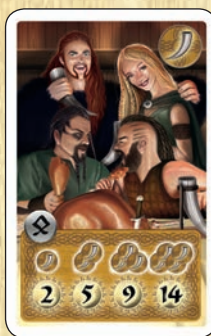


If a ship card is revealed during the Supply phase, the starting player places goods cubes on the card as explained on p. 3. If a player buys a ship card during a Buying phase, she must allocate the goods cubes on the card during the following Loading phase, as explained on p. 6.

If a player is not able to allocate a goods cube, she has to discard this cube from this ship to the common goods space.



Feast cards



Feast cards are worth an increasing number of victory points depending on how many of them you own. During final scoring, a player scores victory points according to the following table:

- If she has 1 feast card, she scores 2 victory points.
- If she has 2 feast cards, she scores 5 victory points.
- If she has 3 feast cards, she scores 9 victory points.
- And if she has 4 or more feast card, she scores 14 victory points.



Skald cards



During final scoring, the owner of this card scores **1 victory point for each coin** she owns.



During final scoring, the owner of this card scores **1 victory point for each ship card** she owns.



Artisan cards



Each artisan card has a different combination of material spaces that require specific goods cubes. See p. 6 for how you allocate matching goods cubes to these material spaces.

Only if a player has a matching goods cube on every material space of an artisan card is it considered **completed** (✓).

During final scoring, a player scores the victory points indicated at the bottom of an artisan card in her personal card area if and only if that card is completed.



Journey cards



Each journey card has a victory point value that its owner scores during final scoring.



Trader cards



Each trader card allows its owner to sell a specific type of good during the Loading phase. To sell a goods cube of that type, she places it on the common goods space and immediately receives the number of coins shown on the trader card.

She may use any of her traders as often as she likes.

Also, each trader card has a victory point value at the bottom that its owner scores during final scoring.



Oracle cards



Each oracle card allows its owner to sacrifice a specific type of good during the Loading phase. To sacrifice a goods cube of that type, she places it on the common goods space and immediately receives 2 victory points for doing so. She may use any of her oracle cards as often as she likes.



During final scoring, the owner of this card scores **1 victory point for each trader card** she owns.



During final scoring, the owner of this card scores **1 victory point for each artisan card** she owns (completed or uncompleted).



During final scoring, the owner of this card scores **1 victory point for each warrior card** she owns.



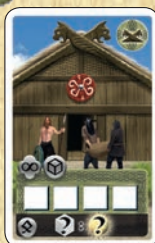
During final scoring, the owner of this card scores **1 victory point for each journey card** she owns.



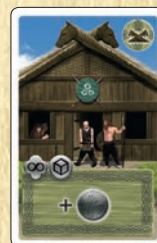
During final scoring, when scoring the journey cards, the owner of this Skald card chooses 1 of her journey cards. The chosen card's victory point value is doubled.



Building cards



The warehouse card has **4 storage spaces** on which its owner may store goods cubes in addition to the cube she may store on the storage space on her player board. She can allocate any of these stored goods cubes again during any Loading phase. Also, during final scoring, the owner of this card **scores 1 victory point for each goods cube** that is still placed on this card.



During each Loading phase, when the owner of this card receives her **income**, she receives **1 additional coin**. (This card also takes effect when it is still in the loading area.)



The player who buys this card **receives immediately 4 coins** from the reserve. She then places this card in her loading area. Instead of moving this card to her personal card area during the Loading phase, she has to discard this card to the game box.



The owner of this card may choose to discard it to the game box when buying a new card from the game board (during any Buying phase, even the phase it is bought). If she does, she **receives the card she just bought free of charge** (and thus does not have to pay any coins for it).



The player who buys this card also **takes the 2 brown vikings** from the reserve and places them on this card. Each of the brown vikings acts as an additional viking of her colour, which she can place on the game board during any Demand phase (thus increasing her number of vikings for that round). However, a brown viking does not return to her during the Buying phase but is placed in the game box instead. Once both brown vikings have gone to the game box, this card is discarded there as well.



During each Loading phase, the owner of this card may **trade in any 2 goods cubes** to the common goods space. In return, she **takes 1 goods cube** of her choice from the common goods space and allocates it immediately. (She may use this card as often as she wants.)



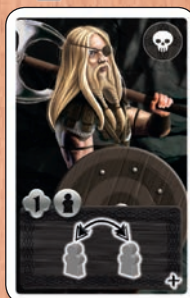
At any point during the game, the owner of this card may choose to discard it to the game box. If she does, she removes up to **3 goods cubes** from any of her own artisan cards and must immediately **re-allocate** them following the usual rules.



At any point during the game, the owner of this card may choose to discard it to the game box. If she does, she **takes 1 goods cube** from the common goods space and allocates it immediately.



Loki cards



The owner of this card may choose to discard it to the game box at the end of a Demand phase (after all vikings have been placed on the game board). If she does, she immediately **exchanges the positions of any two vikings** on the game board.



When a player buys this card, each of the other players must immediately **pay her 1 coin** (if possible). She then places this card in her loading area. Instead of moving this card to her personal card area during the Loading phase, she has to discard this card to the game box.



At any point during the game, the owner of this card may choose to discard it to the game box. If she does, she immediately **steals 1 goods cube** from an opponent's artisan card which has not yet been completed. She must allocate this goods cube immediately following the usual rules or discard it.



Defender cards



The owner of this card may **discard** it to the game box right after she has fought off the Picts by having the most defence points. If she does, she scores double the victory point value indicated on the lower left part of the "Attack of the Picts" card.



During each attack of the Picts, the owner of this card may **double the defence points of 1 warrior card** in her personal cards area.



After each attack of the Picts, the owner of this card may **pay 2 coins** to the reserve in order to **avoid the loss of victory points**.

Cards overview

Winter cards



Additional winter cards for the Jarl game mode



Spring cards



Additional spring cards for the Jarl game mode



Summer cards



Additional summer cards for the Jarl game mode



Autumn Cards



Additional autumn cards for the Jarl game mode



Phase Symbols



1. Supply phase

In this phase the starting player draws from the deck the cards that will be available to buy. (See p. 3.)



2. Demand phase

In this phase players place their vikings onto the board to indicate their interest in available cards, thereby setting indirectly a price for the cards. (See p. 4.)



3. Buying phase

In this phase players can purchase the available cards in a specific order that depends on the position of their vikings. (See p. 5.)



4. Loading phase

In this phase players receive income, allocate acquired goods and clear their purchase area. (See p. 6.)



Any Phase.



Final scoring.



Attack of the Picts.

Phase Symbols



Such a card can be used throughout the rest of the game in the phase shown to its right.



The action of such a card can be activated only once during the game, in the phase shown to its right. Once it is used, the card is discarded to the box.



Such a card is resolved immediately when bought.

Card types



Ship cards



"Attack of the Picts" cards



Skald cards



Artisan cards



Warrior cards



Feast cards



Trader cards



Defender cards



Journey cards



Oracle cards



Building cards



Loki cards



CREDITS

Author: Stefan Feld

Illustrations: Marc Margielsky

Rule book and Rule book layout: Philippe Schmit

Rule book revision: Neil Crowley, Viktor Kobilke,

Matthias Nagy

Copyright: © 2016 eggertspiele GmbH & Co. KG,

Friedhofstr. 17, 21073 Hamburg, Germany

All rights reserved. | www.eggertspiele.de

Distribution in North America: Stronghold Games

LLC | www.strongholdgames.com

