

Gernot Köpke & Uwe Rosenberg

A Feast for ODIN

The Norwegians - 1st Expansion



In the realms of crafting, trade, discovery, and pillaging, you have already proven yourself a great chieftain. Now it is time to broaden your horizons. Many new game elements await you: new lands to discover, more wares, new animals, thievery, and even more action possibilities. Master new challenges and prove who among you can accumulate the most impressive hoard and is thus the greatest of all Vikings.



COMPONENTS

Goods box



1 goods box for the new goods tiles

Special tiles and board



6 special tiles



1 supply board for the small special tiles with a forge tongs symbol

Action and exploration boards



3 double-sided action boards with action spaces



8 double-sided exploration boards (2x A–D)
1 new set of 4 exploration boards and 1 revised set from the base game

Tiles



6 "artisan shed" building tiles



1 new small supply board for the ships



8 small emigrations



1 mountain strip



10 "2 silver" coins

16 Victory point tokens:



2x "4 VP" 6x "3 VP" 8x "2 VP"

Goods

95 goods tiles, including:



10x peas / mead



5x oil / rune stone



23x herbs / pig



22x antlers / tools



21x horse / pregnant horse



14x leather / wadmal

1 scoring pad and this rulebook.

BEFORE YOUR FIRST GAME

Goods

This expansion comes with an additional goods box for the new goods tiles. The following table shows how you should organize the new tiles in this goods box. You will need only the large compartments for the new tiles.

Remember to split up the double-sided tiles across two compartments.

tools	wadmal		
antlers	leather		
pig	horse		
herbs			

Setup

Set up the game using the rules from the base game, with the following exceptions:

Action Board and Goods Boxes

Use the three separate action boards, returning the single large board to the game box. Set up the boards with the sides corresponding to the number of players faceup.



This side of the action board is used with 1 or 2 players.



This side of the action board is used with 4 players.

The two extension tiles (used for the 4-player variant in the base game) are not used when playing with this expansion. Return these tiles to the game box.

Place the new goods box next to the two boxes from the base game.

Artisan Sheds

Shuffle the artisan sheds and randomly give one to each player. Return the remaining artisan sheds to the game box. Set aside your artisan shed; you will have to build it before you can use it.



Exploration Boards

Lay out the four new exploration boards such that the front side (the side with the letter in the bottom right corner) is facing up. Place them next to the action boards. Return the exploration boards from the base game to the game box.



When playing with 3 or 4 players, add the revised exploration boards from the base game, adding two (Either A or B as well as either C or D) with three players, and all four with four players.

If you wish, you can of course also use all the exploration boards, regardless of the number of players. You can also use the two boards "Lofoten/Orkney" and "Tierra del Fuego" from the "Mini Expansion #1."



Supply Boards for Special Tiles and Ships



Place all special tiles with a forge tongs symbol and a sword value of eight or lower on the new supply board. This includes some tiles from the base game, such as the crucifix. There is now an additional action space which can be used to acquire these tiles. Flip the

large supply board for special tiles and place the remaining special tiles on the reverse side.

Use the new supply board for storing ships, returning the base game ship supply board to the box. Place the new "small emigration" tiles in the designated space.

Mountain Strips

Shuffle the new mountain strip in with the mountain strips from the base game.



Victory Point Tokens

Place the victory point tokens near the action boards.



COURSE OF PLAY

When playing with the expansion, a game round follows the same phases as the base game. The rules for the base game remain the same, with the following additions:

Animal Breeding

There are no additional stables for horses and pigs on player boards. You can either place horses and pigs in the same stable as your sheep and cattle, or you can place them next to your player board.

Pigs reproduce more quickly than other animals. This means that if you own at least two pigs, you take a new pig every "Animal Breeding" phase. The pig tiles don't have a "pregnant" side. Horses breed following the rules for cows and sheep.

You can use animals to cover some spaces on the new artisan shed tiles. Doing so affects animal breeding (see "artisan sheds" on page 6).

To get horses or pigs, you can use either the livestock market action spaces or the bonuses on the new exploration boards. You can also get pigs by "upgrading" herbs tiles.

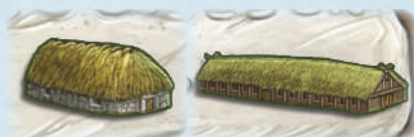


New Action Spaces

You may place one or two Vikings on action spaces in the new fifth column of the action boards. However, after placing Vikings on action spaces in the fifth column, you **cannot place any more Vikings** that round (you must pass). If you place two Vikings on an action space in the fifth column, you may play an occupation card in addition to performing the action.

House Building

The buildings from the base game are now represented by new symbols:



Shed

Stonehouse

Longhouse

Whenever you could build a shed, you may instead build your artisan shed. If you do so, you decide which of the two sides you wish to build. Each player may build an artisan shed only once per game (see page 6).

Hunting

When using the new hunting actions "Catching Fish" and "Elk Hunt," you can pay the necessary cost only with weapons cards. You cannot use wood. If the hunt is a failure, you gain the weapons shown on the action space.



Livestock Market



Here you may receive any combination of the two animals. You could choose two sheep, two pigs, or one sheep and one pig.



Here you may receive any two animals (they can be the same).

On both of these action spaces, you must pay the goods tile shown in addition to the cost in silver.

Crafting



Here you may pay one ore to receive one tile with a forge symbol and a sword value of eight or lower. The special tiles are now on a separate special supply board.

Mountains and Trade



Here you take two different building resources from the general supply. Additionally, you may upgrade one goods tile once.

Ship Actions

In the top right corner of each new exploration board, there is an image indicating which action space you must use, and which ship you must have, to take that board.



The actions and ships necessary to take the different exploration boards are summarized below:



Isle of Man	Outer Hebrides	Cork	Any exploration board
Isle of Skye	Islay	Waterford	
Limerick	Wexford	Baffin Island*	
Shetland*	Iceland*	Labrador*	
Faroe Islands*	Greenland*	Newfoundland*	
Lofoten**	Bear Island*	Tierra del Fuego**	
Orkney**			
with any ship	with knarr or longship	with longship	with longship

* from the base game
 ** from the mini expansion

On the action space in the fourth column, you may take any one exploration board, but you must own a longship. Additionally, you may pay two silver to perform a small emigration (see *Emigration and Occupation*).

If you are using additional exploration boards from the base game, place those below their equivalent board from the expansion (e.g. the Shetland Islands below the Isle of Man). That way you can tell at a glance what action you must use to take which exploration board.



To use the “theft” action space, you must have a knarr. As with pillaging, you can take a tile whose sword value is equal to or lower than your roll. You can increase the roll using only the depicted weapons. You cannot use stone. If the theft is unsuccessful, you gain one of each of the depicted weapons.

EXPLORATION BOARDS

With the new exploration boards you can gain new bonuses, including the new goods from this expansion and:



Whaling boat Knarr Shed Longhouse

Here you may spend one silver and one wood to build a whaling boat. Then, you may additionally take one of the exploration boards that are obtainable using any ship type (i.e. those available from resolving the action in the first column).



Emigration and Occupation

Here you may perform an emigration using one of your whaling boats. Take one of the “small emigration” tiles and place it on your “Banquet Table.” Then return the whaling boat to the supply (*any ore on the whaling boat is lost*). This action does not cost silver.



Here you may take any one exploration board (provided you have a longship), before paying two silver to emigrate with a whaling boat, as above.

Here you may discard one of your occupation cards from your hand to either receive two silver or draw three new occupation cards.



Occupation Cards

Whenever you have the opportunity to play an occupation card, you can instead discard that card in order to take one available victory point token. These provide the shown number of victory points at the end of the game.

Victory Point Tokens

Whenever you take a victory point token, take one of the remaining tokens in descending order (the 4-value tokens first, followed by the 3-value tokens, etc.) and add it to your supply. Each victory point token adds its value to your score. 2-value victory point tokens are considered to have an unlimited supply.

Special Features

The separate left section of the Limerick board must be taken into account for the rule on covering up the “income diagonal.”

ARTISAN SHEDS

The artisan huts include new spaces (comparable to those for wood and stone in sheds and stone houses) for beans, stockfish, mead, hide, linen, and ore. Goods you have placed on these spaces may be removed and used for other purposes at any time during the game, since they count only at the end of the game.

Some artisan sheds include special spaces that may be covered up using only the depicted tile: pig, cattle, horse, whale meat, or whaling boat. If you place a whaling boat on the corresponding space, any ore on it is lost.

Victory points printed on animal or ship tiles placed on artisan sheds do not count toward your end game score. The standard rules for placing goods apply.



In the right area of the pig sty, you must place a pig (among other things) to gain the bonus and the income and avoid the negative points.

END OF THE GAME AND SCORING

Scoring works the same way as in the base game. The points for your artisan sheds are added under “sheds and houses.”

The points for your VP tokens are added under “occupations.”

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ERRATA

Due to the new goods and action spaces, some of the occupation cards require clarification, and four of the 190 can now no longer be played in certain situations. For all occupation cards, the picture and text on the card itself is the most important information, even if the description in the appendix doesn’t mention the new goods tiles and action spaces.



Card 10 A:
This card also applies to pigs and horses.

As a general rule, pigs and horses count as “red goods” and as “animals,” and the artisan sheds count as “sheds” but not as “houses.” Ships and goods tiles that have already been placed on an artisan shed’s spaces have no relevance to the effect of a card. When a description mentions “plundering” or “raiding,” this does not include the new “theft” action.

On some action spaces, the icon has changed (e.g. the icon for taking a new exploration board). In these cases, the cards with the old icons remain valid. The following table provides important clarifications and exceptions.

26	C	Also applies to pigs and horses.
31	C	Excludes pigs and horses (as it excludes sheep and cattle).
35	A	Also applies to pigs and horses.
52	A	You may use this card instead to discard a card to gain a VP token.
60	C	Cannot be used with the fifth action column (final action).
66	A	Does not apply to the new goods tiles in the additional goods box.
88	C	Does not apply to the new goods tiles in the additional goods box.
99	A	You may use this card instead to discard a card to gain a VP token.
102	B	Also applies to the action space in the second column, 3 resources + 2 weapon cards. For the alternative, you cannot take the 2 weapon cards.
108	C	Cannot be used with the fifth action column (final action).
109	B	If the relevant action space is not in the game, discard this card and draw a new one.
110	C	If the relevant action space is not in the game, discard this card and draw a new one.
117	A	Does not apply to the bonus “knarr” gained from the Waterford exploration board.
123	C	Also applies to the action space in the second column, 3 resources + 2 weapon cards.
125	C	Does not apply to small emigrations with a whaling boat.
148	C	Does not apply to the bonus “knarr” gained from the Waterford exploration board.
150	C	Discard this card and draw a new one.
157	C	Does not apply to pigs and horses.
163	A	If the relevant action space is not in the game, discard this card and draw a new one.
170	A	Does not apply to small emigrations with a whaling boat.
176	B	Also applies if the card was discarded to gain a VP token.
179	B	Does not apply to the bonus “knarr” gained from the Waterford exploration board.

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