

# NUSFJORD

- SETUP**
- Place the Action Board (*and Imitation Board if playing with 4/5 players*) in the middle of the table with the appropriate side up based on the player count.
  - Place the Banquet Table next to the "Serve Fish" Action Space, each plate can only hold 1 Fish at a time.
  - Place 1 Fish on 1/2/3/4 plates for 2/3/4/5 players. Start with the lowest number plate.
  - Place the Elder/Ship Board to the right of the Main Action Board.
  - Sort the Ship Tiles into the 3 types and place 3/4/5/6 Tiles per Ship for 2/3/4/5 players.
  - Remove any Elder Cards not used for the player count. You may use either the Tour Guide or the Pisciculturist, and either Architect. Place Cards 1-6 faceup on the 6 empty Elder spaces. Then, if required, place Cards 7-12 face-up on top of 1-6. If required, shuffle Cards 13-18, and place 1 Card facedown at the bottom of the 6 Elder stacks.
  - Place the 2 Building Boards next to the Elder/Ship Board.
  - Choose one of the 5 Fish decks. Separately shuffle the A, B, C Cards into 3 piles.
  - Flip 9 'A' and 6 'B' Cards to form the building market.  
(*In a 2P game: return the remaining A/B Cards to the box.*)
  - Each player chooses a colour and takes 1 Harbour Board, 3 Workers, Elder Board, 5 Shares, and a Personal Supply Board.
  - Place the Elder Board above your Harbour Board, near to your Personal Supply Board.
  - Of the 5 Shares you have in your colour, turn 3 of them to the neutral side with the -1.
  - Take 4 Forest Tiles. Take 2 of them (*one on top of the other*), and horizontally cover the top right 2 building spaces. Now, place 1 Forest Tile in the 2 spaces directly below and the last 1 directly below that (*bottom right*).
  - Give the Ship to the 1st player. Based on player count, give them the Tile with a '1' facing them. Hand out Tiles to other players based on the sides of this first Tile. First player will move counter-clockwise throughout the game by moving this Wooden Ship.

The game is played over 7 Rounds, each with 3 Phases: **Fishing, Work, Return Home.**

## FISHING PHASE

Play is simultaneous. Each player takes a number of Fish into their hand as shown by their "haul" on the Fishing Track, and distributes them as follows:

- Place 1 on each Elder in your possession. **If an Elder is to ever have 3 Fish on them, immediately return 2 to the general supply, and put 1 into your personal supply.**
- Place 1 Fish on each of your Shares on the main Action Board, and then 1 on each of your Shares owned by other players.
- Place 1 Fish on each issued Share in your own colour that you own.
- Place the remaining Fish into your "Reserve" on your Harbour Board. Max. 8 Fish.
- Any Fish that can't go into your reserve are lost back to the general supply.

After you have distributed these newly caught Fish, move Fish from Shares in front of you into your Personal Supply, and discard Fish on Shares on the main Action Board into the general supply. If you run out of Fish during step 1, you can choose which Elders get Fish.

## WORK PHASE

- The 1st player places 1 Worker and takes the Action immediately.
- Play moves clockwise until all players have placed 3 Workers.
- Each Action Space shows how many Workers it can hold before it is blocked.
- You may not take an Action which doesn't change anything in your player area.
- You may "pass" which forfeits a Worker, but you may play again on your next turn.

## RETURN HOME PHASE

All players take back their Workers. The first player Ship moves counter-clockwise. Depending on player count, a special Round trigger might occur. As a rule of thumb, don't add more Buildings than the Building Board can hold.

**ROUND 3** - For a 3-5 player game, add a number of 'A' buildings equal to player count.

**ROUND 4** - For a 2/3/4/5 player game, each player draws 4/3/2/2 'C' Buildings facedown

**ROUND 5** - For a 3/4/5 player game, add 2/2/3 'B' Buildings to the Building Board.

**ROUND 6** - Each player must place their unbuilt 'C' Buildings faceup next to the Board.

## END GAME

After 7 Rounds, score VP based on Ships and Buildings acquired.

Issued Shares and Gold, each score 1 VP.

-1 VP for each unissued Share you still have, and each empty space on your Harbour Board. The player with the most VP is the winner, and ties share the victory.

## ACTIONS

**+1 GOLD** - Take 1 Gold from the general supply and put it in your personal supply.

**TRANSFER RESERVE** - Move ALL Resources from your reserve to your personal supply. It's possible that some Wood will be lost due to exceeding the 12 Wood capacity limit.

**SERVE FISH** - Starting with the lowest empty plate at the Banquet Table, choose how many plates you wish to fill. For each plate, take the amount of Fish depicted from your personal supply, place 1 Fish on the plate and put the rest in the general supply. Do this as many times as you want or can, as long as there are plates left. Each plate filled earns 1 Gold.

**BUILD BUILDING** - Take 1 Building, either from the Building Board or 1 'C' Card from your hand. Pay the cost, place it on an open space on your Harbour Board.

**ISSUE A SHARE** - Take 1 unissued Share you still have, flip it over to the issued side and place it on the Action Board by "NEWLY ISSUED SHARES". Take 2 Gold.

**BUY ALL SHARES** - Buy ALL Shares (*regardless of colour*) located here for 1 Gold each. In Round 4-5 save \$1 off the total, in Round 6-7 save \$2 off the total. Price can't go below 0 Gold.

**DEFOREST** - Remove 1 Forest Tile from your Harbour Board and take 5 Wood from the general supply to your personal supply, if able.

**REFOREST** - Take 2 Forest Tiles from the general supply, and place them on top of each other in an open horizontal double space on your Harbour Board.

**THIN OUT** - Take 1 Wood for each Forest Tile you have, place it into your personal supply. Max. 12 Wood allowed in your personal supply.

**BUILD A SHIP** - Build 1 of the 3 available types of Ships, paying its costs. Place the Ship on the furthest- left free space on your Fishing Track.

**TAKE AN ELDER** - Take 1 Elder, place on an empty spot on your Elder Board. If you reveal a facedown Elder, turn it faceup. May immediately use the Elder's Action by taking 1 Fish from the Banquet Table in the highest spot and putting it on the Elder Card. Max. 5 Elders.

**USING AN ELDER** - Take 1 Fish from the Banquet Table in the highest spot and put it on 1 Elder Card on your Elder Board. If this means there are 3 Fish on the Elder Card, move 1 to your Personal Supply and 2 back to the General Supply. Then place 1 Worker on the Elder and use its Action.

**COPY AN ACTION** - In a 4 player game, can be used 1 time to use a blocked space. In a 5 player game, can be used 3 times; but only once per column directly above the space.