Uwe Rosenberg
NUSFJORD BIG BOX

A development game for 1-5 players ages 12 and up
Playing time: 20 minutes per player

WHAT IS THIS GAME ABOUT?

As the owner of a major fishing company in Nusfjord on the Lofoten archipelago,
your goal is to develop and expand the harbor and the surrounding landscape.

Build buildings for valuable special effects and points.

Persuade the village elders in the council to support you, to unlock special actions.

Three workers will help you with developing your fishing company.

Collect building resources by clearing and thinning out forests.

Clearing will free up building spaces. However, you will lose points for free spaces.

You need gold to buy shares, ships, and buildings. Every gold is worth one point.

Build ships to increase the number of fish you can catch. Ships are also worth points.

Every share is worth one point. Unissued shares are worth negative points.

Issue shares of your fishing company for a quick buck or two.

Buy shares of other companies to benefit from dividends.

In the end, the player with the most points wins.

COMPONENTS

General components:

• 1 Action board

1 +1 gold	**2** Issue a Share +2 gold	**2** Build a Ship
1 Transfer Reserve	Unissued Share / Share — newly issued shares	**2** Take an Elder and use it immediately
1 Serve Fish — +1 gold per served plate	**1** Buy All Shares for 1 gold per share (in rounds 4-5: -1 gold, in rounds 6-7: -2 gold)	
3 Build a Building	**2** Deforest — Remove 1 forest ⇒ +5 wood	
	1 Thin Out — +1 wood per forest	
	1 Reforest — Place 2 forests on a free double space	

• 1 Ships and Elders supply board

7	8 2	9 3
10 4	11 5	12 6

• 100 fish tokens

• 50 wood tokens

• 1 wooden First Player ship

• 32 Guest tokens *(for the Besøkende deck, see page 17)*

• 1 Banquet Table   **• 2 Building supply boards**

• 1 Imitation tile

1 Copy an Action
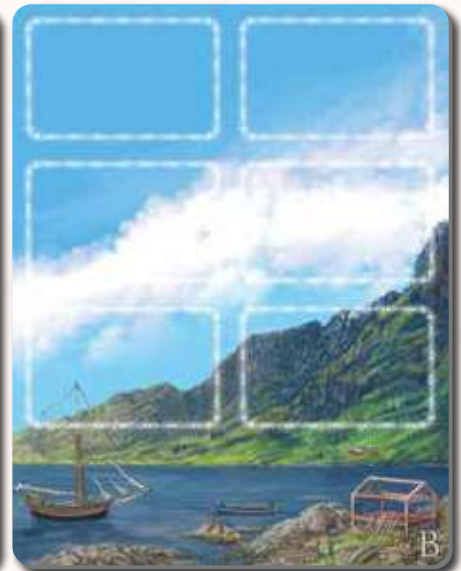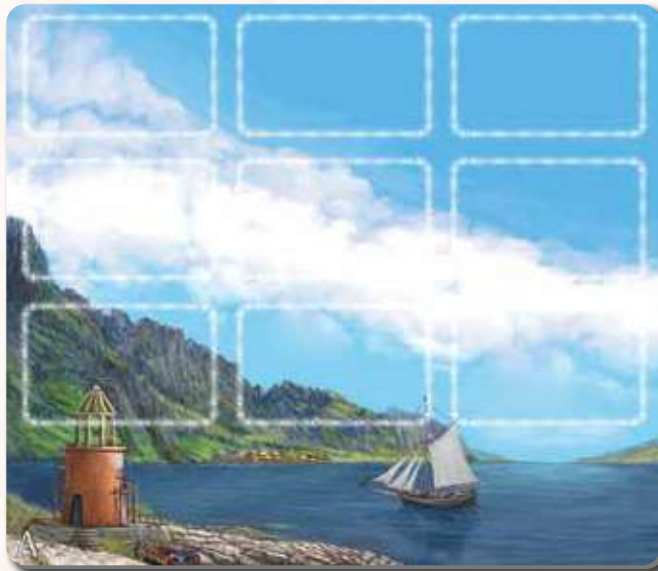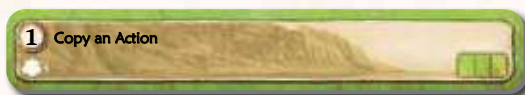
• 308 Building cards divided into seven 44-card decks containing 18 "A", 12 "B", and 14 "C" Buildings each

Herring deck

A ...ource Trade 2
C Fish Market 3

Mackerel deck

B ...ship Broker 1

Salmon deck

C Sea Bay...
A Goldsmith 0
B ...

Trout deck

C Cathedral 7
A Fis...
B ...

Codfish deck

A Refuge 0
...bor Park 0
C ...

Plaice deck

C Headqu...
B ...ond -1
...Marina

Besøkende deck

...ure Railway 7
A Moot Hall
B Alder...

• 1 overview card for the Besøkende deck

Gäste
Gebäude/Schiffbau: beliebig oft
1 Gast abgeben ⇒ Baukosten um
3 Fische oder 2 Holz reduzieren

Fisch servieren: beliebig oft
1 Gast abgeben ⇒ 1 Teller mit
1 Fisch aus dem allgemeinen
Vorrat befüllen

Jederzeit: Gast aus eigenem
Vorrat auf Schiffplättchen
ohne Gast setzen

Zur Fangzeit: im 3. Schritt
pro Gast auf Schiff
1 Fisch in den eigenen Vorrat

Wertung:
pro Gast im eigenen Vorrat ½
pro Gast auf einem Schiff   1

• 19 Ship tiles

6 sloops | 6 cutters | 7 schooners

Sloop

Cutter

Schooner

• 25 Elder cards*

Contractor

Pay 3 fish and remove 0, 1, or 2 forests ➜ Build a Building

• 36 cardboard coins
30× "1 gold"
3× "5 gold"
3× "10 gold"

• 15 Turn Order tiles

• 50 wooden coins
35× "1 gold"
15× "5 gold"

*The 3 cards with an asterisk are variants designed by Tony Boydell; the 4 cards with an "L" are promo cards designed by Hanno Girke. See pages 18-19 for details.

Add 3 A buildings to the display

Place all C buildings in the display

Add 2 B buildings to the display

Add 3 B buildings to the display

Place 4 C buildings in the display

Place 3 C buildings in the display

Solo Game

• 9 multiplication tiles
3× "5 fish"
3× "10 fish"
3× "5 wood"

• 27 Forests
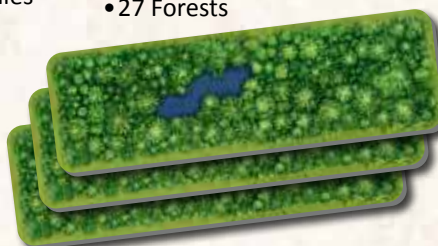
• 4 Raft tiles
(for the "Castaway" promotional Elder, see page 18)

In each of the five player colors:

• 1 Personal Supply board

Personal Supply

per gold

max. 12 wood

• 3 Worker disks

• 1 Elder Council

Fishing Phase
1. Elders
2. Your shares in foreign possession
3. Your shares in personal supply
4. Reserve
5. General supply

• 1 Harbor board

• 5 Share tiles

Share

Unissued Share

3

SETUP

We will explain the rules for 2-5 players first. The solo game rules can be found on page 16.

CENTRAL DISPLAY

1. Turn the **Action board** to the appropriate side, according to the number of players *(as shown by a symbol, see illustration)*, and place it on the table. One side is for 1-2 players; the other side is for 3-5 players.

> **In 4- and 5-player games only:** Turn the **Imitation tile** to the appropriate side, according to the number of players *(as shown by a symbol, see illustration)*, and place it alongside the bottom edge of the Action board. The 4-player side shows one space; the 5-player side shows three spaces.

2. Place the **Banquet Table** to the left of the Action board so that it is right next to the "Serve Fish" action space *(see illustration)*.

3. Fill a number of Banquet Table plates with **1 fish each**, according to the following table *(one less plate than the number of players)*. Fill the appropriate number of plates in increasing numerical order, starting with the smallest plate.

# of players:	2	3	4	5
# of plates:	1	2	3	4

Example: In a 4-player game, there are 3 fish on the Banquet Table at the start.

4. Place the **Ships and Elders supply board** to the right of the Action board.

5. Sort the **Ship tiles** by type and place a number of each type on the designated spaces of the supply board, according to the following table *(one more than the number of players)*.

# of players:	2	3	4	5
# of Ships per type:	3	4	5	6*

*Please note, there are seven schooners but you still only use six in a 5-player game. The seventh schooner may be needed for the "Wharf" building *(from the Herring deck)*.

Example: In a 4-player game, there are 5 sloops, 5 cutters, and 5 schooners.

6. Find the appropriate **Elder cards**, according to the number of players *(as shown by a symbol, see illustration)*. Place these Elders **face up** on the designated spaces of the supply board. Each space will have up to two Elders: first place the Elders numbered 1-6 on the spaces. Then place the Elders with numbers 7-12 on top *(if they are used)*, as shown on the spaces. In 5-player games, note that there are six Elders that are not shown on the spaces *(see box)*.

Example: On the top left space, place the Builder (#7) on top of the Contractor (#1).

> **In 5-player games only:** Shuffle the remaining six Elders *(#13-18)* that are not shown on the spaces and place one **face down** at the bottom of each of the six Elder stacks.

7. Place the two **Building supply boards** next to the Ships and Elders supply board.

8. Choose one of the **Building decks** *(each showing a different illustration on the back)* and return the remaining ones to the game box. Separate the chosen cards by letter in "A", "B", and "C" Buildings and shuffle each pile separately, placing them face down on the table.

Tip: For your first game, we recommend you use the Herring deck. These cards are numbered 101-154.

9. Turn **9 "A" Buildings** and **6 "B" Buildings** face up and place them on the Building supply boards of appropriate size. Set the remaining "A" and "B" as well as the "C" Buildings aside.

> **In 2-player games only:** Only set the "C" Buildings aside. Return the remaining "A" and "B" Buildings to the game box—you will not need them.

10. Place the **goods** *(wood, fish, and gold)* and the **Forests** ready at hand in a **general supply.** When playing with the Besøkende deck, you will also need the Guest tokens.

Issue a Share +2 gold

Unissued Share
Share
newly issued shares

Build a Ship

Take an Elder and use it immediately

Buy All Shares for 1 gold per share (in rounds 4-5: -1 gold, in rounds 6-7: -2 gold)

Deforest Remove 1 forest +5 wood

Thin Out +1 wood per forest

Reforest Place 2 forests on a free double space

Sloop | Cutter | or | Schooner

Builder Remove 1 forest +1 wood and afterward Build a Building

Steward +2 wood and Transfer Reserve

Silviculturist +1 wood and Thin Out or Reforest

Forester Remove 1 forest +3 wood and +1 gold

Engineer Build a Ship (for 1 wood less) or Build a Building

Pisciculturist +3 fish and +1 fish per elder

Boathouse −1 Immediately: Build a Ship— 1 free sloop

Wet Storage 1* Whenever your reserve is empty, add 3 wood to your reserve

Joinery 1* After you Build a Building: 2 wood into your reserve

Boatcarver * *4 VP if you have 6+ ships (incl. the catboat)

Residential Home 4 Whenever one of your elders gets a 3rd fish: +1 wood

Forester's House 1 Immediately: placing 4 forests on a free double space

Arboretum 1* Immediately: Reforest up to 2x

Pier House 0 Before you Build a Ship: +3 wood

Lighthouse 3 Whenever there are 8+ fish in your reserve: Transfer Reserve

Sawmill 2 After you Deforest: +3 wood

Fish Stand 0 Immediately: +4 fish

Yard 0 Immediately: 2 gold & 1 wood into your reserve

Boatbuilder 0 Immediately: Build a Ship— 1 free cutter

Town Hall 2 Immediately: turn 1 unissued share in your supply to the other side

Wood Trade 2 At any time: 4 wood → 1 gold and/or 1 gold → 3 wood

Joinery

B 123

rce Trade
at any time:
Fish Market
Immediately:
5 gold

Elder Council seats

"Fishing Phase" overview

Fishing Phase
1. Elders
2. Your shares in foreign possession
3. Your shares in general supply
4. Reserve
5. General supply

Player color
Reserve space
Building spaces
Fishing track

Personal Supply
per gold
max. 12 wood

Share · Share · Share · Share · Unissued Share

PERSONAL DISPLAY

11. Choose a player color and take the **Harbor board**, the **Elder Council**, the **three Workers**, the **five Shares**, and the **"Personal Supply" board** of that color.

Personal Supply

The "Personal Supply" board constitutes your **personal supply**, i.e., this is where you keep the goods that you can use for actions. Whenever a good is said to move into your personal supply, place it on your "Personal Supply" board. You can have as much fish and gold there as you wish but **at most 12 wood**. Whenever you get wood, return excess wood to the general supply immediately.

Personal Supply
per gold
max. 12 wood

12. Place the **Elder Council** alongside the top edge of your Harbor board.

Tip: Two players can place their Harbor boards and Elder Councils alongside the Banquet Table to show that the Elders are seated at the Banquet Table.

13. Turn two **Share tiles** to the front side of your color *(showing "Share")* and the other three to the neutral back *(showing "Unissued Share")*, placing them next to your "Personal Supply" board. Even though Shares are placed next to your "Personal Supply" board, they are considered to be in your personal supply.

14. Cover the **Building spaces** on the right half of your Harbor board with **four Forests**, placing each of them horizontally on top of two adjacent Building spaces—so-called **"double spaces"**. Note that the topmost double space is covered by two Forests **stacked** together.

15. Take the appropriate **Turn Order tiles**, according to the number of players *(as shown by a symbol on the back and the tile shape, see illustration)*. Randomly determine a **First Player** who receives the tile showing **Round space 1**, placing the **First Player ship** on that space. The edges of their tile show which tiles the other players receive.

Example: As the First Player of a 4-player game, you get tile "1|5", placing it in front of you so that the edge showing "1|5" is pointing towards you. The player to your left gets tile "4", the player opposite of you gets tile "3|7", and the player to your right gets tile "2|6".

Round space

First Player's tile
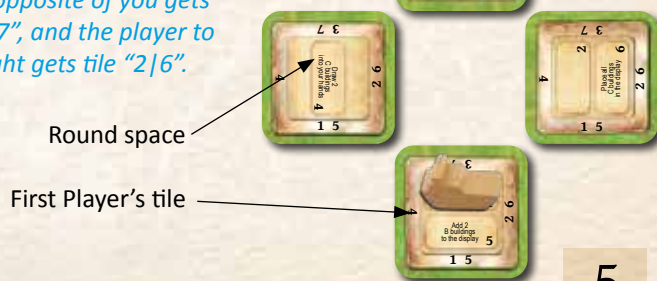
COURSE OF PLAY

NUSFJORD is played over 7 Rounds. Each Round goes through the following 3 Phases in this exact order:

> I. Fishing Phase
>
> II. Work Phase
>
> III. Returning Home Phase

After the 7th Round is complete, you score your displays and determine the winner.

PHASE I: FISHING PHASE

In the Fishing Phase, you catch new fish that you must distribute according to certain rules.

This Phase is played simultaneously.

Determine your **haul size** from your **Fishing track** *(see box)* and take a corresponding number of fish tokens from the general supply into your hand. Distribute the fish in your hand according to the following five steps in this exact order *(which is also shown on your Elder Council)*. You **may not** decline distributing your fish.

> **The Fishing Track**
> Your Fishing track is located at the bottom of your Harbor board. This is where your fishing fleet lies at anchor, which is comprised of the preprinted catboat at the start. As the game progresses, you will build Ships *(see "Build a Ship" action on page 12)*, placing them on your Fishing track. This will increase your **haul size**, which is always the **lowest visible number** on your Fishing track. Thus, at the start of the game, your haul size is 3 fish.
>
>
>
> *Example: Here, your haul size is 10 fish.*

1. Elders
Place 1 fish from your hand on each Elder seated in your Elder Council. Skip this step if you do not have any Elders.

> Each time there are exactly 3 fish on an Elder, you must immediately remove the fish as follows:
> • place 1 fish in your personal supply and
> • return the remaining 2 fish to the general supply.
> *(Do not remove the Elder card.)*

Note: You start the game with no Elders. See page 13 on how to get Elders and what they are good for.

2. Your Shares in Foreign Possession
Place 1 fish from your hand on each Share of your color located on the Action board *(on the "newly issued shares" space)* or in another player's personal supply. Resolve Shares on the Action board first, if available. Skip this step if all of your Shares are in your personal supply.

Note: At the start of the game, all Shares of your company are in your possession (some of which are unissued). See page 11 on how Shares can move to the Action board and, from there, into another player's personal supply.

3. Your Shares in Personal Supply
Place 1 fish from your hand on each *(issued)* Share of your color located next to your "Personal Supply" board. Do not place fish on Unissued Shares.

Note: You start the game with two issued and three unissued Shares.

4. Reserve
Place the remaining fish in your hand on the Reserve space of your Harbor board. However, your Reserve is **limited to 8 fish**. Only place as much fish in there until you reach that limit. Skip this step if you already have 8 *(or more)* fish in your Reserve.

Note: You are not required to reduce your Reserve to 8 fish if it contains more than 8 fish (which is possible via certain Buildings). See page 10 on how to gain access to the fish in your Reserve via the "Transfer Reserve" action.

Example: In Round 1, you catch 3 fish. Neither do you have Elders nor are any of your Shares in foreign possession. Therefore, you place 2 fish on your issued Shares and the third fish in your Reserve.

5. General Supply
Return any remaining fish in your hand to the general supply *(as excess)*.

The Fishing Phase ends after all players have distributed their fish. Then move all fish on Shares on the Action board to the general supply. Move all fish on Shares next to your "Personal Supply" board *(regardless of color)* into your personal supply.

Note: Players tend to forget this. If you do forget it, move the fish as soon as you notice.
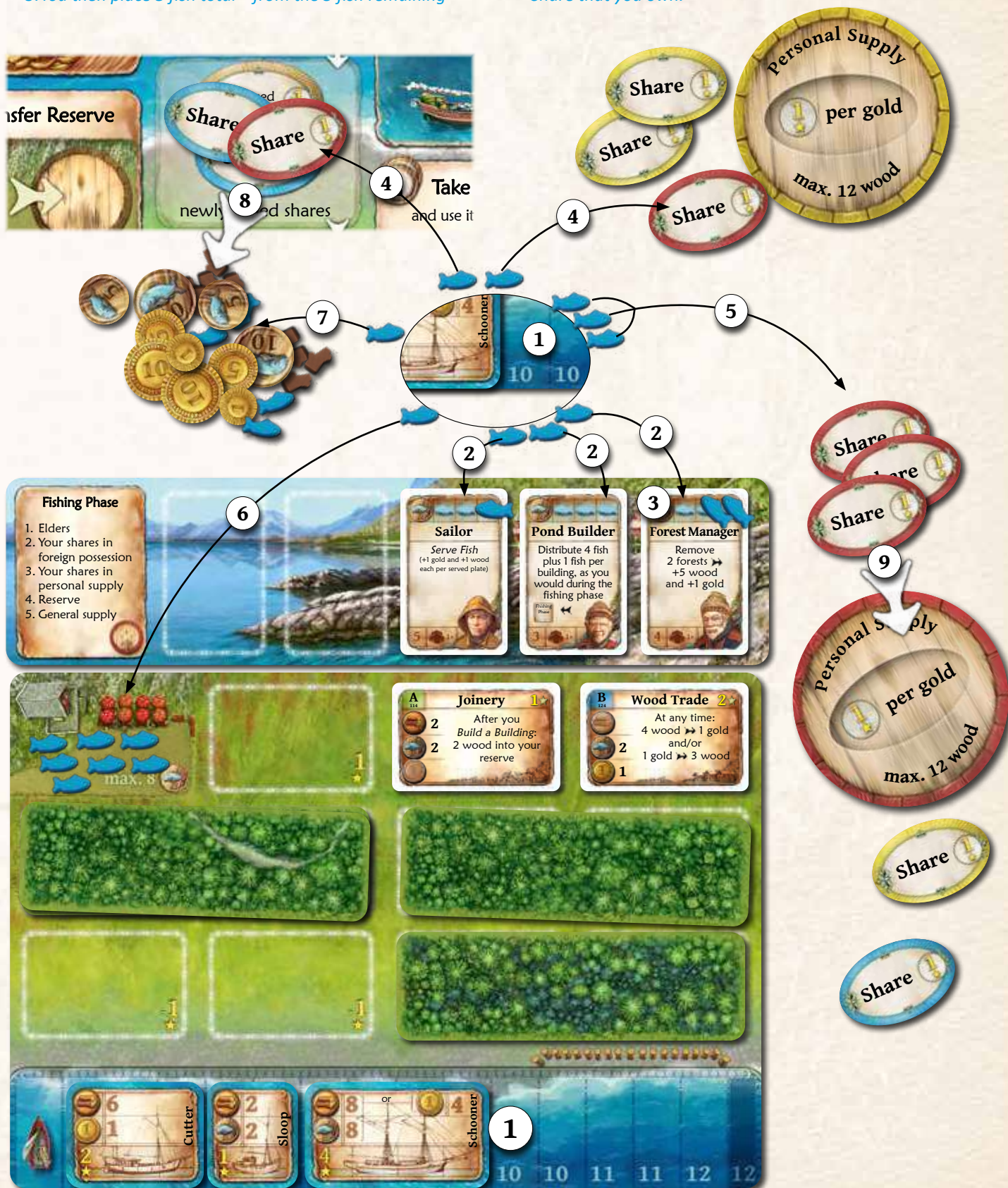
IMPORTANT! In the Fishing Phase, you always distribute **newly caught fish** only. If you do not increase your haul size according to the demand, it may happen that you cannot place fish on every Elder or every Share in foreign possession. Even then, you need not and may not use fish from your personal supply. If you run out of fish during steps 1 or 2, you may choose on which Elders or foreign Shares you place fish *(still resolving Shares on the Action board first in step 2)*.

Elaborate example:

1. Your player color is red and you have just caught 10 fish.
2. You place 3 fish total on your Elders.
3. This results in there being 3 fish on the Forest Manager. Before you may carry on, you must first move 1 fish from the Forest Manager into your personal supply and return the remaining 2 fish to the general supply.
4. From the remaining 7 fish in your hand, you must place 1 fish on the red Share on the Action board and another 1 fish on the red Share in the yellow player's supply.
5. You then place 3 fish total—from the 5 fish remaining in your hand—on the red Shares next to your "Personal Supply" board.
6. Your Reserve can only hold another 1 fish, so you place one there.
7. The remaining 1 fish in your hand goes back to the general supply.
8. Finally, the fish on the red and blue Share on the Action board are returned to the general supply.
9. In total, you get 5 fish into your personal supply: 3 fish from red Shares and 1 fish each from the blue and yellow Share that you own.

Fishing Phase

1. Elders
2. Your shares in foreign possession
3. Your shares in personal supply
4. Reserve
5. General supply

Sailor — *Serve Fish* (+1 gold and +1 wood each per served plate)

Pond Builder — Distribute 4 fish plus 1 fish per building, as you would during the fishing phase

Forest Manager — Remove 2 forests ↦ +5 wood and +1 gold

A **Joinery** 1 — After you *Build a Building*: 2 wood into your reserve

B **Wood Trade** 2 — At any time: 4 wood ↦ 1 gold and/or 1 gold ↦ 3 wood

Personal Supply — per gold — max. 12 wood

7

PHASE II: WORK PHASE

In the Work Phase, you send out your Workers to carry out actions that will help you with developing your fishing company.

This Phase is played clockwise.

Beginning with the First Player, each player will take one turn at a time, for a total of **three turns** per player. On your turn, you may place **exactly one Worker** on an action space of your choice, on the Action board or on an Elder in your Elder Council *(see "Using an Elder" on page 13)*. How many Workers can **occupy** an action space is shown in the top left corner of the space. Most action spaces show "1", i.e., they can hold at most one Worker. When they do, they are **blocked** for the rest of the Round. In 3-, 4-, and 5-player games, there are action spaces showing "2" and "3". These can be occupied by that many Workers *(of the same player or of different players)* before they are blocked.

You must **immediately** carry out the action of the chosen action space. Only the player who has just occupied the action space may carry out the action. You may not occupy an action space without taking the action.

Notes:
- *Carrying out an action implies that it changes your display in some way. You may not take an action that effectively does nothing (see example).*
- *The various action spaces will be explained on page 10 onwards. The actions on the Elder cards should be self-explanatory. See pages 18-19 if you are unsure about what a particular Elder action entails.*

Example: The "Thin Out" action space provides 1 wood for each Forest on your Harbor board. If you do not have any Forests left or if you already have 12 wood in your personal supply, you may not occupy the action space.

You may **pass**, i.e., **not place** a Worker on your turn. In the highly unlikely event that you cannot take any action, you must pass. If you pass one turn, you may place a Worker on your next turn.

Note: *Remember you only get three turns total. Consequently, if you pass, you will not be able to place all of your three Workers that Round.*

The Work Phase ends after each player has had a total of three turns.

1 +1 gold	**2** Issue a Share +2 gold	**2** Build a Ship
1 Transfer Reserve	Unissued Share / **Share** / newly issued shares	**2** Take an Elder and use it immediately
1 Serve Fish +1 gold per served plate	**1** Buy All Shares for 1 gold per share (in rounds 4-5: -1 gold, in rounds 6-7: -2 gold)	
3 Build a Building	**2** Deforest Remove 1 forest ⇥ +5 wood	
	1 Thin Out ...d per ...st	
	1 Reforest Place 2 forests on a free double space	
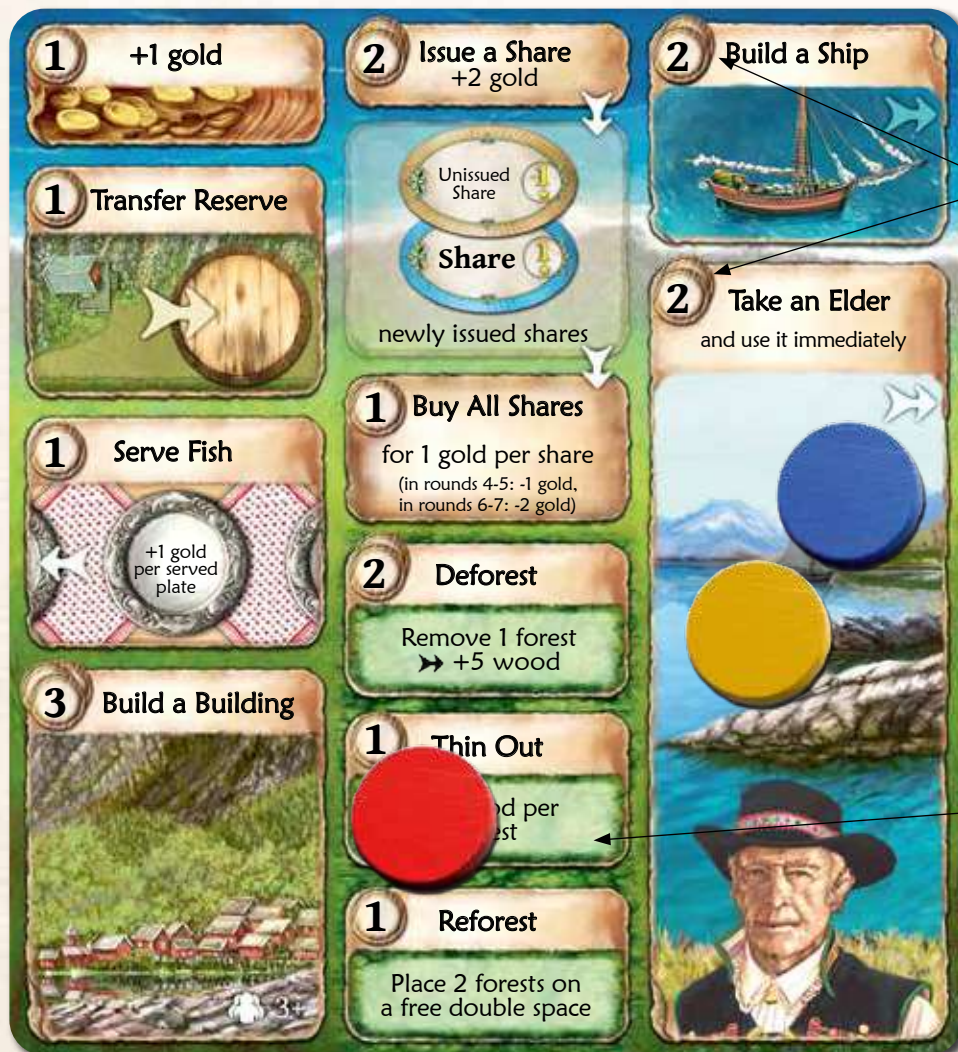
Each of these action spaces can be occupied by up to two Workers. The bottom one is blocked for the rest of the current Round, because it is occupied by two Workers already.

Every Round, the "Thin Out" action space can be occupied by at most one Worker.

PHASE III: RETURNING HOME PHASE

In the Returning Home Phase, you take back your Workers and move the First Player ship.

This Phase is played simultaneously.

All players must remove their Workers from the action spaces on the Action board and Elders. Then move the **First Player ship** to the next highest Round space *(the ship moves counter-clockwise)*, making that player the First Player of the following Round.
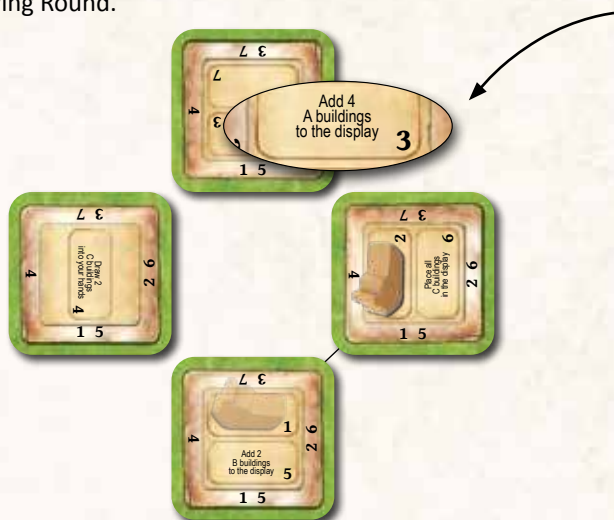
Example: At the end of the first Round, the ship moves to Round space 2.

Tip: The First Player will always be the player to the right of the current First Player. This player will take the last turn of the current Round and the first one of the following Round, i.e., they will effectively take two consecutive turns. Use this to your advantage!

Occasionally, you must add **new Buildings** from the piles that you have set aside during setup, if the new Round space tells you to do so. Whenever you move the First Player ship onto a Round space with instructions, you must carry them out immediately:

Round space 3: **In 3-, 4-, and 5-player games only:** Immediately add a number of **new "A" Buildings** to the respective supply board equal to the number of players *(i.e., 3, 4, and 5 Buildings, respectively)*. Do not add more Buildings than there are empty spaces.

Example: Here, four new "A" Buildings have to be added.

Round space 4: Each player must draw a number of **"C" Buildings** into their hand. In 2-player games, draw 4 Buildings each; in 3-player games, draw 3 Buildings each; in 4- and 5-player games, draw 2 Buildings each. Keep your hand cards hidden from the other players. *(See "Build a Building" on page 11 for how to use your hand cards.)*

Round space 5: **In 3-, 4-, and 5-player games only:** Immediately add **2 new "B" Buildings** to the respective supply board. In 5-player games, add **3 new "B" Buildings** *(instead of 2)*. Do not add more Buildings than there are empty spaces.

Round space 6: Each player must place **all "C" Buildings** remaining in their hand face up **next to** the Building supply boards. *(There is no supply board for "C" Buildings.)*

The Returning Home Phase ends after you have moved the First Player ship and carried out the instructions, if any. Proceed with the Fishing Phase of the next Round, or, at the end of Round 7, with scoring *(see page 15)*.

In a 4-player game, you are supposed to add 4 new "A" Buildings to the display at the start of Round 3 but not more than can fit on the supply board. In this example, you would only add 3 new "A" Buildings.

ACTIONS

We will explain the actions by column, as they appear on the Action board.

+1 gold

When you take this action, take **1 gold** from the general supply and place it in your personal supply.

Note: Every Work Phase, this action space may be occupied by at most one Worker.

Transfer Reserve

In the Fishing Phase, some of the newly caught fish may end up on the Reserve space located at the top left of your Harbor board. Some Buildings may allow you to place other goods than fish in your Reserve. When you take this action, move **all goods** from the Reserve space into your personal supply.

Notes:
- *Every Work Phase, this action space may be occupied by at most one Worker.*
- *You may not take the action if your Reserve space is empty.*
- *When you take the action, you must empty your entire Reserve—you may not leave any goods on the space. Observe the 12 wood limit on the "Personal Supply" board.*

Example: There are 3 fish and 2 wood in your Reserve and 11 wood in your personal supply already. Therefore, move all the fish and 1 wood from your Reserve into your personal supply and return the remaining 1 wood to the general supply.

Serve Fish

When you take this action, you must place fish on the **empty plates** of the Banquet Table. You may serve as many plates as you like *(but at least one)*—in numerical order—starting with the smallest empty plate. The numbers on the plates show how much fish you must spend, placing **exactly 1 fish** *(of those spent)* **on the plate** and returning the rest *(of those spent)* to the general supply. Then take 1 gold for each newly served plate from the general supply and place it in your personal supply.

Notes:
- *Every Work Phase, this action space may be occupied by at most one Worker.*
- *You may not take the action if all plates contain fish already or if you do not have enough fish to serve at least one plate.*
- *Fish on the Banquet Table is used to take Elder actions (see page 13).*

Example: There are fish on two plates already. You decide to fill another three plates, which costs you 3+3+4=10 fish. In return, you get 3 gold from the general supply.
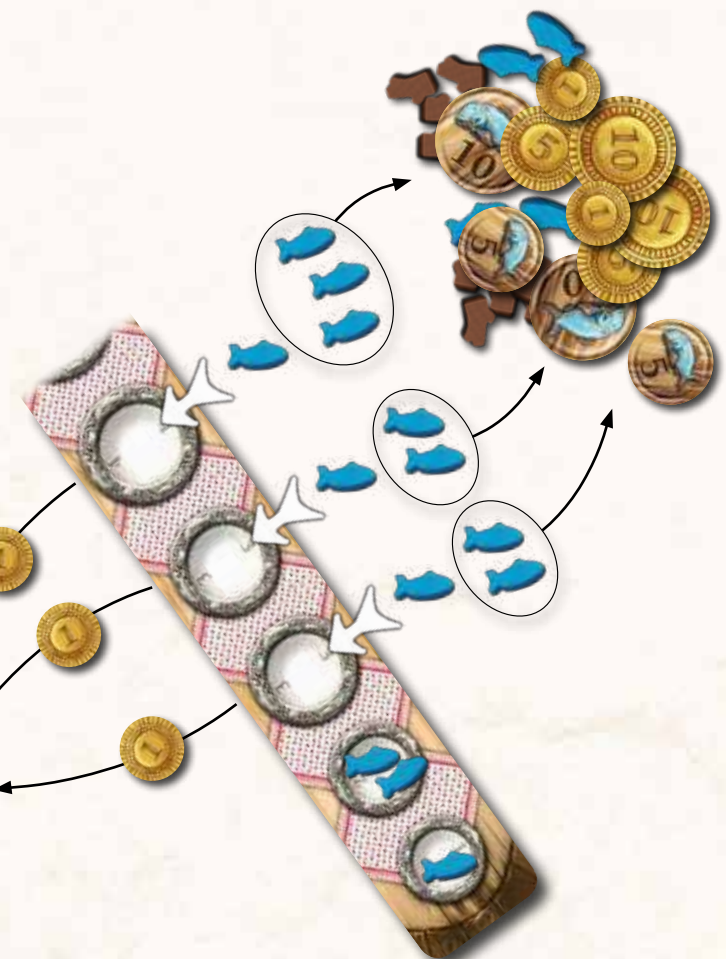
Limited Components

Fish, **wood**, **gold**, and **Forests** are supposed to be in unlimited supply. Please improvise if you run out or use the provided multiplication markers *(for fish and wood)*. Everything else is limited on purpose.

Build a Building

When you take this action, build **exactly one Building** from the display *(located on or next to a supply board)* or *(from Round 4 on)* from your hand. Pay the Building cost *(wood, fish, gold)* shown on the left side of the Building card and place the Building on a free **Building space** of your Harbor board.

Many Buildings are worth Victory Points and help you develop your fishing company.

- "A" Buildings have very useful effects but they do not provide a lot of Victory Points *(some are even worth negative points)*.
- "B" Buildings are usually more expensive but also useful.
- "C" Buildings are not available until Round 4, which is when you will get a few into your hands *(see page 9)*. Until Round 6, only you can build the Buildings in your hand. They can be worth a lot of Victory Points if you meet their conditions at the end of the game.

The Building effects should be self-explanatory; for details on the most common phrases used on the cards, see page 20.

Letter and **card number**

Name

Victory Point value

A
103
Fish Stand 0
1
Immediately:
+4 fish

Building cost *(greyed-out goods are not required)*

Effect *(or special instructions and details)*
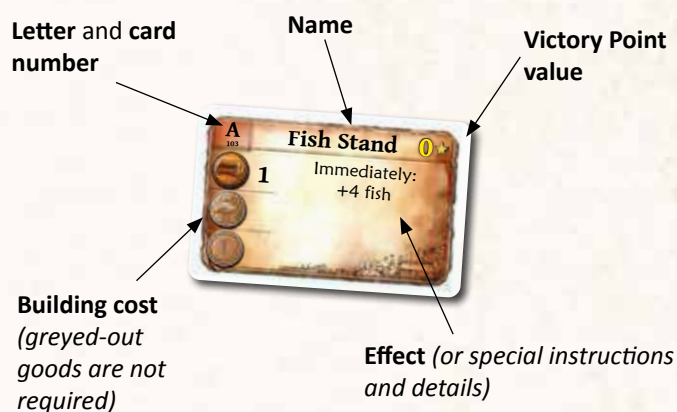
Notes:
- *In 2-player games, there are two such action spaces. Every Work Phase, they each may be occupied by at most one Worker. In 3-, 4-, and 5-player games, there is only one such action space, which may be occupied by at most three Workers.*
- *You may not take this action if you cannot afford a Building or if you do not have any free Building spaces left on your Harbor board. You may not build on spaces containing a Forest or another Building.*
- *Once placed, you may not move or remove a Building from your Harbor board.*

Example: *The Fish Stand costs 1 wood to build. In this example, you could place it on any of the marked spaces.*

Issue a Share

When you take this action, take **exactly one Unissued Share** that is next to your "Personal Supply" board and turn it to the "Share" side of your color. Place this Share on the "newly issued shares" space of the Action board, located below the "Issue a Share" action space. Then take 2 gold from the general supply and place it in your personal supply.

Notes:
- *In 2-player games, every Work Phase, this action space may be occupied by at most one Worker. In 3-, 4-, and 5-player games, it may be occupied by at most two Workers.*
- *You can take this action at most three times during the course of the game, because you only have three Unissued Shares at the start. Once a Share is issued, it remains issued until the end of the game.*
- *There is no limit to the number of Shares on the Action board (regardless of color).*
- *Note that, during the Fishing Phase, you must place fish on your Shares on the Action board.*


Buy All Shares

When you take this action, take **all Shares** *(regardless of color)* from the "newly issued shares" space on the Action board, located above the "Buy All Shares" action space, and place them next to your "Personal Supply" board. To do so, you must pay 1 gold for each Share on the Action board. In Rounds 4 and 5, the total cost is reduced by 1 gold. In Rounds 6 and 7, the total cost is reduced by 2 gold *(instead of 1 gold)*.

Note:
- *Every Work Phase, this action space may be occupied by at most one Worker.*
- *You may not take this action if you cannot afford all of the Shares on the Action board. You may not buy fewer Shares.*
- *The total cost cannot drop below 0 gold. If you buy a single Share in Rounds 6 or 7, you will not receive 1 gold.*

Example: *Until Round 3, these two Shares cost 2 gold. In Rounds 4 and 5, they cost 1 gold total. From Round 6 on, they can be taken for free (during the "Buy All Shares" action).*
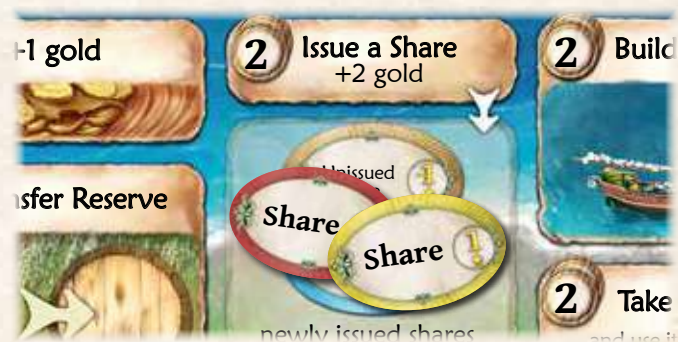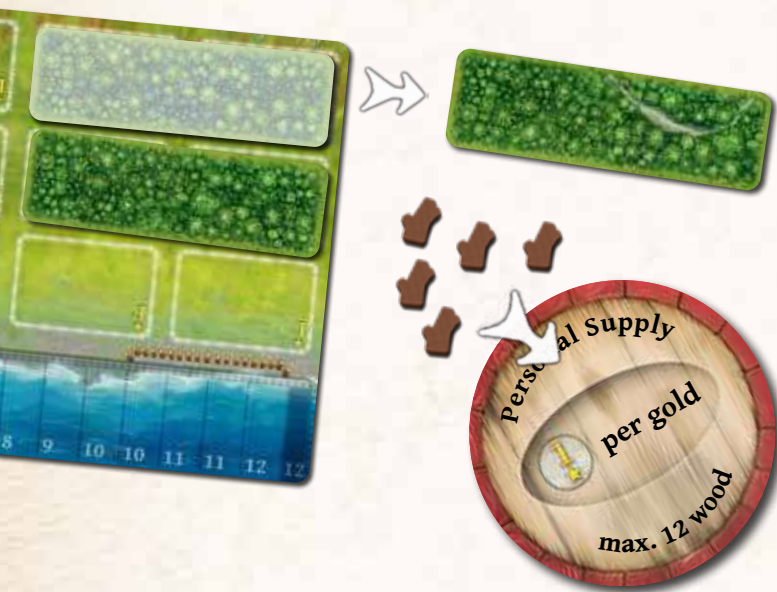
Deforest

When you take this action, remove **exactly one Forest** from your Harbor board. Then take 5 wood from the general supply and place the wood in your personal supply.

Notes:
- *In 2-player games, every Work Phase, this action space may be occupied by at most one Worker. In 3-, 4-, and 5-player games, it may be occupied by at most two Workers.*
- *You may not take this action if you do not have any Forests on your Harbor board.*
- *It does not matter how many Forests are on the double space from which you remove one. Removing a lone Forest will free up two Building spaces.*
- *You may not remove a Forest without taking the "Deforest" action or using an Elder or Building that explicitly allows you to remove one or more Forests.*
- *Observe the 12 wood limit on your "Personal Supply" board. If you already have more than 7 wood in your personal supply, you will get less than 5 wood from this action.*
- *You may take this action even if you already have 12 wood in your personal supply, in which case you will just remove the Forest without receiving wood.*

Thin Out

When you take this action, take a **number of wood** from the general supply equal to the **number of Forests** on your Harbor board and place the wood in your personal supply.

Notes:
- *Every Work Phase, this action space may be occupied by at most one Worker.*
- *You may not take this action if you do not have any Forests on your Harbor board.*
- *Every Forest counts, even if it is covered by other Forests (if multiple Forests are stacked).*
- *Do not remove any Forests—just count them.*
- *Observe the 12 wood limit on your "Personal Supply" board. You may get fewer wood, if necessary. You may not take this action if you already have 12 wood in your personal supply.*

Example: At the start of the game, there are four Forests on your Harbor boards (two of which are stacked). Consequently, the "Thin Out" action would yield 4 wood.

Reforest

When you take this action, take **two Forests** from the general supply and place them **in a stack** on a free double space on your Harbor board.

Notes:
- *Every Work Phase, this action space may be occupied by at most one Worker.*
- *You may not take this action if you do not have a free double space on your Harbor board. Due to its shape, you may not place a Forest on two vertically adjacent Building spaces.*
- *You may not move or remove your Forests unless an action or card effect allows it.*

Build a Ship

When you take this action, build **exactly one sloop**, **one cutter**, or **one schooner** from the Ships and Elders supply board. Pay the Building cost *(wood, fish, gold)* shown at the top of the Ship tile and place the Ship on free spaces of your Fishing track, as far to the left as possible. Ships are worth Victory Points and they increase your haul size during the Fishing Phase *(Phase I, see page 6)*.

Notes:

- *In 2-player games, during every Work Phase, this action space may be occupied by at most one Worker. In 3-, 4-, and 5-player games, it may be occupied by at most two Workers.*
- *You may not take this action if you cannot afford a Ship or if you cannot place one on your Fishing track. You may not place Ships beyond the last space of the track (not even partially). Once your haul size is 12, you cannot add any more Ships.*
- *Note that you can build schooners for 8 wood and 8 fish or, alternatively, 4 gold.*
- *Sloops will cover two spaces, cutters will cover three spaces, and schooners will cover four spaces of the Fishing track (counting the first space of the track as two spaces).*

Building cost

Name

Victory Point value

Example: Here, you build a schooner for 4 gold, placing it to the right of the preprinted catboat. This will increase your initial haul size of 3 fish to 6 fish.

Take an Elder

When you take this action, take **exactly one Elder** from the Ships and Elders supply board and place him on a free seat in your Elder Council. You may only take a face-up Elder from the top of a stack.

In 5-player games only: If, by taking an Elder, you uncover a face-down Elder, immediately turn this Elder face up.

After taking the Elder, you may **immediately** carry out the action shown on the Elder card, without placing *(another)* Worker *(see "Using an Elder")*.

Notes:

- *In 2-player games, every Work Phase, this action space may be occupied by at most one Worker. In 3-, 4-, and 5-player games, it may be occupied by at most two Workers.*
- *You may not take this action if there are no Elders left on the supply board or if you already have 5 Elders in your Elder Council. No player may have more than 5 Elders.*
- *You may take an Elder and not use his action.*
- *You cannot get rid of Elders in your Elder Council.*

Example: You cannot take the Contractor as long as the Builder is still available.

Using an Elder

Instead of placing a Worker on an action space on the Action board, you may place a Worker on an Elder in your Elder Council and carry out his action. When taking an Elder on the "Take an Elder" action space, you may use his action right away—without placing a Worker.

In both cases, in order to take the Elder action, you must first **take a fish from the Banquet Table**, from the largest fish-containing plate possible *(with the biggest number)*, and place the fish on the Elder. For this purpose, there are three fish spaces at the top of each Elder *(see illustration)*. Like in step 1 of the Fishing Phase *(Phase I, see page 6)*:

Each time there are exactly 3 fish on an Elder, you must immediately remove the fish as follows:
- place 1 fish in your personal supply and
- return the remaining 2 fish to the general supply.
(Do not remove the Elder card.)

After placing the fish, **immediately** carry out the Elder action. *(The Elder card effects should be self-explanatory. See pages 18-19 for a detailed explanation of every Elder card.)*

Example: You have just taken the Forest Manager via the "Take an Elder" action. After you place him in your Elder Council, you take the fish from the "3" plate—currently the largest plate containing fish—placing the fish on the Forest Manager. You may then take the action. Later that Round, you could place a Worker on the Forest Manager to use him again, provided there are still fish left to take from the Banquet Table.


Forest Manager

Remove
2 forests ➤➤
+5 wood
and +1 gold

Copy an Action

In 4- and 5-player games *(and in the solo game, see page 16),* there is an Imitation tile below the Action board that allows you to copy blocked action spaces.

In 4-player games: The Imitation tile shows a single "Copy an Action" space, which may be occupied by at most one Worker every Work Phase. When you take the action, you may use any **blocked** action space on the Action board.

In 5-player games: The Imitation tile shows three "Copy an Action" spaces. These spaces correspond to the left, middle, and right column of action spaces on the Action board. When taking one of these actions, you may use any **blocked** action space in the corresponding column of the Action board. Each of these spaces may be occupied by at most one Worker every Work Phase.

Notes:
- *You may not copy an action space that is not fully occupied yet.*
- *It does not matter which Workers block the copied action space. You may copy an action space that is occupied by one or more of your Workers.*
- *You may not copy the actions on Elders.*
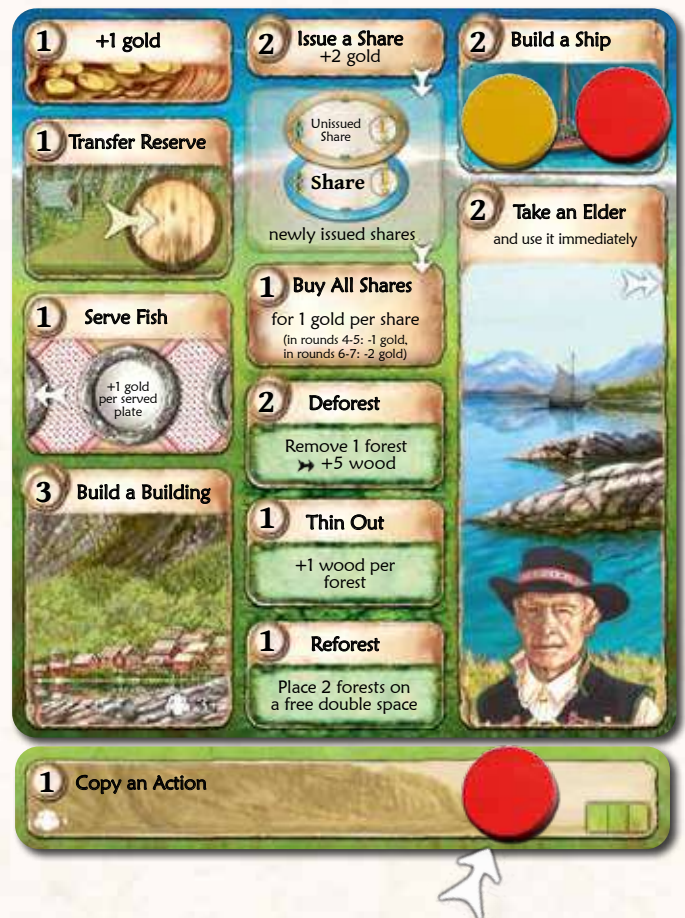
Example: Your player color is red and you would like to build another Ship. The "Build a Ship" action space is blocked though. Luckily, the Imitation tile is still unoccupied so you can place a Worker there to copy the "Build a Ship" action.

GAME END AND SCORING

The game ends after 7 Rounds. Then total your scores. All Victory Points are printed on the components that score them.

Total the Victory Point values of your **Buildings** and **Ships**.

Example: In the example to the right, you would score 7 Victory Points from Ships and 4 Victory Points from Buildings with a fixed Victory Point value, for a total of 11 Victory Points.

Some Buildings show an **asterisk** (*) in place of a Victory Point value. This means the value depends on a condition as described on the Building card.

Example: The Harbor Installation scores 2 Victory Points for each Ship on your Fishing track. In the example to the right, you would score 8 Victory Points.

Add to your total **1 Victory Point per issued Share** in your possession *(regardless of color)* and **1 Victory Point per gold** in your personal supply.

Example: In this example, you would score 21 Victory Points from Shares and gold.

From your subtotal, subtract **1 Victory Point per free Building space** on your Harbor board and **1 Victory Point per Unissued Share** in your possession.

Example: In this example, you would lose 5 Victory Points for having two Unissued Shares and three Building spaces left unused. Your overall score would be 11+8+21-5=35 Victory Points.

The player with the most Victory Points wins. In case of a tie, enjoy your shared victory.

VARIANTS

Match and Rematch
Each of the three Building decks contains 18 "A" and 12 "B" Buildings, which is exactly the number of Buildings needed for two 2-player games, without using the same Building twice, so you can play two games, in which each of you is First Player in Round 1 once. However, always use all "C" Buildings in every game, because—with enough experience—it is an integral part of the game to be able to guess in Rounds 4 and 5 which "C" Buildings the other player might have.

Mixing Decks
You may agree beforehand to use 3 "A" and 2 "B" Buildings from each of three different decks. However, all additional Buildings *(via the Turn Order tiles)* should be drawn from a single deck.

SOLO GAME

SETUP

Prepare the game as you would a 2-player game. Use the solo game Turn Order tile, turning it to the side showing "Solo Game", and place the First Player ship on Round space 1. For your personal display, only use the red player-specific components and, **additionally, the blue Worker disks**. Also place the **Imitation tile** alongside the bottom edge of the Action board, with the 4-player game side facing up *(showing one action space)*.
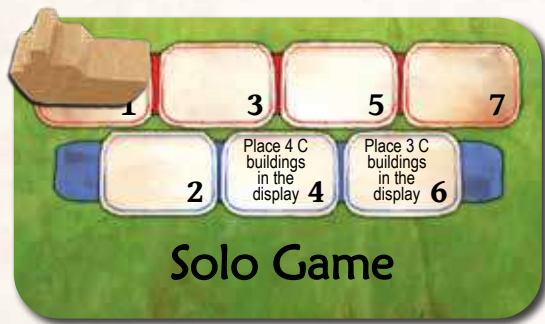
COURSE OF PLAY

Go through the 7 Rounds by taking one turn after another. In **odd-numbered Rounds**, you control the **red Workers**; in **even-numbered Rounds**, you control the **blue Workers**. The position of the First Player ship on the Turn Order tile will always tell you which Worker color you control *(the top row of Round spaces is red; the bottom row is blue)*.

Only two things change in the course of play:

- In the **Returning Home Phase**, you may only return Workers from the Action board and Elders that you will be controlling next Round *(i.e., return blue Workers in odd-numbered and red Workers in even-numbered Rounds)*.
- In the **Work Phase**, you may not use action spaces that are blocked by Workers placed in the previous Round *(i.e., of the color you are not controlling)*.

Relationship between Blue Workers and Red Shares
In the Fishing Phase, you must place fish on your red Shares even if you are controlling the blue Workers that Round. In the Work Phase, blue Workers may issue red Shares.

Imitation
The Imitation tile allows you to copy a blocked action space on the Action board *(see also page 14)*. The color of the blocking Worker does not matter.

GAME END AND SCORING

As usual, the game ends after 7 Rounds. Score your display as explained on page 15. Your goal is to score as many Victory Points as possible. Good players score 30 to 40 Victory Points.

THE ADVANCED SOLO GAME

You can make things harder on yourself by turning the solo game Turn Order tile to the other side, showing three rows of Round spaces. In the advanced solo game, you will alternate controlling the red, blue, and yellow Workers. Consequently, in the Returning Home Phase, you will be leaving two colors of Workers on the Action board and Elders. Turn the Imitation tile to the 5-player game side *(showing three action spaces)*. Use it as you would in 5-player games *(see page 14)*.
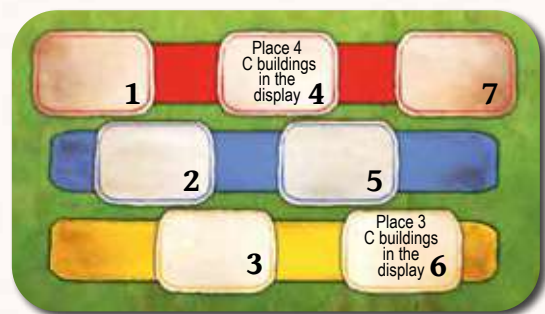
CAMPAIGN

Play three games one after another using the Building cards of one deck.

At the end of the first two games, remove any Buildings that you have built during that game and set the Buildings left on the "A" and "B" Building supply boards aside. Add the "C" Buildings that you have not built to the unused "C" Buildings. In the second game, only use the "A" and "B" Buildings that have not been in play in your first game. For your third game, shuffle the set-aside cards and use those *(i.e., you will only be using Buildings that you have not built in the previous two games)*. In the third game, it is possible that there are not enough "A" and "B" Buildings left to completely fill the supply boards. Also, in Round 6, there may be fewer than three "C" Buildings left to add to the display. In either case, you will be seeing fewer Buildings than normal.

Your goal is to get a combined score of more than 100 Victory Points. The number of Victory Points that you score above 100 will define your rank, unless you already have a higher rank from a previous campaign. If you score at least 10 Victory Points below what your current rank represents, you lose one rank. *(Your rank cannot drop below 0.)*

Thank You!

Many thanks to "Hans im Glück" for allowing us to use their "Carcassonne: South Seas" fish shape. We would also like to express our great gratitude to all of our play-testers and proof-readers for their invaluable help as well as to Patrick for the amazing job he has done with illustrating this game.

GUESTS
by Tony Boydell

The Besøkende deck introduces a new game element, the so-called **Guests**, represented by wooden figures, which you can obtain via many Buildings from this deck.

This symbol on a Building card indicates that you may take a Guest from the general supply and place it in your personal supply. *(You may take the Guest only after paying the Building cost.)*

Note: Guests are not supposed to be limited by the number of wooden figures provided with this expansion; if you ever run out, please improvise.

The following explains what you can do with Guests; these options are also shown on the overview card. *(Some Buildings from this deck provide additional ways of using Guests than the ones mentioned below.)*

Building with Guests

When building a Building or Ship, you can reduce the Building cost by your choice of **2 wood or 3 fish** for each Guest that you return from your personal to the general supply. No cost can drop below 0 from this. You may, however, overpay for Buildings or Ships using Guests, but you do not get change. You may use as many Guests as you wish toward the cost of a Building or Ship. You cannot spend Guests to reduce a gold cost.

Example: You have 3 Guests in your personal supply, which you are willing to spend on the Moot Hall, lowering its cost to either 0 wood and 4 fish, or 2 wood and 1 fish, or 4 wood and 0 fish (effectively overpaying by 2 fish).

Guests at the Banquet Table

Each time you take a "Serve Fish" action, you may return one or more Guests from your personal supply to the general supply to fill **one plate per Guest** spent, without spending fish. If you do, place 1 fish from the general supply on each such plate. *(Also, take the usual 1 gold that you get for filling a plate, or whatever other good you are supposed to get from that action.)* It does not matter whether you take the "Serve Fish" action on the action space or via an Elder or Building card. This way, you can save up to 5 fish per Guest.
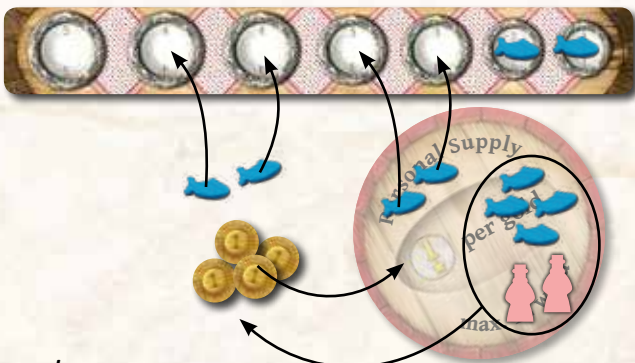
Example:
You have 6 fish and 2 Guests in your personal supply. When taking the "Serve Fish" action, you spend 6 fish to fill the two 3-fish plates and 2 Guests to fill the two 4-fish plates, gaining 4 gold from the general supply.

Note: For Buildings like the "Smoke Chamber" from the Salmon deck or the "Barrel Maker" and "Village Hall" from the Trout deck, each Guest you spend using this rule counts as however many fish it saved you. The "Cookhouse" from the Trout deck, however, has no effect when spending Guests to fill plates.

Guests on Ships

At any time, even right after you receive a Guest, before a Fishing Phase, or before scoring at the end of the game, you may place 1 Guest on each Ship on your Fishing track that does not have a Guest yet. However, you may not place a Guest on the preprinted starting catboat. Once placed, a Guest remains on the Ship until the end of the game and may not be used for any other purpose. *(Also, Guests on Ships do not count towards your personal supply.)* If you remove a Ship with Guest from your Fishing track *(e.g., in 5-player games, via the "Ship Owner" Elder)*, return the Guest to the general supply.

Guests on Ships increase your fish income during the Fishing Phase: In **step 3** of the distribution order, after placing fish on issued Shares in your possession, take **1 fish** from the current haul for each Guest on your Ships and place the fish in your personal supply. *(In a sense, Guests on Ships are like issued Shares.)* Only then place any remaining fish in your Reserve or return it to the general supply.

Example: In Round 1, you have built a sloop, increasing your haul size to 5. At the start of the Fishing Phase of Round 2, you decide to place a Guest on the sloop. (You may not place more than one Guest per ship.) Then you distribute the current haul, placing 2 fish on your Shares, 1 fish into your personal supply, thanks to the Guest on the sloop, and the remaining 2 fish into your Reserve. (You do not have any Elders nor do others own your Shares.)

Victory Points for Guests

During scoring at the end of the game, Guests in your personal supply are worth **½ VP** each *(not rounded)* and Guests on Ships are worth **1 VP** each.

ELDERS

Architect *(13, 5 players)*
Take a "Build a Building" action.

Builder *(07, 1-5 players)*
Remove a Forest from your Harbor board. *(This is not considered a "Deforest" action.)* Then add 1 wood to your personal supply. Afterward, you may take a "Build a Building" action. You may not build first and then take the wood.

Carpenter *(14, 5 players)*
Remove a Forest from your Harbor board. *(This is not considered a "Deforest" action.)* You may then take either a "Build a Ship" or "Build a Building" action.

Castaway *(promo, 1-5 players)*
See box on page 19 on how to use this card.
Return 1 wood from your personal supply to the general supply. You may then take 1 Raft tile from the supply and place it on your Fishing track as you would a Ship. *(The Raft occupies a single track space.)* You may not place a Raft on the first space of the Fishing track *(to the immediate right of the starting catboat)* or when your Fishing track is fully occupied. Rafts cannot be removed *(not even via Harbor Master or Ship Owner).*

Constructor *(02, 1-5 players)*
Take either a "Build a Ship" or "Build a Building" action.

Contractor *(01, 1-5 players)*
Return 3 fish from your personal supply to the general supply. Also, remove either 0, 1, or 2 Forests from your Harbor board. *(This is not considered a "Deforest" action.)* You may then take a "Build a Building" action. Even if you decline the action, you must still pay the fish.

Designer *(13*, 3-5 players)*
You can use the Designer in place of the Architect, placing her at the bottom of a random Elder stack. Unlike the Architect, the Designer is also used in games with 3 or 4 players.
Draw your choice of an A or B Building from the face-down pile and place it face up in the display *(if need be, next to the supply board)*. You may then take a "Build a Building" action.

Engineer *(11, 4-5 players)*
Take either a "Build a Ship" or "Build a Building" action. If you choose to "Build a Ship", the Ship 1 wood less. *(Consequently, a sloop costs you 1 wood and 2 fish, a cutter 5 wood and 1 gold, and a schooner 7 wood and 8 fish or 4 gold.)*

Fish Deliverer *(15, 5 players)*
You may take a "Transfer Reserve" action. Afterward or alternatively, you may take a "Serve fish" action, serving fish to one or more plates *(receiving gold as usual).*

Fish Trader *(promo, 1-5 players)*
See box on page 19 on how to use this card.
All players *(including you)* must return all fish from their Elders to the general supply. Additionally, remove all fish from the Banquet Table. Then add 1 gold to your personal supply.

Forester *(10, 4-5 players)*
Remove a Forest from your Harbor board. *(This is not considered a "Deforest" action.)* Then add 3 wood and 1 gold to your personal supply.

Forest Manager *(04, 1-5 players)*
Remove exactly two Forests from your Harbor board. *(This is not considered a "Deforest" action.)* Then add 5 wood and 1 gold to your personal supply.

Freed Willy *(promo, 1-5 players)*
See box on page 19 on how to use this card.
Add 1 gold to your personal supply.
Freed Willy has four fish spaces, i.e., only when the fourth fish is placed do you remove the fish, placing one of it in your personal supply and the rest in the general supply. In step 1 of each Fishing Phase *(Phase I, see page 6 or the overview on your Elder Council)*, all players *(including you)* must place their first fish on Freed Willy before placing fish on their Elders.

Harbor Master *(06, 1-5 players)*
Exchange a Ship from your Fishing track for a Ship from the supply board. *(This is not considered a "Build a Ship" action.)* You may either exchange a sloop for a cutter, or a cutter for a schooner. *(You cannot exchange a schooner or the preprinted starting catboat.)* Return the Ship from your Fishing track to the board *(it can be reacquired)*. Move the remaining Ships on your Fishing track as far to the left as possible. Then add the new Ship to the right. You may not use the Harbor Master if your Fishing track is fully occupied.

Investor *(14*, 3-5 players)*
You can use the Investor in place of the Carpenter, placing her at the bottom of a random Elder stack. Unlike the Carpenter, the Investor is also used in games with 3 or 4 players.
Remove a Building on your Harbor board from play. *(You may even choose a Building that does not occupy a Building space, like the "Stilt House" from the Mackerel deck.)* Then add 1 gold to your personal supply. Afterward, you may take either a "Build a Ship" or "Build a Building" action. You may not build first and then take the gold. You may not use the Investor if you do not have any Buildings.

Pisciculturist *(12, 4-5 players)*
Add 3 fish and an additional 1 fish for each Elder in your Elder Council *(including the Pisciculturist)* to your personal supply.

Pond Builder *(03, 1-5 players)*
Take 4 fish and an additional 1 fish for each Building on your Harbor board into your hand. *(Buildings that do not occupy a Building space, like the "Stilt House" from the Mackerel deck, also count.)* Distribute the fish as you would in the Fishing Phase *(Phase I, see page 6 or the overview on your Elder Council).*

Ranger *(16, 5 players)*
Add 3 wood to your personal supply. You may then take a Forest from the general supply and place it on a free or forested double space of your Harbor board. *(It does not matter how many Forests are already on the space.)*

Sailor *(05, 1-5 players)*
Take a "Serve Fish" action, serving fish to one or more plates. Take the usual 1 gold and an additional 1 wood for each newly served plate and place the gold and the wood in your personal supply.

Ship Owner *(18, 5 players)*
Sell exactly one Ship from your Fishing track: either a sloop for 2 gold, a cutter for 4 gold, or a schooner for 7 gold. *(You cannot sell the preprinted starting catboat.)* Take the gold from the general supply and place it in your personal supply. Return the sold Ship to the supply board *(it can be reacquired)* and move the remaining Ships on your Fishing track as far to the left as possible.

Silviculturist *(09, 3-5 players)*
Add 1 wood to your personal supply. You may then take either a "Thin Out" or "Reforest" action.

Sponsor *(17, 5 players)*
Take an "Issue a Share" action. Take the usual 2 gold and an additional 3 fish from the general supply and place the gold and the fish in your personal supply.

Steward *(08, 3-5 players)*
Add 2 wood to your personal supply. You may then take a "Transfer Reserve" action.

The Old Man *(promo, 1-5 players)*
See box on how to use this card.
In each Fishing Phase *(Phase I, see page 6 or the overview on your Elder Coucil)* following a round, in which you used the Old Man, you do not get any fish. Instead, you get 1 gold per issued Share that you have and you must distribute that gold as you would fish. If you use the Old Man in round 7, nothing happens. The Old Man has only one fish space, i.e., whenever you would place fish *(or gold)* on him, place it in the general supply instead.

Tour Guide *(12*, 4-5 players)*
You can use the Tour Guide in place of the Pisciculturist, placing her on the bottom right space, on top of the Harbor Master.
Take a number of fish from the general supply equal to the number of Buildings on your Harbor board and place the fish in your personal supply. *(Buildings that do not occupy a Building space, like the "Stilt House" from the Mackerel deck, also count.)* You may not use the Tour Guide if you do not have any Buildings.

> **The Forgotten**
> Shuffle the 4 promo elders *(with an "L")* and place them face up in a pile next to the supply board. When "Taking an Elder", you can take the top Elder from the pile instead of one from the supply board.

BUILDINGS

Every Building falls into one of six categories, depending on its effect. The categories follow from the card texts but they are also color-coded *(background color of the box with the card number)*.

- **Anytime:** You may carry out the effect at any time during the game, even outside your own turn, but before scoring begins. If you are in the middle of an action, you must first complete that other action before you may use this effect.

- **Immediately:** Carry out the effect right after you build the Building. You may decline the effect. If you do, you may not carry it out later.

- **Once:** The effect requires a certain condition to be met. When it is, carry out the effect immediately and only once. If you are in the middle of an action, you must first complete that other action before you may use this effect. If the condition is met when you build the Building, carry out the effect immediately.

- **Special Ability:** This category is for all Buildings that do not fit in any of the other five categories. Most of these Buildings provide ongoing effects *(like discounts)*.

- **Victory Points:** These Buildings usually do not have any meaningful effect other than being worth a lot of Victory Points at game end.

- **Whenever:** These effects can be used over and over again *(e.g., each time a certain action is taken)*. Only you can trigger the effect; it does not trigger on another player's turns. If you are in the middle of an action, you must first complete that other action before you may use this effect.

If multiple effects are triggered at the same time, you may choose the order in which you carry them out.

With this information and the effect glossary on the following page you should be able to figure out on your own what each Building card does. If you are ever unsure, you can check out the detailed appendix on our website, using the QR code shown at right.

GLOSSARY

The following explains some frequently used phrases and symbols. You will encounter most of these on the Building cards. Some of them are also used on the Elder cards and action spaces.

Immediately:

A **colon** tells you when or where a certain effect is triggered. The time or place is stated to the left of the colon *(e.g., right after you play the card)*; the effect is stated to the right of it.

+3 wood

A **plus sign** is either preceded or followed by a number. If preceded, it means "or more" *(e.g., "4+" means "4 or more")*. If it is followed by a number and good, you may take the indicated number of goods from the general supply and place them in your personal supply *(e.g., "+2 wood")*.

4 wood ➤ 1 gold

A **right arrow** indicates that you may exchange the goods shown to the left of the arrow for the goods shown to the right of it. Unless stated otherwise, you must always exchange goods from your personal supply for goods from the general supply. You may do this **exactly once** unless you are using an "Anytime" effect *(see page 19)*. The right arrow is also used in the context of removing a Forest.

2 wood & 2 fish

When you are supposed to pay or get multiple types of goods, the different types are connected by an **ampersand**.

1st/2nd/3rd worker: -1/+1/+2 fish

Slashes indicate that only one of several options apply. Corresponding options occupy the same position within their group of slashes. *(Example: "If A/B/C, then a/b/c" means a follows from A, b from B, and c from C.)*

? = haul size

A **question mark** is used with variable Building costs. What value the question mark stands for is described on the Building card.

*2 VP per ship

An **asterisk** indicates that the Victory Point value *(VP)* of a Building depends on a condition. The condition is described on the Building card.

Build a Ship

Actions are denoted **in italics.**

Other terms:

free ↔ empty
A Building space is considered free if it does not contain a Building or Forest.
A Fishing track space is considered free if it does not contain a Ship *(or Building)*.
If a space just contains goods or other tokens, it is considered free.
A space is empty if it literally contains nothing *(not even goods or other tokens)*.

or ↔ and/or
On the cards, "or" always means "either … or …".
"A and/or B", on the other hand, always means "A or B or both".

Remove a Forest
Whenever you are supposed to remove a Forest, you may remove a Forest from anywhere on your Harbor board—either from a double space containing a single Forest or from a double space containing multiple Forests. Return the removed Forest to the general supply.