



**JOHANNES GOSLAR
AND
ROLAND GOSLAR**



A GAME OF JARLS

**FOR 2 TO 4
BRAVE
NORTHMEN,
12 YEARS OLD
AND UP,
WITH 30 TO 60
MINUTES TIME
TO PLAY.**

OVERVIEW

*Far to the north, off the northwest coast lies a cliff-ringed island:
Rugged mountain ridges, deep fjords, dark forests, surrounded by black waters.
Long ago, the Northmen lived here. As workers, they lumbered wood, hunted salmon,
and mined for ore. A hard life. As soon as they saw a weakness, though,
the clan banded together, attacking the next settlement. Some died,
the surviving warriors stand fast und challenged the old jarls.*



Each player leads a clan.
He starts with a jarl and a warrior in
a settlement. Turns are taken clockwise.

A typical game turn consists of **3 STEPS**:

1 PLACE WORKERS

Starting from settlements with own warriors
new workers are placed on land or sea spaces.

2 ATTACK SETTLEMENTS

If thereby a settlement without own war-
riors is touched an attack starts. Some attackers
will stay as warriors, some will die and rest on
the dragon boat.



3 COLLECT POINTS

If afterwards the dragon boat is
full a scoring is triggered. Points are
awarded for deliveries to settlements or
for warriors in settlements.



TABLE OF CONTENTS

Overview.....	1
Game Setup	2-3
Units, Connections and Alliances	4
Gameplay	5
Turn A: Place New Workers	5
0.) Play 1 Treasure Tile	5
1.) Place 1 to 3 New Workers	6
2.) Attack or Merge	7
3.) Trigger a Scoring	8
Turn B: Challenge a Foreign Jarl	9
Neither A or B: Trigger a Scoring	9
Scoring Execution	10
1 st and 3 rd Scoring : Resources	10
2 nd and 4 th Scoring: Warriors	11
Final Scoring: Treasures	12
Game End and Winning	12

GAME MATERIALS

- 8 land tiles (front 1 – 8, back A – H)
- 8 settlements
- 36 treasure tiles
- 100 men (25 in each of 4 colours)
- 8 jarls (4 neutral, 4 coloured)
- 1 small dragon boat
- 8 fishing boats
- 11 summary tiles (German/English)
- 1 scoring board
- 1 scoring marker
- 4 50/100 point tiles
- 1 rule booklet (German/English)

GENERAL GAME PREPARATION AND SETUP FOR 2 PLAYERS

0



STANDARD ISLANDS

All land tiles are marked from 1 to 8 on their standard side and A to H on their wild side. On 3 summary tiles are standard islands for 2, 3 and 4 players. Dragon boat, land tiles, settlements and starting places are preset. Setup steps 1, 2, 3 and 9 are skipped. Beginners should play with 2 or 3 players. Advanced players should create their own island following steps 1 to 3 and choose their own starting settlements.

6



STARTING TREASURE TILES

Each player takes 1 of each of the 3 different treasure tiles and places them, face down, in front of themselves.



Negotiator



Two Regions



Many Men



Treasure symbols are unimportant at the start.

1



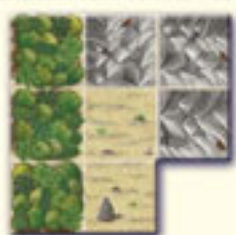
SMALL DRAGON BOAT

The small dragon boat is placed in the middle of the playing area. It occupies 1 sea space.

The **SMALL DRAGON BOAT** consisting of 5 parts, has to be assembled before the first game, like this:



2



VARIABLE ISLAND

Around the small dragon boat some land tiles are placed. Their number is equal to the number of players plus 4:
2 players = 6 tiles | 3 players = 7 tiles | 4 players = 8 tiles.

All land tiles together form an island, surrounded by the sea. Each land tile is made up of 8 land spaces. The small dragon boat must be adjacent to at least one land space. All land tiles must touch each other along edges. All land tiles must touch at least one sea space. The island should not be long and narrow.

Note: Land tiles have a standard side with 3 regions of size 2, 3, and 3. The back sides marked with letters (A to H) have more extreme distributions. We recommend using the standard sides (1 to 8) to start and then trying the back sides later, together with certain neutral jarls. On www.kronberger-spiele.de you will find further scenarios and tips.

3



VARIABLE SETTLEMENTS

1 Settlement is placed onto each land tile. Settlements must be adjacent to at least one sea space.

Settlements must be at least 2 spaces (land and/or sea spaces, horizontally and/or vertically) away from other settlements and from the small dragon boat.

After placement, each land space should be horizontally or vertically adjacent to at least one identical space. Settlements should not be placed onto karst spaces with stone piles.

4



SCORING BOARD

The scoring board with the large dragon boat and the 50/100 victory point tiles are placed next to the island. The scoring marker is placed onto the first scoring.



5



FISHING BOATS

Neutral fishing boats are placed in the general supply. Their number is equal to the number of players plus 4:

2 players = 6 boats | 3 players = 7 boats | 4 players = 8 boats

Treasure Supply

Small Dragon Boat

Settlement with Neutral Jarl

Forest Space

Scoring Summaries

24 Men and 3 Treasures in MALIN'S Supply

6 Neutral Fishing Boats

Sea Spaces

7

NEUTRAL TREASURES

The remaining treasure tiles are shuffled.

A treasure token is placed face down onto each free karst space with a stone pile. The remaining treasure tiles are placed in a face down supply.

8

CLANS

Each player takes one Jarl and 25 men in the same colour. Each player places one of their men as a scoring man onto space 0 of the scoring board.

9

STARTING SETTLEMENTS

The youngest player starts. Clockwise in turn order, each player places one of their men (as a warrior) together with their jarl into the unoccupied settlement of their choice.

The chosen settlements should be close to the small dragon boat as well as already-occupied settlements.

10

NEUTRAL JARLS

A neutral, colourless Jarl should be placed onto each unoccupied settlement.

11

UN-USED JARLS

Extra coloured jarls should be placed onto the empty spaces with the lowest numbers in the large dragon boat.

12

SUMMARIES

The scoring and the game summaries should be placed within easy reach of the players.

13

CLEAN UP

Any unused land tiles, settlements, fishing boats, and men should be returned to the game box.

ADJUSTMENT FOR NO. OF PLAYERS

Setup is always the same, except that each additional player requires 1 more land tile and 1 more fishing boat, and 1 jarl less placed onto the large dragon boat. Suggested setups can be found on the overview tiles and in the internet.

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SUMMARY OF UNITS, CONNECTIONS AND ALLIANCES

Before explaining the gameplay itself, 3 key concepts how to play **NORD** are explained. For better understanding its best to skim over the gameplay (pages 5 to 7) and then comeback to these definitions.

UNITS

There are several components that influence each other: **settlements** and their **gates**, **jarls**, **men**, **warriors**, **workers**, and the **dragon boat**.



Settlements and Gates: Settlements exist from the start of the game. Each settlement has 4 gates through which it gets connected. Settlements and gates are not owned by any player.



Jarls: A jarl is the leader of a settlement. At the start of the game, there is a jarl in each settlement. There are neutral jarls and jarls belonging to players.



Men: All figures a player has in his supply, which can be placed as workers are men.



Worker: A worker is a man located either on a land space (as a land worker) or a sea space (as a sea worker with a fishing boat).



Warrior: A man posted in a settlement is called a warrior. Multiple warriors from a single player in one settlement are stacked to posts. They are never stacked together with jarls.





Dragon Boat: The small dragon boat starts the game on a sea space. It is connected to, much like a settlement, across the four edges of the sea space it is on. The dragon boat does not belong to any player.

CONNECTIONS

Connections between workers and settlements make placing new workers as well as resource / food deliveries possible. Connections also determine how alliances are formed and how attacks are resolved. The player a worker belongs to is irrelevant in terms of connections and alliances.




Each worker is connected to every other worker as well as settlement gates located on vertically or horizontally adjacent tiles.

In the examples, this is illustrated by a cross  beneath each worker along with plus signs  at each possible connection location.



Settlements are never considered to be connecting something, although they can become connected through workers adjacent to their gates.

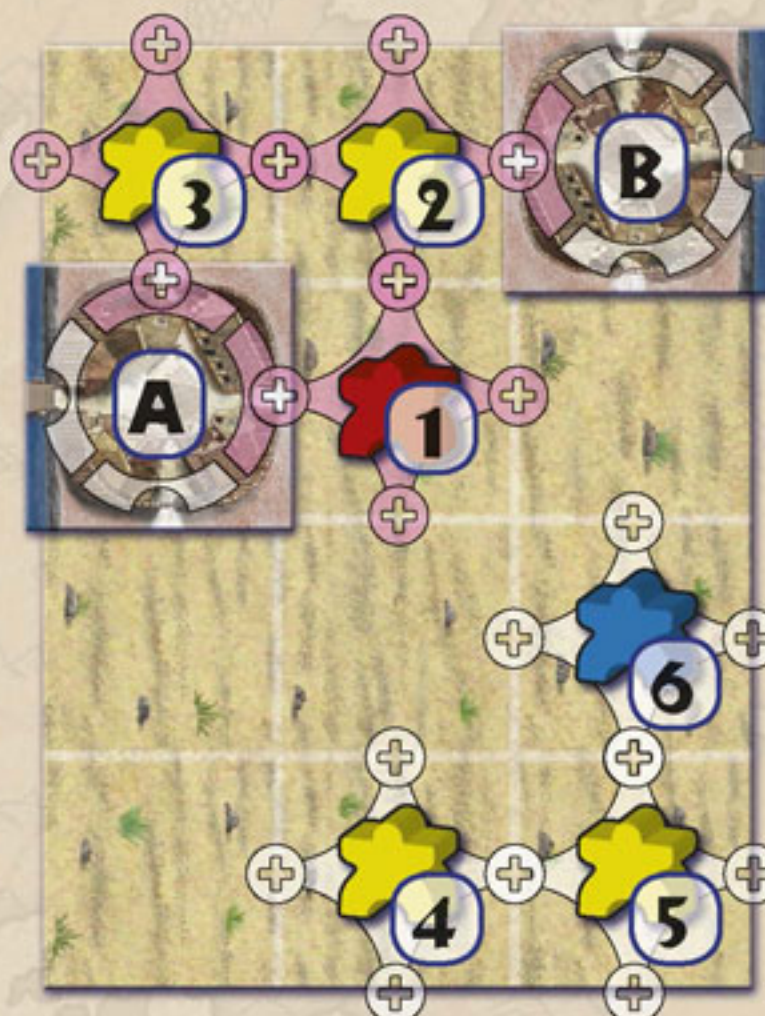
In the examples this is illustrated by 4 tiles  with connection locations corresponding to the gates within the settlement walls.



Warriors posted in settlements as well as jarls are never considered to form a connection or to be connected!



The small dragon boat also never forms a connection, but can be connected to something (exactly like a settlement).



Workers **1**, **2** and **3** are connected to each other as well as with settlements **A** and **B**.


All connected units are coloured **pink**.

Workers **4**, **5** and **6** are connected to each other but not with any settlements.

ALLIANCES

Each group consisting of at least one settlement gate and at least one worker connected to each other is an alliance.


Workers can only be part of a single alliance.

In the examples, the cross and all plus signs  must be of the same colour.

Workers not connected to a settlement are neutral and do not belong to any alliance. They are coloured **white** in the examples.

A gate can only be part of a single alliance.

But settlements can be part of multiple alliances.

Each gate  can be part of a separate alliance with different colours.



Worker **1** and worker **2** are connected to each other as well as with the right side gate from settlement **A**. The connected units that make up this **alliance** are coloured light blue.



Workers **1** and **2** are both connected to settlement **A** but not to each other. There is therefore **Alliance I** that includes worker **1** and settlement **A** as well as **Alliance II** that includes worker **2** and settlement **A**. There are also two unconnected **white** gates.

GAMEPLAY

The youngest player begins.

Play is in clockwise direction.

The active player must decide to either carry out

Game Turn A: Place New Workers or

Game Turn B: Challenge a Foreign Jarl.

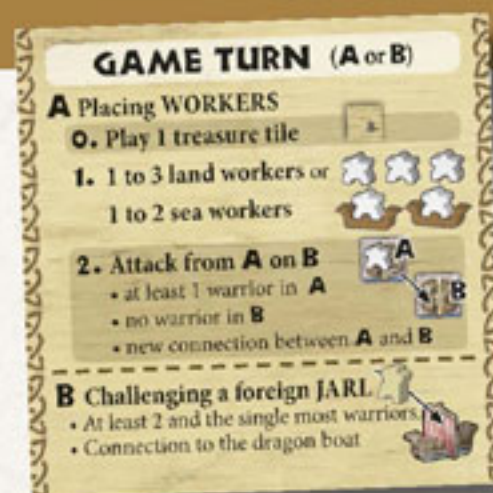
In both cases a scoring may occur.

If the active player is not able to carry out either option, then a scoring is immediately carried out.

The game ends after the fourth scoring and a subsequent game end scoring.

The winner is the player with the most points.

If the game is not over, then play continues with the next player in clockwise direction.



Note: Before choosing what to do on your turn, it is worth checking to see what scoring is next to occur and how soon it will take place.

For a resource scoring it is important to connect mountain and forest workers with your own posts. For a warrior scoring you need to look after feeding your warriors.

In both cases it can make sense to think how best to disrupt your opponents' connections and warrior majorities in settlements.

GAME TURN A: PLACE NEW WORKERS



Placing new workers takes place in multiple steps in a fixed order.

Step 1 is the only step that must be carried out.

Step 0: Play 1 Treasure Tile

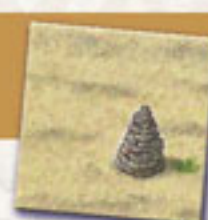
Step 1: Place 1 to 3 New Workers

Step 2: Attack Settlement or Merge Alliances

Step 3: Trigger a Scoring

After the turn is completed, the next player in clockwise direction takes their turn.

AO: PLAY 1 TREASURE TILE



Players receive treasure tiles at the start of the game and when placing new workers, which are kept face down in front of themselves. Treasure tiles can either be played as an action or be hoarded for points at the end of the game.

If the active player chooses game turn A, then he may play **exactly 1 treasure tile** before placing his new workers.

Treasure tiles, once played, are added to an open discard pile. Once the face-down supply is exhausted, the already-played tiles are shuffled face-down and placed as a new supply.

There are 3 different actions that treasure tiles can be used for:



Negotiator: The player moves one of his own warriors from one settlement to another. Both settlements must be connected through workers.



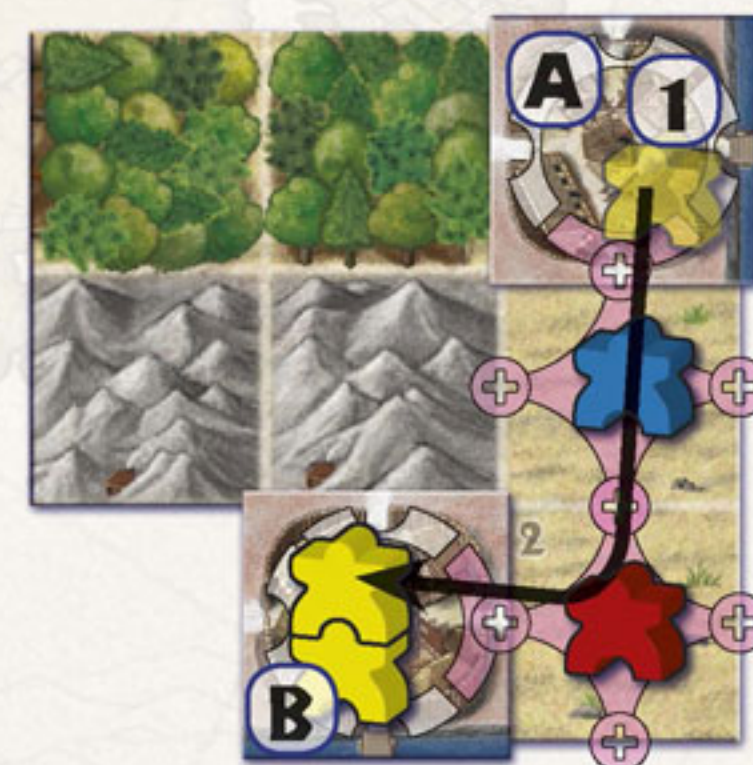
Two Regions: The player can place new land workers onto two different regions this turn (mountain, karst, or forest). All new workers must still be adjacent to each other as per the usual placement rules.



Many Men: The player can place up to 5 land workers on adjacent spaces in one region or up to 3 sea workers with boats onto adjacent sea spaces.



Important: If the active player has no more workers to place, then he is not allowed to play a treasure tile. If possible, he must instead challenge a jarl or a scoring is triggered.



SIMON plays a negotiator tile and moves his warrior within the **pink alliance** from settlement **A** to settlement **B** using a connection.

A1: PLACE 1 TO 3 NEW WORKERS

If the active player chooses game turn A, then he must take men from his supply and place them as new workers. He can choose to either place

- 1 to 3 land workers or
- 1 to 2 sea workers.

The active player may never place both a land worker and a sea worker during the same turn (also not on by using a two-regions treasure tile).



The active player must place at least one worker, additional workers are at their choice.

When placing the active player must keep two rules in mind:

- 1.) All new workers must be connected directly or by any workers with a settlement in which the active player has at least 1 warrior. The new workers either form a new alliance or extend an existing alliance.
- 2.) All newly placed workers on a single turn must be placed into a single region. They must be horizontally or vertically adjacent to each other. They can only be placed onto empty spaces (i.e. without workers, as on each space there can only 1 worker be present).



Land worker means that the worker is placed onto a mountain, forest, or karst space.



Sea worker means that the worker is placed, along with a fishing boat from the general supply, onto a sea space. Should there be no more fishing boats left in the supply, then no sea worker can be placed.



If the player places a land worker onto a **karst space** with a **treasure tile**, then he **claims the tile**, placing it face-down in front of himself. Newly claimed treasure tiles can first be used in the player's next turn.

EXAMPLE FOR PLACEMENT 1

When **RED** places a sea worker with fishing boat onto space 4 or 5, then **RED** can place one additional sea worker with fishing boat onto either the 4+ or 5+ spaces.

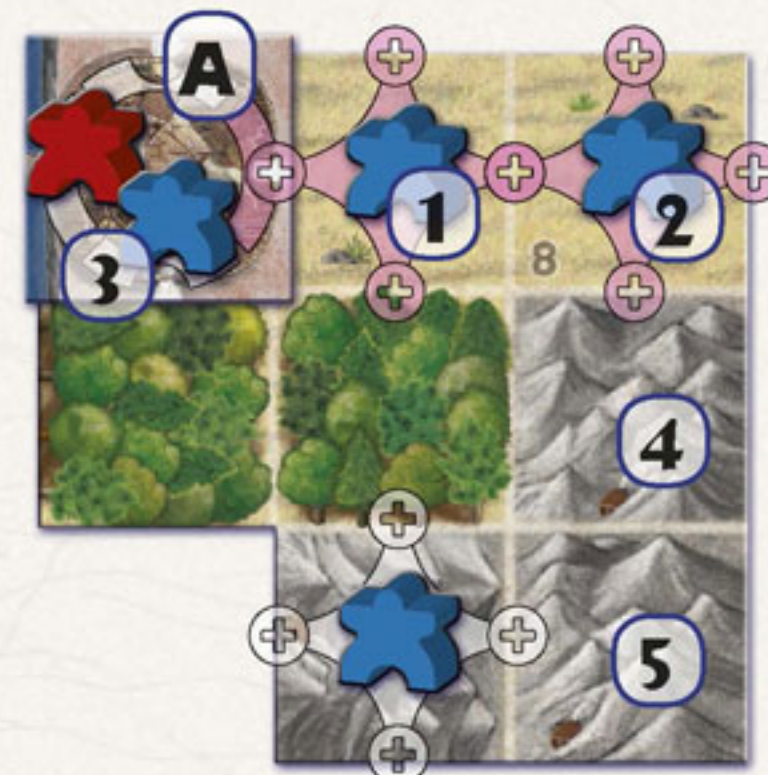
When **RED** starts on a mountain space 2, then **RED** can place 1 additional worker onto a neighbouring 2+ spaces. This would connect a second gate to the **light blue alliance**.



When **RED** starts on karst space 3, then **RED** claims the treasure tile and can't place an additional worker.

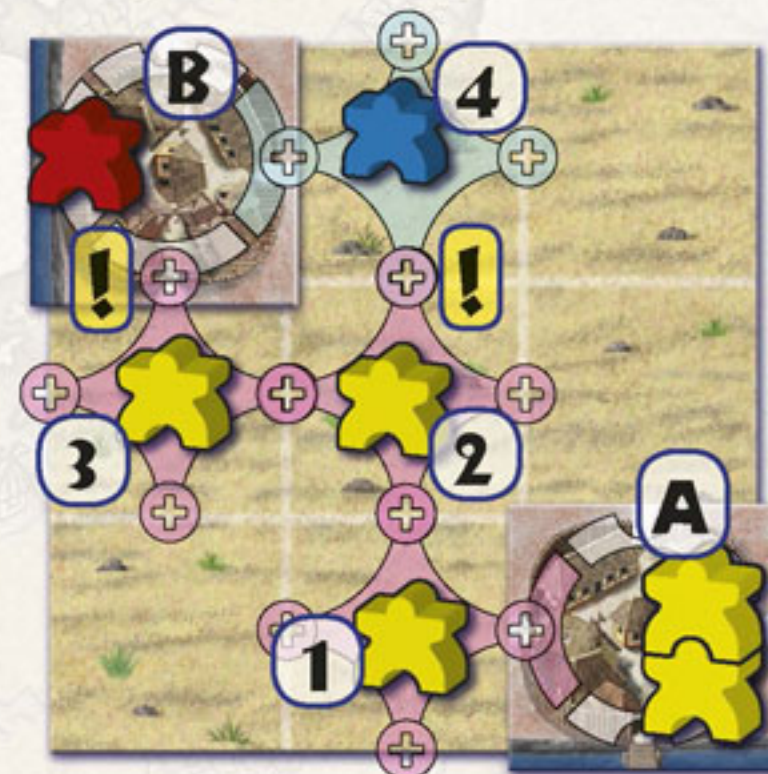
When **RED** places his first land worker onto forest space 1, then **RED** can place 2 additional workers onto the neighbouring 1+ forest spaces.

EXAMPLE FOR PLACEMENT 2



TORBEN places 2 workers (1 and 2) onto a mountain space horizontally adjacent to settlement A, in which he has warrior 3 posted. He cannot add another worker to mountain space 4, as it is not part of the karst region into which his first worker was placed. He couldn't start on space 5, as it is not connected to his warrior 3.

EXAMPLE FOR PLACEMENT 3



SIMON has a warrior posted in settlement A. He places workers 1, 2, and 3 onto adjacent karst spaces. The **pink alliance** consisting of these three workers as well as A's left hand gate is formed.

! But note: Worker 2 is also touching worker 4 in the **light blue alliance**, while worker 3 is touching the white gate from settlement B.

Whenever an alliance touches other alliances or a gate, a conflict occurs, marked with a **!**.

All conflicts must now be resolved. Exactly how this is carried out is described in the next section.

A2: ATTACK SETTLEMENT OR MERGE ALLIANCES

A CONFLICT

Whenever a worker is placed, a new alliance is formed or an existing one is expanded. When placing workers, one or more other settlements or alliances may be touched. Conflicts occur at the touch points (noted in the examples with !).

Conflicts can be resolved in 2 ways:

- either the active player must attack a settlement
- or he must merge the affected alliances.

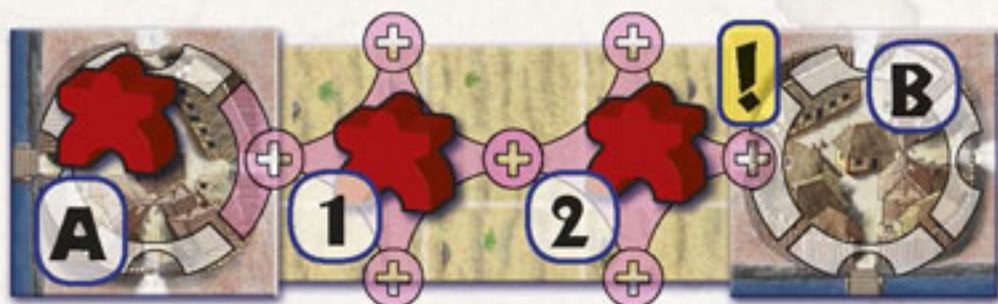
A merger is only carried out when it is not possible to carry out an attack.

SETTLEMENT A ATTACKING SETTLEMENT B

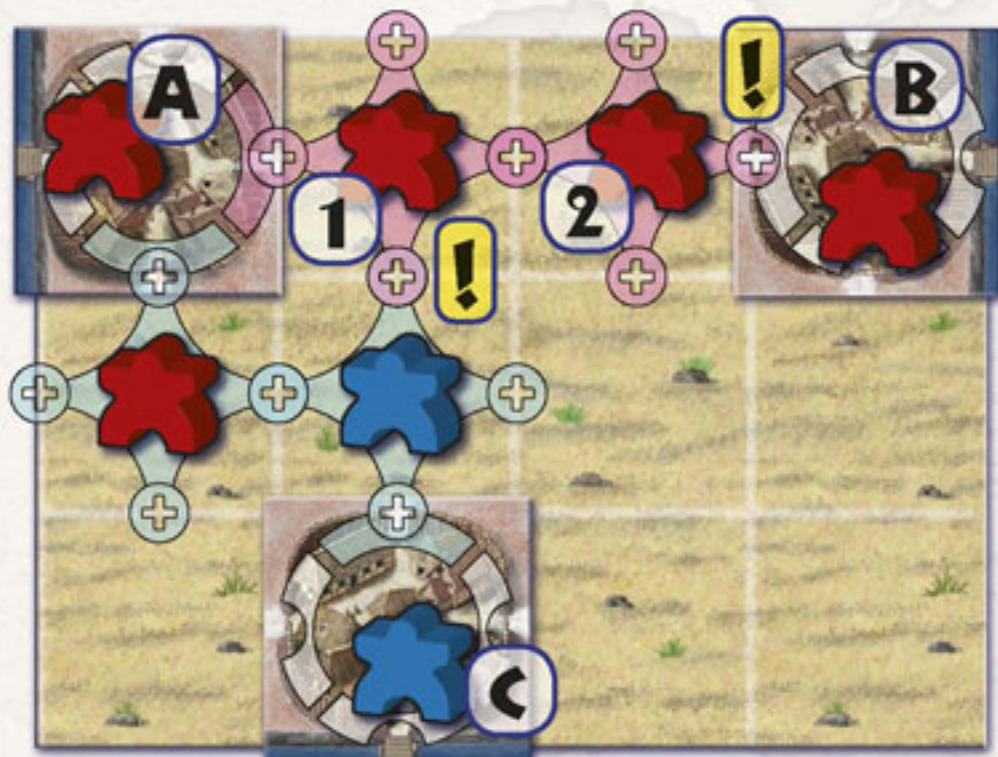
The active player can and must attack when 4 requirements are met:

1. He has got at least **1 warrior** in a start settlement **A**.
2. He **has not got any** warriors in a goal settlement **B**.
3. A and B were **not connected** at the start of his turn.
4. He **connects A and B** by placing his new workers.

If, after the first attack, a second attack is possible, then it too must be carried out. Should multiple attacks be possible, then the active player must choose one. An attack does not need to originate from the expanded alliance. It can involve any possible pair of alliances and settlements that now touch as a result of a new worker placement.



A simple attack: **RED** places workers **1** and **2**, expanding out from settlement **A** building the **pink alliance**. Worker **2** is connected to a **white gate** from settlement **B**, in which **RED** has no warrior posted. There are just one start settlement **A** and just one goal settlement **B**. They were not connected at the start of the turn. **RED** attacks.



An attack between non-expanded settlements or alliances: **RED** would like to merge **A** and **B**. **RED** places workers **1** and **2**, expanding out from **A**'s right hand gate building the **pink alliance**. The new workers however also connect settlement **B** with the **light blue alliance** involving **A** and **C**. **RED** must therefore use **B** to attack settlement **C**, in which **RED** has no warrior posted.

RESOLUTION OF AN ATTACK ON A SETTLEMENT

- 1) The active player chooses a **start settlement A** from which he would like to attack. He must have at least **1 warrior** posted in the chosen settlement.
- 2) He chooses a **goal settlement B** to attack. Settlement **B** cannot have a warrior posted who belongs to him, and cannot have been connected with **A** before the conflict occurred.
- 3) He takes all workers who belong to him from the shortest new connection between **A** and **B** and places them as attackers. If there is more than one shortest connection between **A** and **B**, then he chooses one of them.



- 4) He uses all of the attackers to attack:
 - The **first attacker** is placed onto the empty space with the lowest number in the large **dragon boat** (scoring board).
 - The **second attacker** is posted into **goal settlement B** as a warrior.
 - The **third attacker** is posted into **start settlement A** as a warrior.
 - The **fourth attacker** dies and takes the next empty space in the large **dragon boat**.
 - The **fifth attacker** is posted by choice into either **start settlement A** or **goal settlement B** as another warrior.
 - The **sixth and all additional attackers** are returned to the active player's supply.

Note: Players always place as many workers as they wish to first. Only then are checks for possible attacks made.

Hint: It is easy to miss that all requirements for an attack have been filled when placing workers. All players should be paying attention to check whether an attack must be carried out. If the active player did not actually intend for the attack to take place, then he may take the workers back.



As a visual aid, it is useful to place new workers on their sides until after attacks have been resolved.

Notes: No connection to the small dragon boat is necessary.

Attackers who are killed and added to the dragon boat are not worth any points!

If the dragon boat is full, then the attackers are returned to the attacking player's supply instead.

Identically-coloured warriors in settlements must be stacked. Together they form a single post. Jarls are never stacked.

Important: Attacks are the only way to post new warriors in settlements. The most effective way to accomplish this is with attacks using either 3 or 5 attackers.

MERGING NEWLY CONNECTED SETTLEMENTS AND ALLIANCES

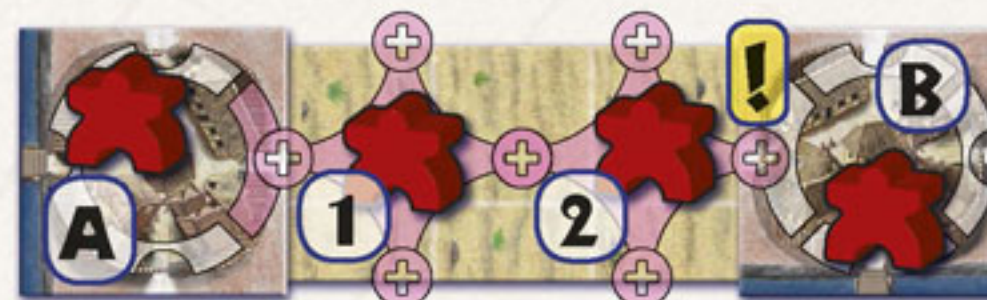
In the event that no attack can take place, then the newly connected settlements and alliances are merged. This happens in two cases:

- Case 1: There is at least one warrior of the active player in every settlement that belongs to all newly connected alliances.
- Case 2: All possible start settlements A were connected to all possible goal settlements B prior to the conflict being triggered.

A3: TRIGGER A SCORING

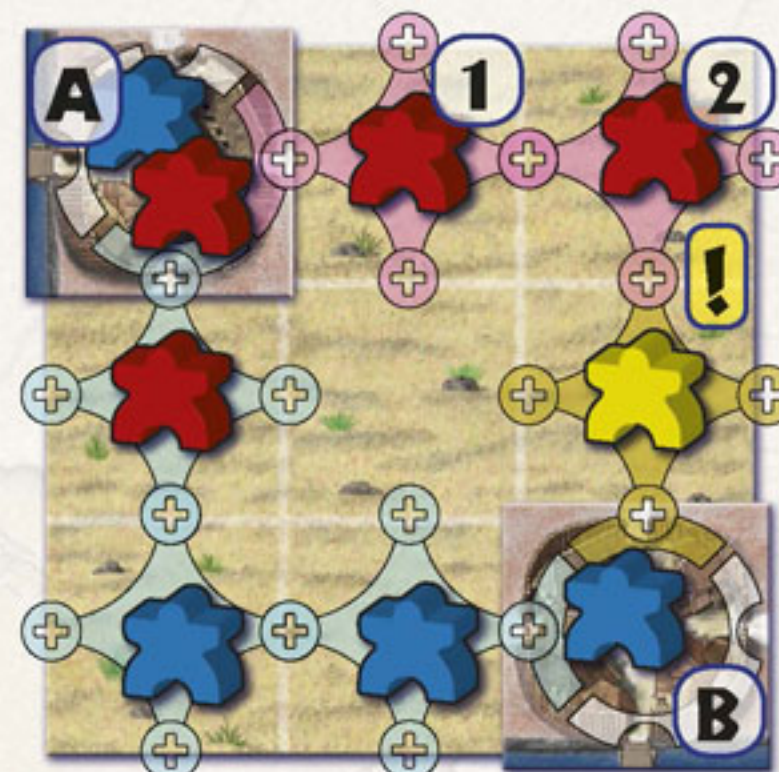
Full dragon boat: Should all spaces in the large dragon boat be filled once all possible attacks have been carried out, then a scoring follows. This can be a resource or a warrior scoring. The way that scoring is carried out is explained after game turn B has been described.

After carrying out a potential scoring then the next player takes his turn.



Case 1 (no goal settlement):
RED sets out from **A**, placing workers **1** and **2**.

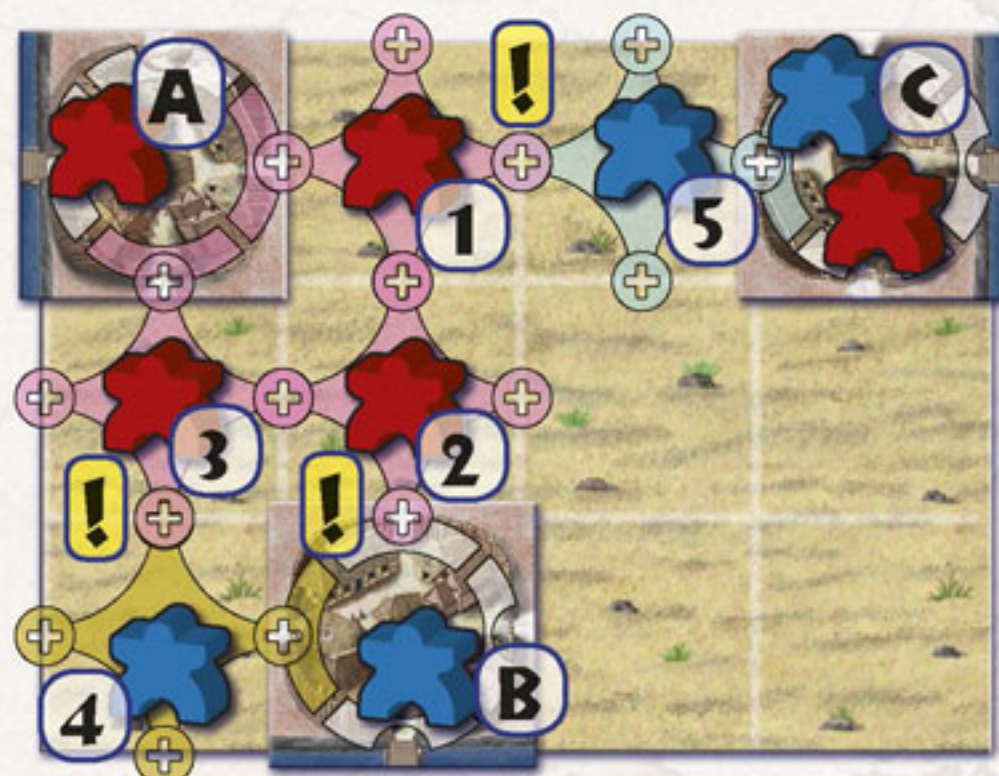
! Worker **2** is connected to **B**'s white gate. **RED** has a warrior posted in **B**. No attack is possible: **Pink** and the **white gate** merge.



Case 2 (all settlements connected):

! **RED** sets out from **A**, placing workers **1** and **2**. Worker **2** is connected to the **dark yellow alliance**. **RED** cannot attack goal settlement **B** from start settlement **A** without a warrior, as **A** and **B** were connected prior to the workers being placed. **Pink** and the **dark yellow alliances** merge.

EXAMPLE: ATTACK, MERGER, AND NO SCORING



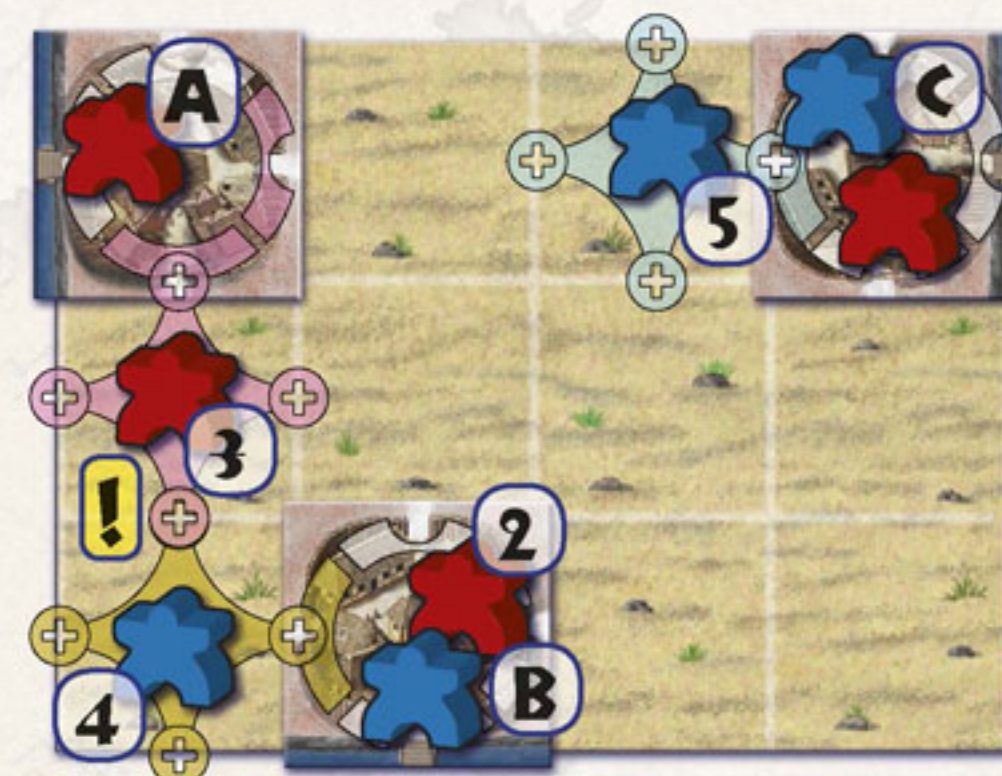
RED sets out from the right hand gate of **A**, placing workers **1**, **2**, and **3**. This automatically connects with **A**'s lower gate.

All 3 settlements are newly connected with each other.

RED does not have a warrior in **B**. **RED** must decide how to attack: from **A** (Case 1), or from **C** (Case 2).

Case 1 (Attack from A to B):

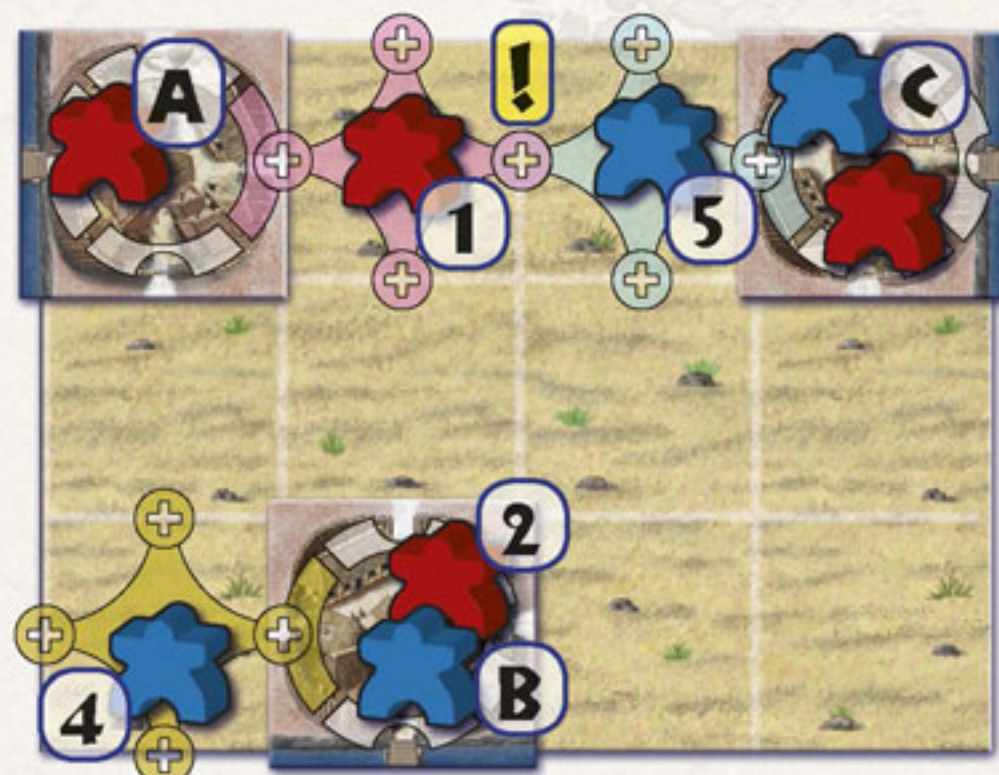
RED has three equally short connections between **A** and **B** to choose from: **A-1-2-B** or **A-3-2-B** or **A-3-4-B**. **RED** chooses **A-3-2-B** and removes workers **3** and **2** for the attack.



Case 2 (Attack from C to B): There is only one shortest connection **C-5-1-2-B**. **RED** removes workers **1** and **2** for the attack.



Worker **3** is added to the dragon boat, worker **2** is posted in settlement **B** as a warrior.



After this attack there is still a new connection between **A** and **C**. As **RED** already has a warrior posted in each of these settlements, the remaining **pink alliance A-1** and the **light blue alliance** merge, becoming **A-1-5-C**.




Worker **1** is added to the dragon boat, worker **2** is posted in settlement **B** as a warrior. After this attack there is still a new connection between **A** and **B**. However, thanks to the newly-posted warrior in **B**, there is no longer a goal settlement. The **pink** and **dark yellow alliances** therefore merge.



No scoring is triggered.

In both cases, only a single worker (either **3** or **1**) died and ended up on the dragon boat. As there are still two spaces left on the dragon boat, no scoring is carried out.

GAME TURN B: CHALLENGE A FOREIGN JARL

 The active player can use his entire turn to challenge a single foreign jarl. Players are only forced into challenging a jarl when „game turn A: place new workers“ is not possible.

Only a single jarl can be challenged each turn.

Players can never challenge their own jarls.

No treasure tiles can be played prior to challenging a jarl.

CHALLENGING A FOREIGN JARL

To challenge a foreign jarl, the following requirements must all be met:

- **Foreign Jarl:**
A **foreign jarl** must be located in a settlement.
- **Majority:**
The active player must have **at least two of his own warriors** in the settlement with the foreign jarl, and he must have more warriors than any other single player in the settlement.
- **Celebration of Death:**
This settlement must be **connected to the small dragon boat** by workers. These can belong to any player.

When all requirements are met and the active player chooses to challenge a jarl, then he places the jarl onto the lowest numbered empty space in the large dragon boat (scoring board).

POINTS

The active player scores points for defeating the jarl equal to the number on the boat space the jarl was placed onto. He moves his scoring man the corresponding number of spaces forward on the scoring board.

SCORING TRIGGER

Full dragon boat: If the defeated jarl fills the last empty space in the large dragon boat, then the next scoring is triggered.

After the jarl has been challenged and the scoring potentially carried out it is the next player's turn.

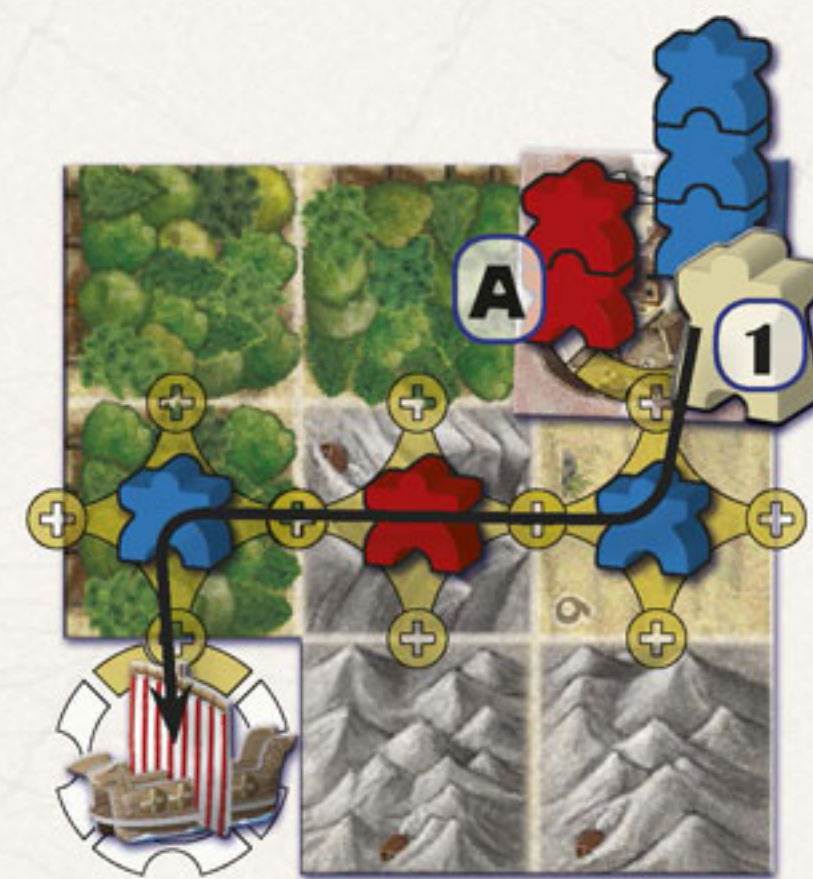
NEITHER A OR B POSSIBLE: TRIGGER A SCORING

When it is not possible for the active player to carry out either „game turn A: place new workers“ or „game turn B: Challenge a foreign jarl“, then the next scoring is immediately triggered.

This typically occurs when the active player has no men left in his supply and does not fulfil all of the requirements to challenge a jarl.

When the active player can only carry out one of the two possible turn options, then he must choose to carry that option out.

After scoring the next player in clockwise direction takes his turn.



MALIN cannot challenge the foreign jarl **1** in settlement **A** and move him to the small dragon boat, as she has fewer warriors in settlement **A** as **TORBEN**.

TORBEN, on the other hand, can fulfil all of the requirements at the start of his turn.

He takes jarl **1** and adds him to the large dragon boat, filling the last empty space in the boat.

He moves his scoring man forward 20 spaces.

As he exceeds 50 points he takes a 50 point tile.

50



Because the dragon boat is now full, a warrior scoring will follow, as the scoring maker **3** indicates.

SCORING EXECUTION

Scoring occurs a total of 5 times. Scoring is triggered when either

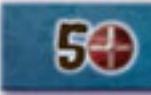
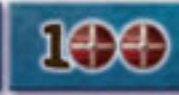
- all spaces in the dragon boat are full after game turn A, or
- all spaces in the dragon boat are full after game turn B, or
- a player cannot carry out either action A or B on his turn.

The first and third scoring awards points for **successful resource deliveries** to settlements.


The second and fourth scoring awards points for **successfully supplying food to warriors** in settlements.

Immediately after the fourth scoring, a final end of game scoring occurs for hoarded treasures.

Points are scored with the respective scoring men on the scoring board.

  As soon as a player scores more than 50 points, he takes a point tile with the 50 point side face up. Once that player passes 100 points, he turns the tile over to the 100 point side.

During scoring, some workers and warriors are also removed from the board, the dragon boat is emptied, and new treasure tiles are laid out.

 The scoring marker on the scoring board indicates which type of scoring will happen next. It is moved one space ahead at the end of each scoring.




FIRST AND THIRD SCORING: RESOURCES

Players score points when their workers in mountains and forests deliver resources to settlements that have enough of their warriors.

The following 3 requirements must be met for successful deliveries:

- The player must have **at least 1 warrior in the settlement** being delivered to.
- The player **cannot have the fewest warriors** posted to the settlement being delivered to. (Only players with warriors in the settlement are compared. The most warriors can never also count as the least.)
- The delivering workers must be **connected** to the settlement being delivered to.

Points: Players score points as follows for successful deliveries:

-   **1 point per forest region** for each settlement that the player's workers successfully delivered to.
-  **1 point per mountain space** for each settlement that the player's workers successfully delivered to.

CAVE-IN: After scoring points, all players return all mountain workers that successfully (!) made deliveries back to their respective supplies.

EMPTY THE DRAGON BOAT: Remove all men from the dragon boat, returning them to the players' respective supplies. Leave the **jarls** on the boat, removing any gaps by moving them backward to the smallest-numbered free spaces.

NEW TREASURE TILES: Treasure tiles are taken from the supply and added to each empty karst space that shows a stone pile symbol. Empty means: without a treasure tile and without any workers.

SCORING MARKER: Move the scoring marker forward to the next scoring.



If **SIMON** also had one warrior in settlement **A**, then **TORBEN** would have been able to deliver to settlement **A** as well, as he'd no longer have the fewest warriors there. This would score 4 more points and require him to remove worker **7**.

If **SIMON** had 2 warriors in settlement **A**, then neither **SIMON** nor **TORBEN** would be able to deliver to **A** as both then have the fewest warriors posted in **A**.



It is time for a **resource scoring**.

TORBEN scores nothing for settlement **A** as he has the fewest warriors posted there. He can deliver to settlement **B**. He scores 1 point for the two workers (**1** and **2**) in the same forest region and 1 point for his mountain worker **3**.

MALIN scores points for both settlements. One mountain worker (**4**) delivers only to settlement **A**, which scores her 1 point. Her other two mountain workers (**5** and **6**) both deliver to both settlements and score 4 points total. **SIMON** cannot make any deliveries and scores nothing.

TORBEN moves 2 spaces ahead on the scoring board, while **MALIN** moves 5.

All players then remove all of their mountain workers from the board, except worker **7**.

MALIN, SIMON and **TORBEN** then return their dead men from the dragon boat and shift the remaining jarls backward.

Finally a new treasure tile is added to the empty karst field **8** with the stone pile symbol and the scoring marker is moved forward.





SECOND AND FOURTH SCORING: WARRIORS

Players score points when their warriors in settlements are sufficiently supplied with food. Jarls do not score points and do not need any food supply.

Food supply: Each settlement itself, along with workers within its surroundings that are connected to the settlement, can supply food to all warriors in the settlement.

A **settlement's surroundings** are built by the 8 sea or land spaces orthogonally or diagonally surrounding it.



The **settlement itself** always supplies food to one warrior from each player.



Each **forest region** with at least one worker on a space within the surroundings can supply one warrior from each player as long as the worker is connected to the settlement.



Each **sea worker** with a fishing boat within the surroundings can supply one warrior from each player as long as the sea worker is connected to the settlement.

When a space counts as being in the surroundings of two settlements, then it can supply both settlements with food.

Unsupplied warriors: All players check to make sure that all of their warriors are supplied with food. Each warrior requires one food. All unsupplied warriors are immediately removed from the board and **returned to their respective players' supplies**. They are not (!) added to the dragon boat.

Points for SUPPLIED WARRIOR IN A SETTLEMENT: Each player scores points for the warriors they have left once unsupplied warriors have been removed. Points for **each settlement** are calculated as the **square of his total number of warriors supplied** in that settlement.

Number	1	2	3	4	5	6	7	...
Points	1	4	9	16	25	36	49	...

STORM: After points are scored, **all (!) sea workers are removed** from the board and returned to their respective players' supplies. All fishing boats are removed and returned to the general supply.



The **DRAGON BOAT** is then **EMPTIED** in the same manner as for a resource scoring (remove men, move jarls back) and **NEW TREASURE TILES** are added to empty karst spaces with stone pile symbols.

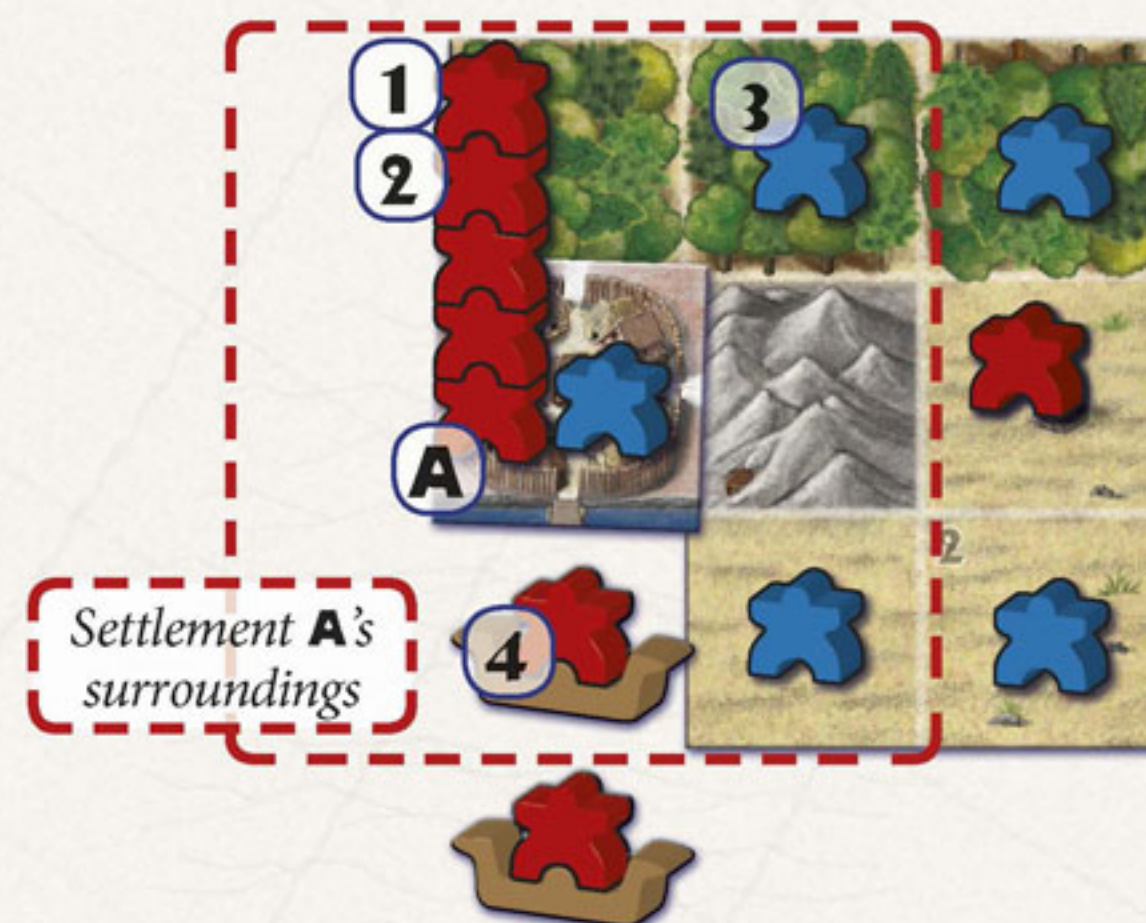
SCORING MARKER: Finally the scoring marker is moved to the next scoring. This can be either a resource scoring or the game end treasure scoring.

2.

4.

WARRIORS
for warriors for each settlement:

- Points: **SQUARE** of the total number of **WARRIORS** supplied
- Food supply: 1 food supply for each warrior
- In 3x3 region 1 food supply from:
 - the settlement itself • each fishing boat
 - Each forest region with a worker
- Storm: all sea workers and all fishing boats are returned
- Empty the dragon boat
- New treasure tiles



It is time for a **warrior scoring**.

Settlement **A** and its surroundings (**red border**) can feed 3 warriors from each player:

The settlement itself provides 1 food. The forest region with worker **3** provides 1 food, delivered by 5 workers. The sea space with worker **4** and the fishing boat also provides 1 food.

MALIN has 5 warriors in settlement **A**. She must remove the two unsupplied warriors (**1** and **2**) from the board before scoring.

MALIN scores 9 points (3×3) for having 3 warriors supplied with food.

TORBEN scores 1 point for his 1 warrior.

MALIN just then returns both of her sea workers to her supply. She returns the two fishing boats to the general supply.

The dragon boat is then emptied.



There is no room for a treasure tile on karst space **4**, as there is a worker on the space.



FINAL SCORING: TREASURES

After the fourth scoring players score points for the treasures they have hoarded.

There are 6 different treasure types, each of which is depicted on 6 treasure tiles: Axe, gold, hammer, helmet, goblet and sword.



Players score points for different treasure types as well as for identical treasures in their supply. A single treasure tile can score in both ways during final scoring.

Points for DIFFERENT TREASURE TYPES: For each treasure type a player has he scores at least 1 point each. If he has 4 or more different treasure types then he scores extra points, as shown on the following table:

Number	1	2	3	4	5	6
Points	1	2	3	5	10	15

Points for IDENTICAL TREASURES: For having at least 3 identical treasures, players score points equal to the square of how many identical treasures they have, as shown on the following table:

Number	1	2	3	4	5	6
Points	0	0	9	16	25	36

5. TREASURES

DIFFERENT TREASURE TYPES

Number	1	2	3	4	5	6
Points	1	2	3	5	10	15

IDENTICAL TREASURES

Number	1	2	3	4	5	6
Points	0	0	9	16	25	36



These are **MALIN'S** treasures. She has 4 different treasure types, scoring her 5 points. For each her 3 axes and her 3 helmets she scores 9 points. Her total is 23 points.



TORBEN has 4 hammers. He scores 1 point for his single treasure type and 16 points for his 4 identical treasures. His total is 17 points..



SIMON has 2 goblets. He scores only 1 point for 1 treasure type.

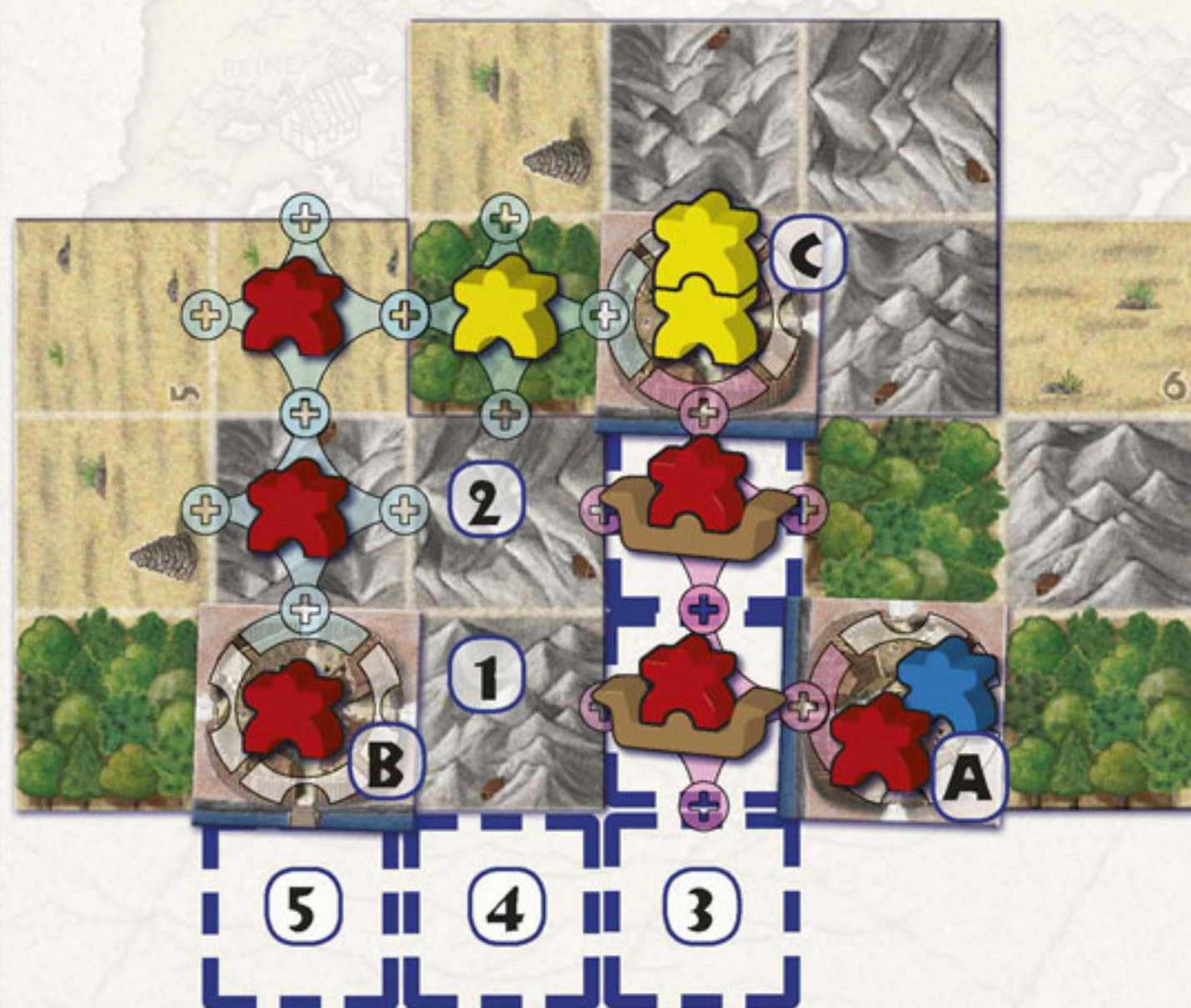
GAME END AND VICTORY

The game ends after the final scoring of treasures. The player with the most points is the winner.

In the case of a tie the player with the most treasure tiles in his supply is the winner.

If there is still a tie, then all players with the same number of points and treasures win.

ADDITIONAL EXAMPLES FOR ATTACKS, ETC. 3 SETTLEMENTS AND 2 ALLIANCES:



Alliance I: Settlements **A** and **C** are connected by workers and can therefore not attack each other.

Alliance II: Settlements **B** and **C** are also connected by workers and can also not attack each other.

WHICH PLAYER CAN ATTACK?

RED might like to attack **C** from either **A** or **B**, since **C** is the only settlement without a **RED** warrior, but since **C** is already connected to each, **RED** is not legally allowed to attack anywhere at the moment.

YELLOW might like to attack **A** or **B** from **C**, since **C** is the only settlement with a **YELLOW** warrior, but since **C** is connected to all other settlements already, no attacks are permitted.

BLUE could attack **B** or **C** from **A**, as **A** is the only settlement with a **BLUE** warrior, but since **A** and **C** are already connected **B** is the only settlement **BLUE** can legally attack from **A**.

HOW CAN BLUE ATTACK B FROM A?

BLUE could place two workers on spaces **1** and **2**. A new connection between **A** and **B** would be formed. However, since the worker on **1** is the only **BLUE** worker in the shortest connection, that worker would die and be added to the dragon boat. At that point all of the requirements for another attack would still be met and the **BLUE** worker on space **2** would die also.

Alternatively, **BLUE** could play a **many men treasure** tile and place three sea workers on spaces **3**, **4**, and **5**, as long as enough fishing boats are left. All three new workers would attack, allowing **BLUE** to post a warrior in each of **A** and **B**.

HOW CAN RED ATTACK ANYHOW?

RED could play a **Negotiator** tile and move a warrior from **B** to **C**. If **RED** then places a worker on space **2**, he would trigger an attack with 4 attackers thanks to the newly formed connection between **A** and **B**.