

A

Administration (Codfish, C354; Building cost: 3 wood, 3 fish; 0 or 6 VP)
During scoring at the end of the game, the Administration scores 6 VP if there is an equal number of Buildings and Ships on your Harbor board, including the preprinted starting catboat. (*Buildings like the “Stilt House” from the Mackerel deck that are not placed on Building spaces still count as Buildings.*)

Agency (Plaice, A406; Building cost: 2 wood, 2 fish; 0 VP)
Each time after you complete a “Build a Ship” action, you may exchange at most 1 wood and at most 1 fish in your supply for 1 gold each from the general supply. (*Consequently, you can get at most 2 gold per “Build a Ship” action from the Agency.*) You do not have to exchange the goods in this order. (*E.g., lacking wood in your supply, you could first exchange a fish for gold, getting wood via “Clearing” from the Mackerel deck, which you can exchange for gold right after.*) All of this also applies when you “Build a Ship” because of a different action (*e.g., via Buildings like “Boat Rental”, “Dry Dock”, and “Marina”*).

Alderman’s Office (Besøkende, B722; Building cost: 2 wood; 0 VP)
Once per Round, as one of your three turns, you may place a Worker on the Alderman’s Office to take a “Take an Elder” action. If you do, you may use the new Elder immediately, without placing fish from the Banquet Table on it. (*You may not place any fish on the Elder just this once; you must place fish on it, as normal, when using it in the future. You may use the Alderman’s Office even on the same Round you build it, just not on the same turn. Only you may use the Alderman’s Office—other players may not.*)

Alehouse (Salmon, A510; Building cost: 2 wood; 2 VP)
You may immediately (*and only once via this Building*) use an Elder in your Elder Council, without placing fish on it. (*It does not matter whether or not you have already used that Elder this Round. You may neither place a fish nor a Worker on the Elder, even if you wanted to. Consequently, you may use this effect even if the Banquet Table is empty.*) The Alehouse has no effect if you have no Elders.

Alluvial Forest (Plaice, A403; Building cost: 1 gold; 0 VP)
Immediately after each time you take a “Build a Ship” action, you must either pay or receive wood. If you take the action on your first Worker’s turn, you must return 1 wood from your personal supply to the general supply, if possible. (*You must pay the wood before you take a different action after the Worker action. If there is no wood in your personal supply by then, you do not have to pay any.*) If you take the action on your second and third Worker’s turn, take 1 and 3 wood from the general supply, respectively, and place the wood in your personal supply. (*Observe the wood limit in your personal supply.*) All of this also applies when you “Build a Ship” because of a different action (*e.g., via Buildings like “Boat Rental”, “Dry Dock”, and “Marina”*).

Amphitheater (Besøkende, C746; Building cost: 21 fish; 7 VP)
Instead of paying 21 fish for the Amphitheater, you may return 5 Guests from your personal supply to the general supply. (*Note that covering a Building cost of 21 fish would normally cost 7 Guests.*) The Amphitheater has no effect.

Angler’s House (Herring, A115; Building cost: 1 wood, 1 fish, 1 gold; 2 VP)
Immediately (*and only once via this Building*) place fish from the general supply in your Reserve (*and not in your personal supply*) until there are exactly 8 fish in your Reserve. The Angler’s House has no effect if there are 8 or more fish in your Reserve already.

Angling School (Besøkende, B728; Building cost: 4 wood, 3 fish, 1 gold; 2 VP)

Immediately (*and only once via this Building*) take 1 Guest from the general supply and place the Guest in your personal supply. Additionally, also immediately (*and only once via this Building*) take a number of gold from the general supply equal to the number of Guests on your Ships and place the gold in your personal supply. (*You may place the Guest from the Angling School on a Ship before you take gold from its effect.*)

Aquarium (Herring, C149; Building cost: 3 wood, 10 fish, 3 gold; 0-10 VP)
During scoring at the end of the game, the Aquarium scores a number of VP equal to double the number of Elders in your Elder Council. (*Note that the number of seats in the Elder Council are limited. The Aquarium can score at most 10 VP.*) The Aquarium scores nothing if you have no Elders.

Arboretum (Herring, A107; Building cost: 1 fish, 1 gold; 1 VP)
You may immediately (*and only once via this Building*) take two consecutive “Reforest” actions, without placing a Worker. As usual, during each of these actions, place 2 Forests on a free double space on your Harbor board. (*This “Reforest” action may trigger other Buildings like the “Forest Lake Hut”.*) The Arboretum has no effect if you do not have a free double space.

Archeological Site (Besøkende, B725; Building cost: 1 gold; 0 or 2 VP)
When you build the Archeological Site, you must place it on a Building space covered by at least two Forests, placing it underneath the stack of Forests. As long as the Archeological Site is covered by Forests, it does not count towards your Buildings. (*If it remains covered until the end of the game, it does not score any VP.*) Once you uncover the Archeological Site by removing all Forests from it, immediately (*and only once via this Building*) take 1 gold and 1 Guest from the general supply and place the gold and the Guest in your personal supply. (*Once uncovered, you may not cover it up again with Forests.*)

Art Sculpture (Besøkende, B723; Building cost: 4 wood, 1 gold; 0 VP)
Immediately (*and only once via this Building*) take 1 Guest from the general supply and place the Guest in your personal supply. Once per Round, as one of your three turns, you may place a Worker on an unoccupied Elder in another player’s Elder Council (*in solo: on the supply board*) and use that Elder’s effect as though it were your Elder. Before you do, you must pay the owner 2 fish from your personal supply, which they place in their personal supply. (*As normal, you must place a fish from the Banquet Table on the Elder. If you place the third fish on that Elder, the owner gets one of the fish that the Elder discards—not you. You may use this effect even on the same Round you build the Art Sculpture, just not on the same turn. Only you may use its effect—other players may not. When using the “Pisciculturist” via this effect, count the Elders in your own Elder Council, not the other player’s; especially, do not add the “Pisciculturist” to the count.*)

Auction Hall (Plaice, C447; Building cost: 0-3 wood, 0-3 fish, 7 gold; 12 VP)
The numbers of wood and fish that you must pay for the Auction Hall both depend on the Worker with which you build it. Beside 7 gold, you must pay 3 wood and 3 fish with your first Worker, 2 wood and 2 fish with your second Worker, and 1 wood and 1 fish with your third Worker. (*In other words, the Building cost drops as the Round progresses.*) If you build the Auction Hall via the “Fortress” from the Herring deck, it costs nothing but gold.

B

Ballroom (Codfish, C347; Building cost: 3 wood, 4 fish, 2 gold; 4 or 6 VP)
You may immediately (*and only once via this Building*) take a "Take an Elder" action, without placing a Worker. As usual, take an accessible Elder from the Ships and Elders supply board and place it on a free seat in your Elder Council. (*This "Take an Elder" action may trigger other Buildings like the "Holiday Resort".*) You may not use the new Elder right away. (*You may use it on your next turn or later via a normal Worker action.*) The Ballroom has no effect if there are no seats left in your Elder Council.

During scoring at the end of the game, the Ballroom scores 6 VP if there are no Elders left on the Ships and Elders supply board. Otherwise, the Ballroom only scores 4 VP. **In the solo game, from now on, each time before you build a Building, you may remove an Elder on the Ships and Elders supply board from the game (otherwise you would not be able to score 6 VP for the Ballroom).**

Bank (Codfish, C343; Building cost 3 wood, 10 gold; 15 VP)
During scoring at the end of the game, all of your negative VP are doubled. (*You cannot prevent this.*) This includes negative VP from free Building spaces and Unissued Shares (*which would score -2 VP each*) as well as negative VP from Buildings (*like the "Bird Colony" from the Mackerel deck, which would score -4 VP*).

Bank Center (Mackerel, C241; Building cost: 4 wood, 3 fish, 1 gold; 1 VP)
Immediately (*and only once via this Building*) take a number of gold from the general supply equal to the number of issued Shares that you have, regardless of color. Unissued Shares do not count.

Banking House (Salmon, C548; Building cost: 5 wood, 1 fish, 1 gold; -7 VP)
During scoring at the end of the game, determine the number of gold left in your personal supply. The Banking House scores 4 VP if you have at most 2 gold left, 5 VP if you have 3-6 gold left, 6 VP if you have 7-11 gold left, and 7 VP if you have 12 or more gold left.

Banquet House (Salmon, B521; Building cost: 4 wood, 1 gold; 2 VP)
As soon as there are (*at least*) 3 Elders in your Elder Council, immediately (*and only once via this Building*) take 7 fish from the general supply and place the fish in your personal supply. If you have 3 or more Elders already when you build the Banquet House, you get the fish right away.

Barrel Maker (Trout, A613; Building cost: 1 fish, 2 gold; 3 VP)
Each time you serve a total of 3 or more fish to the Banquet Table, take 2 wood from the general supply and place the wood in your personal supply. (*Observe the wood limit in your personal supply. You get this wood on top of the gold for serving fish. The number of plates served does not matter.*)

Beach Hostel (Codfish, C352; Building cost: 2 wood, 1 fish; 0-8 VP)
During scoring at the end of the game, the Beach Hostel scores a number of VP equal to double the number of free Building spaces in the bottom row of your Harbor board. (*These are the four Building spaces right above your Fishing track.*) You still score the negative VP from those Building spaces (*which will be doubled if you also have the "Bank"*). The Beach Hostel scores nothing if all Building spaces in the bottom row contain Buildings and/or Forests.

Bird Colony (Mackerel, A201; Building cost: N/A; -2 VP)
Immediately (*and only once via this Building*) take 3 gold from the general supply and place the gold in your personal supply.

Boardinghouse (Mackerel, C247; Building cost: 2 wood, 3 fish, 1 gold; 0 or 5 VP)

During scoring at the end of the game, the Boardinghouse scores 5 VP if there are at least 3 "B" Buildings on your Harbor board. (*Your "A" and "C" Buildings do not count.*) The Boardinghouse scores nothing if you have 2 or fewer "B" Buildings.

Boardwalk (Herring, C141; Building cost: 11 wood; 0 VP)
Immediately (*and only once via this Building*) take 4 gold and 4 fish from the general supply and place the gold and the fish in your personal supply.

Boatbuilder (Herring, A102; Building cost: 3 fish, 2 gold; 0 VP)
Immediately (*and only once via this Building*) take 1 free cutter from the Ships and Elders supply board and add the cutter to the right of the Ships on your Fishing track. The Boatbuilder has no effect if there are no cutters left or if there is not enough space on your Fishing track. (*You may not take a sloop instead.*) Otherwise taking the cutter is considered a "Build a Ship" action (*which may trigger other Buildings like the "Seafaring Society"*).

Boatcarver (Herring, B132; Building cost: 2 wood, 3 fish; 0 or 4 VP)
During scoring at the end of the game, the Boatcarver scores 4 VP if you have at least 6 Ships, including the preprinted starting catboat. The Boatcarver scores nothing if you have 5 or fewer Ships. (*Note that the number of spaces on the Fishing track are limited. With three schooners or two schooners and a cutter, you cannot get to six Ships.*)

Boat Hall (Codfish, B328; Building cost: 4 wood, 1 cutter; 3 VP)
Pay the required cutter by removing it from your Fishing track. Return the cutter to the Ships and Elders supply board (*it can be reacquired*) and move the remaining Ships on your Fishing track as far to the left as possible. Then immediately (*and only once via this Building*) take up to 2 sloops from the Ships and Elders supply board and add the sloops to the right of your Ships on the Fishing track. The Boat Hall has no effect if there are no sloops left or if there is not enough space on your Fishing track. Otherwise taking the sloop(s) is considered a single "Build a Ship" action (*which can trigger other Buildings like the "Seafaring Society" from the Herring deck*).

Boathouse (Herring, A101; Building cost: 2 wood; -1 VP)
Immediately (*and only once via this Building*) take 1 free sloop from the Ships and Elders supply board and add the sloop to the right of the Ships on your Fishing track. The Boathouse has no effect if there are no sloops left or if there is not enough space on your Fishing track. Otherwise taking the sloop is considered a "Build a Ship" action (*which may trigger other Buildings like the "Seafaring Society"*).

Boating Lake (Besøkende, A718; Building cost: 1 wood, 3 fish; 0 or more VP)
Immediately (*and only once via this Building*) take 1 Guest from the general supply and place the Guest in your personal supply. Each time you build a sloop or cutter, you may choose to place the new sloop or cutter on the Boating Lake. (*You may not move sloops and cutters from your Fishing track to the Boating Lake—or vice versa. In other words, if you place a sloop or cutter on your Fishing track or the Boating Lake, you may not change your mind later.*) Ships on the Boating Lake do not count as Ships, but they increase your haul size by one each. (*Your haul size may be greater than 12 from this. You may not place Guests on Ships on the Boating Lake.*) During scoring at the end of the game, the Boating Lake scores a number of VP equal to double the sum of printed values of the Ships on it. (*These Ships do not contribute to your Ship score.*) The Boating Lake scores nothing if there are no Ships on it.

Boat Rental (Plaice, A415; Building cost: 1 wood, 1 fish, 1 gold; 0 VP)

Immediately (*and only once via this Building*) take 1 free sloop and 1 free cutter from the supply board for Ships and Elders and add these Ships—in any order—to the right of the Ships on your Fishing track. If there are no sloops or cutters left, or if there is not enough space on your Fishing track for both Ships, you get only one of the Ships. You can choose to take only one Ship even if you could take both. However, you may not take a second sloop in place of the cutter. The Boat Rental has no effect if there are no sloops and cutters left on the supply board or if there is not enough space on your Fishing track for either of these Ships. Otherwise, taking these Ships is considered a single “Build a Ship” action (*which may trigger other Buildings like “Agency”, “Alluvial Forest”, or “Export Hall”*).

Regardless of whether you received two Ships, one Ship, or no Ship from this, immediately before scoring, you must return two Ships of your choice. (*You do not have to return the same Ships you got. In the worst case, you must return one or two schooners. You cannot return the preprinted catboat.*) You may not return the Ships earlier but only right before scoring. You cannot prevent the return (*not even by retroactively paying the Building costs of the Ships*). If, for whatever reason, you only have one Ship or do not have any Ships at all by the time you must return them, you return what you can (*without consequence*).

Breeding Basin (Trout, B629; Building cost: 1 wood, 3 fish, 2 gold; 3 VP)

Immediately (*and only once via this Building*) take a number of fish from the general supply equal to half the number of fish already present in your personal supply, rounded down, and place the fish in your personal supply. The Breeding Basin has no effect if you have at most 1 fish in your personal supply.

Building Company (Mackerel, A214; Building cost: 3 fish, 2 gold; 2 VP)

Every Ship and Building that you build on your third Worker’s turn costs 2 wood less, if possible. This also applies when you build the Ship or Building because of a different action (*e.g., via a Building like the “Ship Holding Co.” from the Herring deck*). Other Buildings (*like the “Slipway” from the Herring deck*) may offer additional discounts. No cost can drop below 0.

Building Control (Salmon, C554; Building cost: 1 wood, 1-13 fish, -13 gold; 1-13 VP)

The numbers of fish and gold that you must pay for the Building Control are both equal to the number of Buildings on your Harbor board, including the Building Control. (*Consequently, you must pay at least 1 wood, 1 fish, and 1 gold.*)

During scoring at the end of the game, the Building Control scores a number of VP equal to the number of Buildings on your Harbor board, including the Building Control. (*Note that the VP value can differ from the number of fish and gold you paid. Buildings that do not occupy a Building space, like the “Stilt House” from the Mackerel deck or the “Nightclub” from the Plaice deck, also count. Consequently, you can score up to 13 VP from this.*)

Building Dock (Trout, B632; Building cost: 5 wood, 3 fish, 2 gold; 6 VP)

Each time after you complete a “Build a Ship” action, take a number of wood from the general supply equal to the number of Ships left on the Ships and Elders supply board that are of the same type that you just built and place the wood in your personal supply. (*Observe the wood limit in your personal supply. Because you receive the wood after, you cannot use it to build the Ship.*) The Building Dock has no effect if you build the last Ship of its type.

C

Cabin (Trout, A601; Building cost: 1 wood, 1 fish; 0 VP)

Each time you distribute fish (*during the Fishing Phase or the “Pond Builder” Elder action*), you may swap steps 1 and 3 of the distribution order—but you do not have to. Consequently, first place fish on issued Shares of your color in your personal supply, then on issued Shares of your color in other players’ personal supplies, and only then on your Elders. Finally, place fish in your Reserve and any excess in the general supply, as normal. (*The numbering of these steps does not change, only their order does. Consequently, the “Fisher’s Cottage” from the Mackerel deck will still double the fish placed on issued Shares of your color in your personal supply.*)

Cabin in the Woods (Besøkende, B727; Building cost: 3 wood, 3 fish, 1 gold; 2 VP)

The Cabin in the Woods allows you to have up to 6 Elders in your Elder Council. (*Place the sixth Elder next to the Elder Council; it is considered part of the Elder Council. Alternatively, place it over the Fishing Phase overview if you know its steps by heart.*) Additionally, you may immediately (*and only once via this Building*) take a “Take an Elder” action, without placing a Worker, and use the new Elder right away. (*If you do, you must place a fish from the Banquet Table on the Elder as usual.*)

Campsite (Besøkende, A703; Building cost: N/A; 0 VP)

Immediately (*and only once via this Building*) take 1 Guest from the general supply and place the Guest in your personal supply. When building a Building, you may choose to build over the Campsite. Before you do, take 3 wood from the general supply and place the wood in your personal supply. Then remove the Campsite from play and place the new Building on the vacated Building space. Note that you receive that wood before you must pay the Building cost. Consequently, this effect allows you to select a Building that you cannot afford at the moment, provided you will be able to afford it after receiving those 3 wood.

Cannery (Besøkende, C750; Building cost: 4 wood, 6 fish, 3 gold; 0 or more VP)

Each time an Elder discards 3 fish, you can place any fish that would go into your personal supply from that on the Cannery instead. During scoring at the end of the game, the Cannery is worth a number of VP equal to the number of fish on it. The Cannery scores nothing if there is no fish on it.

Canteen (Plaice, C450; Building cost: 4 wood, 12 fish; 1 or more VP)

During scoring at the end of the game, the Canteen scores a number of VP equal to the number of Buildings on your Harbor board with a printed fish cost in the Building cost section on the left side of the card (*including the Canteen*). Buildings showing a variable fish cost (*like the “Auction Hall”*) do count. (*Neither does it matter nor do you have to remember whether or not fish has been actually paid for these Buildings. A question mark next to fish is considered a fish cost.*) Buildings that require you pay a Ship instead of fish (*like the “Boat Hall” from the Codfish deck*) do not count.

Captain's House (Trout, C642; Building cost: 2 wood, 3 fish, 2 gold; 4 VP)
As soon as your haul size is 11 or greater, you may immediately (*and only once via this Building*) take a "Take an Elder" action, without placing a Worker. (*This may trigger other Buildings like the "Dance Hall"*.) Additionally, you may use the new Elder right away. (*If you do, you must place a fish from the Banquet Table on the Elder as usual. This may trigger other Buildings like the "Senior Residence", "Village Hall", or "Welfare"*.) If your haul size is 11 or greater already when you build the Captain's House, you may "Take an Elder" and use it right away. Note that there are Buildings (*like the "Ship Broker" from the Mackerel deck*) and—in 5-player games—the "Ship Owner" Elder that can remove Ships from your Fishing track and cause your haul size to drop below 11 again. If it does and you regain a haul size of 11 or greater later, you may not take another Elder from this. The Captain's House has no effect if there are no seats left in your Elder Council.

Care Center (Salmon, A507; Building cost: 2 fish, 1 gold; 1 VP)
Immediately (*and only once via this Building*) take a number of gold from the general supply equal to the number of Unissued Shares in your personal supply and place the gold in your personal supply. (*Because you have 3 Unissued Shares at the start of the game, you can get at most 3 gold from this.*) The Care Center has no effect if you have no Unissued Shares left.

Cargo Service (Salmon, B529; Building cost: 6 fish, 1 gold; 3 VP)
As soon as you have (*at least*) 2 cutters, immediately (*and only once via this Building*) take 5 wood from the general supply and place the wood in your personal supply. (*Observe the wood limit in your personal supply.*) If you have 2 or more cutters already when you build the Cargo Service, you get the wood right away. This effect will trigger only once. Even if you lose one or more cutters (*e.g., in a 5-player game, via the "Ship Owner" Elder*) and get to 2 cutters again later, you will not get any additional wood from the Cargo Service.

Carpenter (Trout, C643; Building cost: 10 fish, 2 gold; 5 VP)
Immediately (*and only once via this Building*) take a number of wood from the general supply equal to the number of Buildings on your Harbor board and place the wood in your personal supply. (*All Buildings on your Harbor board count, including the Carpenter and Buildings that do not occupy a Building space, like the "Stilt House" from the Mackerel deck, the "Nightclub" from the Plaice deck, or the "Deep-Sea Trawler" from the Besøkende deck. Observe the wood limit in your personal supply.*)

Carver (Codfish, C346; Building cost: 2 fish, 2 gold; 0 or more VP)
During scoring at the end of the game, the Carver scores a number of VP equal to the number of Buildings on your Harbor board with a printed wood cost in the Building cost section on the left side of the card. (*The Carver does not count because it is built with fish and gold.*) Buildings showing a variable wood cost (*like the "Forest Admin." and the "Pond Hut"*) do count. (*Neither does it matter nor do you have to remember whether or not wood has been actually paid for these Buildings. A question mark next to wood is considered a wood cost.*) Buildings that require you pay a Ship instead of wood (*like the "Customs Area"*) do not count.

Castle (Herring, C148; Building cost: 8 gold; 11 VP)
The Castle has no effect.

Cathedral (Trout, C645; Building cost: 4 wood, 4 fish, 4 gold; 7 VP)
As soon as there are (*at least*) 8 fish in your Reserve and also (*at least*) 12 wood in your personal supply, immediately (*and only once via this Building*) take 3 gold from the general supply and place the gold in your personal supply. If there are 8 (*or more*) fish in your Reserve and 12 (*or more*) wood in your personal supply already when you build the Cathedral, you get the gold right away.

Chalet (Besøkende, C748; Building cost: 3 wood, 3 fish, 2 gold; 3 VP)
During scoring at the end of the game, the Chalet doubles the value of Guests in your personal supply. Consequently, you will score 1 VP per Guest that you have.

Chancellery (Mackerel, C251; Building cost: 5 wood, 4 fish, 3 gold; 0 or 8 VP)

During scoring at the end of the game, the Chancellery scores 8 VP if there are at least 4 Elders in your Elder Council. The Chancellery scores nothing if you have 3 or fewer Elders.

Chief's House (Mackerel, A215; Building cost: 2 fish, 1 gold; 2 VP)
Each time after you place a new Elder in your Elder Council, take 1 gold from the general supply and place the gold in your Reserve (*and not in your personal supply*).

Chip Shop (Besøkende, A713; Building cost: 4 wood, 4 fish; 2 VP)
Each time after you place a new Guest in your personal supply, you may exchange 3 fish in your personal supply for 1 gold from the general supply. (*You do not lose the Guest from this. You can make this exchange only once per Guest.*) This does not apply to Guests that you place in your Reserve or anywhere else but your personal supply (*but the effect will apply as soon as you move those Guests into your personal supply*).

Church (Codfish, C349; Building cost: 7 wood, 7 fish, 3 gold; 0 or 9 VP)
During scoring at the end of the game, the Church scores 9 VP if it is **orthogonally and/or diagonally** adjacent to at least 5 other Buildings. (*Note that only 6 out of the 11 Building spaces are viable spots for the Church if you want to score 9 VP for it. The "Stilt House" from the Mackerel deck is not considered adjacent to any Building space; consequently, it is never adjacent to the Church either.*) The Church scores nothing if it is surrounded by 4 or fewer Buildings.

City Block (Trout, C650; Building cost: 1 gold; 0 or 7 VP)
During scoring at the end of the game, the City Block scores 7 VP if there are 9 Buildings on your Harbor board arranged in a rectangle spanning over 3 rows and 3 columns. (*The City Block may be part of this arrangement, but it does not have to. Normally, this is only possible in columns 2-4 of your Harbor board; with the "Nightclub" from the Plaice deck, you could also achieve this in columns 1-3.*) The City Block scores nothing if you have 8 or fewer Buildings or if they do not form a 3x3 rectangle.



City Block Example

Civic Office (Plaice, A412; Building cost: 1 wood, 3 fish; 1 VP)

Each time you place a Worker on an Elder, before you carry out the Elder action, take 2 wood from the general supply and place the wood in your personal supply. (Consequently, you may use the wood during the Elder action.) This does not apply to the "Take an Elder" action space, even if you use the newly gained Elder right away (because you did not place a Worker on the Elder but on the action space).

Clearing (Mackerel, A213; Building cost: 2 fish, 2 gold; 1 VP)

Each time after you place new gold in your personal supply, take an equal number of wood from the general supply and place the wood in your personal supply. (You do not lose the gold from this. Observe the wood limit in your personal supply.) This effect does not apply to gold that you place in your Reserve or anywhere else but your personal supply (but the effect will apply as soon as you move that gold into your personal supply).

Cloister Chamber (Trout, C652; Building cost: 4 wood, 2 fish, 2 gold; 4-7 VP)

During scoring at the end of the game, determine the total number of goods (wood, fish, gold) left in your personal supply. The Cloister Chamber scores 4 VP if there are 9 or fewer goods, 5 VP if there are 10-17 goods, 6 VP if there are 18-24 goods, and 7 VP if there are 25 or more goods.

Club (Codfish, B331; Building cost: 1 wood, 7 fish; 0-20 VP)

During scoring at the end of the game, the Club scores a number of VP equal to double the number of "C" Buildings on your Harbor board. (Note that there are only 8, 9, or 10 "C" Buildings total in any given game, depending on the number of players.)

Codfish Farm (Codfish, C350; Building cost: 7 wood, 2 gold; 0 or 8 VP)

During scoring at the end of the game, the Codfish Farm scores 8 VP if there are at least 20 fish total in your personal supply and on the Reserve space of your Harbor board. (Consider the sum of the two numbers, not each number individually.) The Codfish Farm scores nothing if you have 19 or fewer fish total.

Coin Museum (Besøkende, A711; Building cost: 6 wood, 1 gold; 1 VP)

Immediately (and only once via this Building) take a number of gold from the general supply equal to the number of Guests in your personal supply, but at most 3 gold, and place the gold in your personal supply. The Coin Museum has no effect if you have no Guests in your personal supply.

Cold Storage (Mackerel, A217; Building cost: 2 gold; 3 VP)

The Cold Storage changes the basic rule for you when your Elders get a third fish. Instead of moving 1 fish into your personal supply and 2 fish into the general supply, you may, alternatively, leave 1 fish on the Elder, move 1 fish into your personal supply, and 1 fish into the general supply. (This way your Elders will accumulate 3 fish faster. If you like, you may still apply the basic rule for some or all of your Elders.)

Collection Point (Codfish, A309; Building cost: 1 fish, 1 gold; 1 VP)

Immediately (and only once via this Building) place 1 wood from the general supply on each free Building space of your Harbor board. (Place the wood after you build the Collection Point.) Each time before you build a Building or place a Forest on a Building space with wood from the Collection Point, move the wood into your personal supply. (Observe the wood limit in your personal supply. Return any excess wood to the general supply.) Note that you get that wood before you must pay the Building cost. Consequently, this effect allows you to select a Building that you cannot afford at the moment, provided you will be able to pay the Building cost after receiving that 1 wood. Before scoring, return any unclaimed wood to the general supply. The Collection Point has no effect if you do not have any free Building spaces.

Community Center (Trout, C641; Building cost: 4 wood; 0 VP)

Immediately (and only once via this Building) take a number of fish and gold from the general supply depending on the number of Elders in your Elder Council and place the fish and the gold in your personal supply: with 2 Elders, take 7 fish and 1 gold; with 3 Elders, take 5 fish and 2 gold; with 4 Elders, take 3 fish and 3 gold; with 5 Elders, take 1 fish and 4 gold. (With 3 or more Elders, you may not choose to take more fish and less gold. If you have 6 Elders via the "Cabin in the Woods" from the Besøkende deck, take 1 fish and 4 gold as you would with 5 Elders.) The Community Center has no effect if you have less than two Elders.

Construction Yard (Codfish, A306; Building cost: 1 wood, 3 fish; 1 VP)

From your next turn on: Each time after you complete a "Build a Building" action, if there are at least two of your Workers on the "Build a Building" action space, take 1 gold from the general supply and place it in your personal supply. (It does not matter how you got the "Build a Building" action.) Note that, in 1- and 2-player games, there are two "Build a Building" action spaces. The Construction Yard also applies when you occupy both of these action spaces. In a solo game, both of these Workers must be of the active color. Note that, in 1-, 4-, and 5-player games, Workers on the Imitation tile do not count, even if they copied the "Build a Building" action.

Cookhouse (Trout, B627; Building cost: 3 wood, 2 fish, 1 gold; 3 VP)

Each time you take a "Serve Fish" action, you need to pay only half as many fish per plate than printed on it, rounded up. (In other words, the first two plates cost 1 fish each and the last plate costs 3 fish; all other plates cost 2 fish each.)

Cooling House (Codfish, A313; Building cost: 4 wood, 1 gold; 2 VP)

Immediately (and only once via this Building) double the number of fish on the Reserve space of your Harbor board by taking a corresponding number of fish from the general supply and placing it there. Doing so, you may explicitly ignore the normal 8 fish limit in your Reserve. (Consequently, you can have at most 16 fish in your Reserve via this effect.) As long as there are 8 or more fish in your Reserve, you cannot get any more fish in there. (The next time you empty your Reserve or drop below 8 fish, e.g., via a Building like the "Wood Exchange", you must observe the normal 8 fish limit again.) The Cooling House has no effect if there is no fish in your Reserve.

Cooperage (Codfish, A310; Building cost: 2 fish, 1 gold; 2 VP)

At any time (and any number of times) before scoring, except in the middle of another action, you may exchange 1 wood in your personal supply for 1 fish from the general supply. Alternatively, you may exchange 4 wood for 1 gold. Note that you cannot make this exchange in the middle of the "Sailor" Elder action to serve fish to additional plates by immediately exchanging the wood you get from the action for fish.

Cruise Ship (*Besøkende, B730; Building cost: 4 wood, 4 fish, 1 gold; 2 VP*) Despite its name, the Cruise Ship is considered a Building, not a Ship, and must be placed on a free Building space when built. Immediately (*and only once via this Building*) take 1 Guest from the general supply and place the Guest in your personal supply. Additionally, also immediately (*and only once via this Building*) take a number of wood and a number of fish from the general supply both equal to the number of Guests in your personal supply and place the wood and the fish in your personal supply. (*The Guest from the Cruise Ship also counts; Guests on Ships do not.*)

Customs Area (*Codfish, B327; Building cost: 1 sloop; 2 VP*) Pay the required sloop by removing it from your Fishing track. Return the sloop to the Ships and Elders supply board (*it can be reacquired*) and move the remaining Ships on your Fishing track as far to the left as possible. Then immediately (*and only once via this Building*) take 1 wood, 1 fish, and 1 gold from the general supply and place the wood, the fish, and the gold in your personal supply. (*Observe the wood limit in your personal supply.*) Additionally, immediately (*and only once via this Building*) take another 1 wood, 1 fish, and 1 gold from the general supply and place the wood, the fish, and the gold in your Reserve (*and not in your personal supply again*). (*Observe the fish limit in your Reserve.*)

D

Dairy (*Herring, B125; Building cost: 2 wood, 2 fish; 2 VP*) Each time the Reserve space on your Harbor board is empty (*e.g., after taking a “Transfer Reserve” action*), immediately place 1 gold from the general supply in your Reserve (*and not in your personal supply*). If you have multiple Buildings that fill your empty Reserve (*like the “Wet Storage”*), you may apply their effects all at the same time—in an order of your choice. (*All of these Buildings may be triggered.*)

Dance Hall (*Trout, A615; Building cost: 4 wood, 3 fish; 3 VP*) Each time after you complete a “Take an Elder” action, you may use the new Elder immediately, even a second time, if applicable. (*If you take the action via a Building like the “Ballroom” or “Park Lodge” from the Codfish deck, which do not allow you to use the new Elder immediately, the Dance Hall does allow you to use the new Elder anyway. If you get two Elders at once via the “Village Center” from the Herring deck, you may use both once each via the Dance Hall, even though the Village Center would not allow it. Otherwise, when taking the action on the “Take an Elder” action space, you may use the new Elder twice in a row—once via the action space and another time via the Dance Hall.*)

Day Tripper Bar (*Salmon, A515; Building cost: 2 wood, 1 gold; 3 VP*) Each time you use the “1 Gold” action space, on top of the 1 gold you get there, you also get a number of fish from the general supply equal to the number of Banquet Table plates containing fish. Place the fish you get (*not the fish from the plates*) in your personal supply. The Day Tripper Bar has no effect if there is no fish on the Banquet Table when you use the “1 Gold” action space.

Deep-Sea Fishery (*Trout, C651; Building cost: 7 wood, 3 fish, 2 gold; 0, 5, or 7-9 VP*) During scoring at the end of the game, determine the number of fish left in your Reserve. The Deep-Sea Fishery scores 5 VP if there are 5 fish, 7 VP if there are 6 fish, 8 VP if there are 7 fish, and 9 VP if there are 8 (*or more*) fish. The Deep-Sea Fishery scores nothing if there are 4 or fewer fish in your Reserve.

Deep-Sea Trawler (*Besøkende, A716; Building cost: 5 wood, 5 fish; 3 VP*) You may only build the Deep-Sea Trawler if (*at least*) four spaces of your Fishing track are free. Place the Deep-Sea Trawler to the right of your Ships as though it were a Ship. This is considered a “Build a Ship” action (*which may trigger other Buildings like the “Pedalo Builder” or the “Travel Agency”*). Regardless, the Deep-Sea Trawler is still considered a Building and not a Ship. Because the Deep-Sea Trawler is placed on the Fishing track and not a Building space, it is not considered adjacent to any Building spaces, not even to those closest to its position.

Depot (*Mackerel, C246; Building cost: 3 fish, 1 gold; 0 or 6 VP*) During scoring at the end of the game, the Depot scores 6 VP if you have at least 12 wood or at least 15 gold in your personal supply. (*If you meet both conditions, the Depot still only scores 6 VP.*) The Depot scores nothing if you have less than 12 wood and less than 15 gold in your personal supply.

Direct Sale (*Salmon, A505; Building cost: 1 wood, 1 fish; 1 VP*) At any time (*and any number of times*) before scoring, except in the middle of another action, you may exchange 4 fish in your Reserve for 1 gold from the general supply. If you do, place the gold in your Reserve (*and not in your personal supply*). Note that you cannot make this exchange in the middle of the Fishing Phase (*but only after you complete all five steps*).

Discharge (*Plaice, B430; Building cost: 2 fish, 3 gold; 4 VP*) Immediately (*and only once via this Building*) take a number of wood from the general supply equal to your haul size and place the wood in your personal supply. (*Consequently, you can get 3 to 12 wood from this. Observe the wood limit in your personal supply.*)

Discount Warehouse (*Besøkende, A705; Building cost: 1 wood, 1 fish, 1 gold; 0 VP*) Immediately (*and only once via this Building*) take 1 Guest from the general supply and place the Guest in your personal supply. From now on, when building, your Guests reduce the Building cost by your choice of 3 wood or 4 fish each (*instead of the normal 2 wood or 3 fish*).

Dock (*Codfish, C345; Building cost: 6 wood, 2 gold; 0 or 7 VP*) During scoring at the end of the game, the Dock scores 7 VP if there are 3 (*or more*) sloops or 3 (*or 4*) cutters or 3 schooners on your Fishing track. The Dock scores nothing if you have 2 or fewer Ships of each type.

Dock Admin. (*Trout, C647; Building cost: 5 wood, 2 fish, 3 gold; 0 or more VP*) During scoring at the end of the game, the Dock Administration scores a number of VP equal to double the number of Forests on your Harbor board, up to your final haul size. (*Every single Forest counts even if stacked together. For example, with 3 Forests and a haul size of 5, the Dock Administration would score 5 VP.*) The Dock Administration scores nothing if you have no Forests.

Dockhouse (Codfish, B321; Building cost: 4 wood, 4 fish; 0 VP)

If the Reserve space on your Harbor track is empty, immediately (and only once via this Building) take 1 free schooner from the Ships and Elders supply board and place the schooner in your Reserve. (The schooner is like any item in your Reserve—it does not prevent fish or other goods to be added there.) The Dockhouse has no effect if there are no schooners left or if there are goods or other things in your Reserve. (You may not take a sloop or cutter instead.) Otherwise taking the schooner is considered a “Build a Ship” action (which may trigger other Buildings like the “Seafaring Society” from the Herring deck). Add the schooner to the right of your Ships on the Fishing track the next time you empty your Reserve (e.g., by taking a “Transfer Reserve” action). If there is not enough space on your Fishing track, return the schooner to the Ships and Elders supply board (it can be acquired normally). During scoring at the end of the game, the schooner scores nothing if still in your Reserve.

Docking Harbor (Mackerel, C254; Building cost: 1-7 wood, 1-7 fish; 1-7 VP)

The numbers of wood and fish that you must pay for the Docking Harbor are both equal to the number of Ships on your Fishing track, including the preprinted starting catboat. During scoring at the end of the game, the Docking Harbor scores a number of VP equal to the number of Ships on your Fishing track, including the catboat. (Note that the VP value can differ from the number of wood and fish you paid. Note that 7 VP are only possible in games with 3 or more players.)

Driftwood Rafting (Mackerel, B226; Building cost: 4 fish, 1 gold; 2 VP)

As long as your haul size is 12, each time before you place a Worker, take 2 wood from the general supply and place the wood in your Reserve (and not in your personal supply). Note that there are Buildings (like the “Ship Broker”) and—in 5-player games—the “Ship Owner” Elder that can cause your haul size to drop below 12 again. (Also note that there are two 12s on the Fishing track.)

Dry Dock (Plaice, A410; Building cost: 3 wood, 2 fish, 1 gold; 1 VP)

Each time after you use the “Deforest” action space, you may also take a “Build a Ship” action, without placing a Worker. The goods needed to build a Ship may come from the “Deforest” action. (You may take the “Build a Ship” action only if you can afford a Ship.) You do not get the “Build a Ship” action if you “Deforest” because of a different action or—in games with 1, 4, and 5 players—via the Imitation tile.

E

Estate (Salmon, A517; Building cost: 4 wood, 3 fish, 1 gold; 3 VP)

Immediately (and only once via this Building) take a number of gold from the general supply equal to the number of double spaces on your Harbor board containing at least 1 Forest and place the gold in your personal supply. (The number of Forests on the double spaces does not matter. Consequently, you can get at most 5 gold from this.) The Estate has no effect if you have no Forests.

Estate Agent (Besøkende, C752; Building cost: 1 or more wood, 1 or more fish, 3 gold; 0 or more VP)

The numbers of wood and fish that you must pay for the Estate Agent are both equal to the number of Buildings on your Harbor board, including the Estate Agent. (Consequently, you must pay at least 1 wood, 1 fish, and 3 gold.) During scoring at the end of the game, the Estate Agent is worth a number of VP equal to the number of Guests in your personal supply. The Estate Agent scores nothing if you have no Guests in your personal supply.

Export Hall (Plaice, A416; Building cost: 3 wood; 2 VP)

Each time after you complete a “Build a Ship” action, you may move up to 3 fish from your Reserve to your personal supply. This also applies when you “Build a Ship” because of a different action (e.g., via Buildings like “Boat Rental”, “Dry Dock”, and “Marina”).

Extension (Codfish, C344; Building cost: 1 wood, 1 fish; 0 or 3 VP)

During scoring at the end of the game, the Extension scores 3 VP if it is orthogonally adjacent to at least 3 other Buildings. (Diagonally adjacent Buildings do not count. The “Stilt House” from the Mackerel deck is not considered adjacent to any Building space; consequently, it is never adjacent to the Extension either.) The Extension scores nothing if it is orthogonally adjacent to 2 or fewer Buildings.

F

Farm (Plaice, B432; Building cost: 3 wood, 2 fish; 0, 3, 6, 9, or 12 VP)

During scoring at the end of the game, the Farm scores 3 VP for each free Building space that is orthogonally (not diagonally) adjacent to the Farm. (Consequently, the Farm can score at most 12 VP.) Note that you will still lose 1 VP for these spaces being free (and even 2 VP if you also have the “Bank” from the Codfish deck).

Feasting Hall (Besøkende, A707; Building cost: 2 wood, 1 fish; 1 VP)

Each time after you complete a “Serve Fish” action, take 1 Guest from the general supply and place the Guest in your personal supply. (It does not matter how you got the “Serve Fish” action. Also, it is irrelevant how many plates you fill during that action—you only get one Guest per action from this. Because you receive the Guest after, you may not use the Guest to immediately fill another plate.)

Ferry Company (Plaice, C442; Building cost: 5 wood, 2 fish; 2 VP)

As soon as you have (at least) two schooners, immediately (and only once via this Building) take 2 gold from the general supply and place the gold in your personal supply. If you have two or more schooners already when you build the Ferry Company, you get the gold right away. This effect will trigger only once. Even if you lose one or more schooners (e.g., in a 5-player game, via the “Ship Owner” Elder) and get to 2 schooners again later, you will not get any additional gold from the Ferry Company.

Firewood Trader (Salmon, A504; Building cost: 2 wood, 1 fish; 1 VP)

Immediately (and only once via this Building) take a number of fish from the general supply equal to the number of Forests on your Harbor board and place the fish in your personal supply. (Every single Forest counts, even if stacked together.) The Firewood Trader has no effect if you have no Forests.

Fish Basin (Salmon, A506; Building cost: 2 wood, 1 gold; 1 VP)

Each time after you place new gold in your personal supply, immediately take an equal number of fish from the general supply and place the fish in your personal supply. (You do not lose the gold from this.) This effect does not apply to gold that you place in your Reserve or anywhere else but your personal supply (but the effect will apply as soon as you move that gold into your personal supply).

Fish Container (Salmon, A511; Building cost: 2 gold; 2 VP)

Each time after you return 3 fish from an Elder in your Elder Council during the Fishing Phase, immediately take 1 gold from the general supply and place the gold in your personal supply. (You get the gold in addition to the fish from the Elder.) If you return fish from multiple Elders, you get a corresponding number of gold. (You do not get any gold from this if you return fish from your Elders outside of the Fishing Phase, e.g., during the Action Phase.)

Fisherman's Yard (Salmon, C549; Building cost: 10 wood or 15 fish; 0 or 7 VP)

You can build the Fisherman's Yard with your choice of wood or fish. During scoring at the end of the game, it scores 7 VP if your haul size is at least 11. The Fisherman's Yard scores nothing if your haul size is 10 or lower.

Fisher's Cottage (Mackerel, A203; Building cost: 1 wood; 0 VP)

Each time you distribute fish (during the Fishing Phase or the "Pond Builder" Elder action), you may carry out the third step of the distribution order twice. (Consequently, during step 3, place two fish on each Share of your color that you own.)

Fisher's House (Herring, A116; Building cost: 2 gold; 2 VP)

From your next turn on: Each time after you complete an action for which you placed a Worker, you may take an additional "Serve Fish" action, without placing another Worker. If you do, you may only serve fish to one plate (as opposed to the "Serve Fish" action space which allows you to serve fish to multiple plates). As usual, take 1 gold from the general supply and place the gold in your personal supply. This effect does not apply to actions that you take after the Worker action (e.g., actions from other Building effects).

Fishery (Codfish, C348; Building cost: 10 fish; 0 or 7 VP)

During scoring at the end of the game, the Fishery scores 7 VP if there are exactly 2 sloops, 2 cutters, and 1 schooner on your Fishing track. (The order of the Ships on the Fishing track does not matter. These five Ships will cover all spaces on your Fishing track.) The Fishery scores nothing if you do not have these exact Ships on your Fishing track.

Fishhouse (Mackerel, C244; Building cost 4 wood, 3-24 fish; 7 VP)

The number of fish that you must pay for the Fishhouse is equal to the sum of your haul size and the haul size of one other player of your choice. **In the solo game, only your haul size counts.** The Fishhouse has no effect.

Fishing Corporation (Trout, C648; Building cost: 5 wood, 2 gold; 4-7 VP)

During scoring at the end of the game, determine the number of fish left in your personal supply. The Fishing Corporation scores 4 VP if there are 4 or fewer fish, 5 VP if there are 5-9 fish, 6 VP if there are 10-14 fish, and 7 VP if there are 15 or more fish.

Fishing Frames (Plaice, A411; Building cost: 1 wood; 1 VP)

Immediately (and only once via this Building) take a number of fish from the general supply equal to the number of sets in your personal supply consisting of 1 wood and 1 gold. Place the fish in your personal supply. (In other words, you get as much fish as you have wood or gold—whichever number is lower. You do not lose any wood or gold from this.) The Fishing Frames have no effect if you do not have any wood or gold in your personal supply.

Fishing Office (Plaice, B427; Building cost: 5 gold; 3 VP)

Immediately (and only once via this Building) take 2 wood and 2 fish per sloop and 6 wood and 1 gold per cutter on your Fishing track. Take the goods from the general supply and place them in your personal supply. (You do not get any goods for your schooners or the preprinted catboat.) The cost you originally paid for these Ships does not matter. (You receive goods equal to their printed Building costs.) The Fishing Office has no effect if you have no sloops and cutters. (The Fishing Office does not care whether you had sloops and cutters before.)

Fishing Shore (Plaice, A402; Building cost: 1 gold; 0 VP)

Immediately after each time you take a "Build a Building" action, you must either pay or receive fish. If you take the action on your first or second Worker's turn, you must return 1 fish from your personal supply to the general supply, if possible. (You must pay the fish before you carry out the effect of the Building or take a different action after the Worker action. If there is no fish in your personal supply by then, you do not have to pay any.) If you take the action on your third Worker's turn, take 3 fish from the general supply and place the fish in your personal supply. All of this applies already when you build the Fishing Shore and also when you "Build a Building" because of a different action (e.g., via the effect of an Elder). However, this does not apply when you "Build a Building" via the "Fortress" from the Herring deck (because you do not place a Worker for the Fortress effect).

Fish Market (Herring, C144; Building cost: 2 wood, 25 fish; 3 VP)

Immediately (and only once via this Building) take 5 gold from the general supply and place the gold in your personal supply.

Fishmeal Plant (Plaice, B428; Building cost: 4 wood, 4 fish, 1 gold; 3 VP)

Each time you distribute fish (during the Fishing Phase or the "Pond Builder" Elder action), in the fifth step of the distribution order, instead of returning the remaining fish to the general supply, you may move the fish to your personal supply. (You simply keep the excess. It does not matter whether or not you skipped any of the previous steps.)

Fish 'n Chips (Plaice, A404; Building cost: 2 wood; 0 VP)

If you have at least 12 fish in your personal supply after you build the Fish 'n Chips, immediately (and only once via this Building) take 3 gold from the general supply and place the gold in your personal supply. (It does not matter whether you had 12 fish before you built the Fish 'n Chips, as long as you have 12 fish afterward, e.g., via the "Fishing Shore".) The Fish 'n Chips has no effect if you have 11 or fewer fish in your supply.

Fish Oil Cookery (Codfish, C353; Building cost: 4 wood, 1 gold; 0-7 VP)

During scoring at the end of the game, the Fish Oil Cookery scores a number of VP equal to the number of cutters on your Fishing track plus double the number of schooners on your Fishing track. (Note that the number of spaces on the Fishing track are limited. To get 7 VP for the Fish Oil Cookery, you would also need the "Marina" from the Plaice deck.) The Fish Oil Cookery scores nothing if you have no cutters or schooners.

Fish Stand (Herring, A103; Building cost: 1 wood; 0 VP)

Immediately (and only once via this Building) take 4 fish from the general supply and place the fish in your personal supply.

Fish Tank (Salmon, B524; Building cost: 1 wood, 15 fish; 2 VP)

Immediately (and only once via this Building) take a number of wood from the general supply equal to the number of free spaces on your Fishing track and place the wood in your personal supply. (Observe the wood limit in your personal supply.) The Fish Tank has no effect if your Fishing Track is fully covered.

Fish Trade (Mackerel, A204; Building cost: 2 wood; 0 VP)

At any time (and any number of times) before scoring, except in the middle of another action, you may exchange 3 fish in your Reserve for 1 gold from the general supply. Place the gold in your Reserve (and not in your personal supply). Note that you cannot make this exchange in the middle of the Fishing Phase (but only after you complete all five steps of it).

Fish Venue (Plaice, C443; Building cost: 3 wood, 25 fish, 3 gold; 2 VP)
Immediately (*and only once via this Building*) take a number of gold from the general supply equal to the number of free spaces on your Fishing track and place the gold in your personal supply. (Note that the second “12” on the right of the Fishing track is not considered a space. You can get at most 13 gold from the Fish Venue.)

FLGS (Besøkende, C751; Building cost: 5 wood, 4 fish, 4 gold; 0 or more VP)
Immediately (*and only once via this Building*) take 1 Guest from the general supply and place the Guest in your personal supply. During scoring at the end of the game, the FLGS (*Friendly Local Game Store*) scores a number of VP equal to the number of Elders in your Elder Council plus the number of Guests on Ships on your Fishing track. The FLGS scores nothing if you have no Elders and no Guests on Ships.

Folly (Plaice, C448; Building cost: 10 gold; 14 VP)
If you build the Folly in Round 6 or earlier, immediately (*and only once via this Building*) take 3 wood and 3 fish from the general supply and place the goods in your personal supply. (Observe the wood limit in your personal supply.) If you build the Folly in Round 7, you do not get these goods.

Food Counter (Salmon, C544; Building cost: 0-4 Gold; 0-4 VP)
The number of gold that you must pay for the Food Counter is equal to half the number of fish on the Reserve space of your Harbor board, rounded up.
During scoring at the end of the game, the Food Counter scores a number of VP equal to half the number of fish on the Reserve space of your Harbor board, rounded up. (Note that the VP value can differ from the number of gold you paid. Due to the 8 fish limit in your Reserve, you can score at most 4 VP from this; with the “Cooling House” from the Codfish deck, you can score up to 8 VP from this.) The Food Counter scores nothing if you have no fish in your Reserve.

Forest Admin. (Codfish, B330; Building cost: 1-11 wood, 1-11 fish; 5 VP)
The number of wood and fish that you must pay for the Forest Administration is equal to the number of Building spaces on your Harbor board that are not covered with Forest (*i.e., either free Building spaces or containing a Building*). The Forest Administration has no effect.

Forest Cabin (Trout, A606; Building cost: 1 wood; 1 VP)
Each time you take the “Thin Out” action, aside from wood that you get from the action, also take a number of fish from the general supply equal to the number of Forests that are covering only Building spaces in the middle two columns of your Harbor board and place the fish in your personal supply. (Your Harbor board features four columns of Building spaces. For this effect, only Building spaces in the second and third column count. Forests that are covering a Building space in only one of these two columns, do not count.)

Forester’s Cottage (Mackerel, A205; Building cost: 2 wood, 1 fish; 0 VP)
You may immediately (*and only once via this Building*) add exactly one Forest each to any number of double spaces already containing at least one Forest. (It is possible that there are more than two Forests on a double space. Remember that Forests may not overhang. This is not considered a “Reforest” action.) You decide which and how many double spaces shall get an additional Forest. (You are not required to add one to every forested double space.) The Forester’s Cottage has no effect if you do not have any Forests.

Forester’s House (Herring, A110; Building cost: 3 wood; 1 VP)
You may immediately (*and only once via this Building*) take a “Reforest” action, without placing a Worker. If you do, you must place exactly 4 Forests (*instead of the usual two*) on a free double space. (This “Reforest” action may trigger other Buildings like the “Forest Lake Hut”.) The Forester’s House has no effect if you do not have a free double space.

Forest Home (Codfish, C351; Building cost: 1 wood, 2 fish; 0 or 3 VP)
During scoring at the end of the game, the Forest Home scores 3 VP if you have at least 3 Forests on your Harbor board. (It does not matter how many different double spaces they occupy. Every single Forest counts, even if stacked together.) The Forest Home scores nothing if you have 2 or fewer Forests.

Forest House (Salmon, B526; Building cost: 4 wood, 1 fish; 2 VP)
Each time after you complete a “Transfer Reserve” action, you may take an additional “Reforest” action, without placing a Worker. (This “Reforest” action may trigger other Buildings like the “Trust Company”.)

Forest Hut (Codfish, A311; Building cost: 1 wood, 1 fish; 2 VP)
Each time you take the “Reforest” action, you may place exactly one additional Forest on the newly forested double space. (It does not matter how you got the “Reforest” action. Placing the additional Forest is not considered a “Reforest” action on its own.) Normally, this entails placing 3 instead of 2 Forests on a free double space. (When carrying out the effect of the “Forester’s House” from the Herring deck, you could place 5 instead of 4 Forests on a free double space.)

Forest Lake Hut (Herring, A106; Building cost: 1 wood; 0 VP)
Each time after you complete a “Reforest” action, take 1 gold and 2 fish from the general supply and place the gold and the fish in your personal supply. (It does not matter how you got the “Reforest” action.)

Forest Office (Plaice, A405; Building cost: 1 wood, 3 fish; 0 VP)
As soon as you have no Forest left on your Harbor board, immediately (*and only once via this Building*) take 2 gold from the general supply and place the gold in your personal supply. Additionally, you may place a single Forest on a free double space. (This is not considered a “Reforest” action. Note that you may only place one Forest from this, not two as you would during a “Reforest” action.) If you have no Forest left already when you build the Forest Office, you get the gold and Forest right away. This effect will trigger only once. Even if you get rid of your Forests again later, you will not get any additional gold or Forest from the Forest Office.

Forest Park (Salmon, B527; Building cost: 6 fish, 1 gold; 2 VP)
Each time before you take a “Take an Elder” action, take a number of wood from the general supply equal to the number of Elders that are already in your Elder Council and place the wood in your personal supply. (The new Elder does not count. You can progressively get 0, 1, 2, 3, and 4 wood from this if you build the Forest Park before you take your first Elder. The “Undertaker” might yield additional wood. Observe the wood limit in your personal supply.)

Forestry (Codfish, A307; Building cost: 1 fish, 2 gold; 1 VP)
Each time after you use the “Deforest”, “Thin Out”, or “Reforest” action space with a Worker, take 1 gold from the general supply and place the gold in your Reserve (*and not in your personal supply*). This does not apply when you take the “Deforest”, “Thin Out”, or “Reforest” action without placing a Worker on the corresponding action space. (Consequently, this effect does not apply when you take these actions via an Elder, or Building, or—in 1-, 4- and 5-player games—via the Imitation tile.)

Forest Storage (Codfish, A301; Building cost: 2 fish; 0 VP)

Each time after you remove a Forest from your Harbor board, take 1 wood and 1 fish from the general supply and place the wood and the fish in your Reserve (and not in your personal supply). If you remove more than one Forest on the same turn, you will get a corresponding number of wood and fish. (Observe the fish limit in your Reserve.) If you build the Forest Storage via the “Builder” or the “Contractor” (or—in 5-player games—the “Carpenter”) Elder actions, you do not get this benefit retroactively (because you first remove a Forest and then build).

Forest Yard (Plaice, A409; Building cost: 3 wood, 1 gold; 0 VP)

Each time after you complete a “Reforest” action, take 2 gold from the general supply and place the gold in your Reserve (and not in your personal supply). This also applies when you “Reforest” because of a different action (e.g., via a Building like “Wood Farm”).

Fortress (Herring, C147; Building cost: 10 wood, 10 fish, 3 gold; 7 VP)

At the end of the final Round, right before scoring, you may take an additional “Build a Building” action, without placing a Worker. (This “Build a Building” action may trigger other Buildings like the “Construction Yard” from the Codfish deck.)

G

Galley (Trout, A607; Building cost: 3 wood, 1 gold; 2 VP)

Each time before you take a “Build a Ship” action, take a number of fish from the general supply equal to the number of fish on plates in the Banquet Table and place the (taken) fish in your personal supply. (It does not matter how you got the “Build a Ship” action.) Note that you may use this fish to build the Ship. Consequently, this effect allows you to select a Ship that you cannot afford at the moment, provided you will be able to afford it after receiving that fish.

Gazebo (Trout, B622; Building cost: 1 wood; 1 VP)

As soon as there are (at least) 4 Elders in your Elder Council, immediately (and only once via this Building) take 2 gold from the general supply and place the gold in your personal supply. If you have 4 or more Elders already when you build the Gazebo, you get the gold right away. (Note that there are Buildings in the Besøkende deck that can make you lose Elders. Even if you regain 4 Elders after losing some, you do not get any additional gold from this.)

Ghost Ship (Besøkende, B729; Building cost: 3 wood, 6 fish; 2 VP)

Despite its name, the Ghost Ship is considered a Building, not a Ship, and must be placed on a free Building space when built. Immediately (and only once via this Building) take 1 Guest from the general supply and place the Guest in your personal supply. Additionally, move the rightmost Ship on your Fishing track three spaces to the right. (For the purposes of this effect only, you may consider the “Deep-Sea Trawler” a Ship.) The resulting gap to the left of that Ship is considered filled (by the Ghost Ship). Each time you place a new Ship on your Fishing track or remove one from there (e.g., in 5-player games, via the “Ship Owner” Elder), adjust the position of the gap so that it is always to the left of your rightmost Ship. The Ghost Ship has no effect (temporarily) as long as there are no Ships on your Fishing track or less than three unoccupied spaces left. (You may decline this effect at any time, i.e., to build an actual Ship or to get more wood from the “Log Boom”.)

Glider (Besøkende, C741; Building cost: 4 wood, 2 gold; -1 VP)

Immediately (and only once via this Building) take 1 Guest from the general supply and place the Guest in your personal supply. At the end of each Round (including the Round in which you build the Glider), after all players have had three turns, you may carry out a fourth turn by returning 1 Guest from your personal supply to the general supply. If you do, you may use an available action, i.e., an action space on the Action board (or—in solo games and games with 4-5 players—the Imitation tile) that is not fully occupied or an unoccupied Elder in your Elder Council (or in another player’s Elder Council if you also have the “Art Sculpture”). (If you also have the “Fortress” from the Herring deck, in the final Round, you may carry out your additional turns in any order. If another player has the “Fortress”, carry out your additional turns in turn order.)

Goldfish Basin (Salmon, B523; Building cost: 1 wood; 2 VP)

Immediately (and only once via this Building) take a number of fish from the general supply equal to half the number of gold in your personal supply, rounded down, and place the fish in your personal supply. (You do not lose the gold from this.) The Goldfish Basin has no effect if you have at most 1 gold in your personal supply.

Goldsmith (Salmon, A501; Building cost: 4 wood, 2 fish, 1 gold; 0 VP)

Each time after you complete an “Issue a Share” action, take a number of gold from the general supply equal to the number of issued Shares of your color you have and place the gold in your personal supply. (You get the gold on top of any goods that you got from the “Issue a Share” action. Unissued Shares and Shares of other colors do not count. Because you start the game with 2 issued Shares, you will get at least 2 gold each time you trigger this effect.)

Graveyard (Besøkende, C754; Building cost: 4 wood, 4 fish, 4 gold; 0 or more VP)

Immediately (and only once via this Building) place all Elders from your Elder Council under the Graveyard. (You must either literally place all Elders under the Graveyard or decline this effect, placing no Elder at all. If you have a sixth Elder via the “Cabin in the Woods”, you must also place that Elder under the Graveyard. You cannot use the Elders under the Graveyard anymore.) During scoring at the end of the game, the Graveyard is worth a number of VP equal to double the number of Elders underneath it. The Graveyard scores nothing if there are no Elders underneath it.

H

Harbor Area (Codfish, B324; Building cost: 1 gold; 1 VP)

From the general supply, immediately (and only once via this Building) take twice as much fish as there are Elders in your Elder Council and as much wood as there are Ships on your Fishing track, including the preprinted starting catboat. Place the fish and the wood in your personal supply. (Observe the wood limit in your personal supply. Note that the number of seats in the Elder Council and the number of spaces on the Fishing track are limited. The Harbor Area can net you at most 10 fish and 7 wood—in 1- and 2-player games 10 fish and only 6 wood.)

Harbor Branch (*Trout, B626; Building cost: 2 wood, 2 fish, 1 gold; 3 VP*)
As soon as your haul size is 11 or greater while you are missing (at least) one type of Ship (*sloop, cutter, schooner*), immediately (and only once via this Building) take 3 gold from the general supply and place the gold in your personal supply. If your haul size is 11 or greater already when you build the Harbor Branch, you get the gold right away, unless all three types of Ships are present on your Fishing track. Note that there are Buildings (like the “Ship Broker” from the Mackerel deck) and—in 5-player games—the “Ship Owner” Elder that can remove Ships from your Fishing track and cause your haul size to drop below 11 again. If it does and you regain a haul size of 11 or greater later, you only get gold from the Harbor Branch if you have not received any yet (e.g., because last time you had Ships of all three types).

Harbor Gate (*Mackerel, C248; Building cost: 3 wood, 3 gold; 0 or 6 VP*)
During scoring at the end of the game, the Harbor Gate scores 6 VP if no space on your Fishing track remains free. The spaces do not necessarily have to be covered by Ships (e.g., they can be covered by Buildings like the “Stilt House”). The Harbor Gate scores nothing if there is at least one free space left on your Fishing track.

Harbor Grill (*Trout, C649; Building cost: 3 wood, 2 gold; 1-7 VP*)
During scoring at the end of the game, the Harbor Grill scores a number of VP up to the number of Ships on your Fishing track, including the preprinted starting catboat. For each Ship that you wish to count towards the value of the Harbor Grill, you must pay 2 fish from your personal supply, returning the fish to the general supply. (Alternatively, you can use those fish to mark the Ships that you want to count. Either way, those fish do not count towards other Buildings like “Cloister Chamber”, “Fishing Corporation”, or “Official Building”. Note that 7 VP are only possible in games with 3 or more players.)

Harbor Installation (*Herring, C151; Building cost: 10 wood, 5 gold; 2-14 VP*)
During scoring at the end of the game, the Harbor Installation scores a number of VP equal to double the number of Ships on your Fishing track, including the preprinted starting catboat.
(Note that the number of spaces on the Fishing track are limited. The Harbor Installation can score at most 14 VP—in 1- and 2-player games only 12 VP. The “Stilt House” from the Mackerel deck is not considered a Ship, even though it is placed on the Fishing track.)

Harbor Office (*Plaice, B424; Building cost: 4 wood, 2 fish, 1 gold; 2 VP*)
Immediately after each time any player takes the last Ship of a type (*sloop, cutter, schooner*) from the supply board for Ships and Elders (thus, emptying the respective pile), take 1 gold from the general supply and place the gold in your personal supply. It does not matter which player takes the last Ship of a type. (You can get the gold on another player’s turn.) Nor does it matter whether the Ship was taken during a “Build a Ship” action or via a Building effect (like “Net Weaver”). Note that this effect is not limited to 1 gold per Ship type. Certain effects (e.g., via the “Marina”) can cause Ships to return to the supply board, so a particular type can be emptied multiple times.

Harbor Park (*Codfish, B322; Building cost: 1 fish; 0 VP*)
As soon as there are at least 3 Elders in your Elder Council, immediately (and only once via this Building) take 3 wood and 2 gold from the general supply and place the wood and the gold in your Reserve (and not in your personal supply). If you have 3 or more Elders already when you build the Harbor Park, you get the goods right away.

Haulage Firm (*Codfish, A318; Building cost: 3 fish, 1 gold; 3 VP*)
Each time after you complete an “Issue a Share” action, take 3 wood from the general supply and place the wood in your personal supply. (It does not matter how you got the “Issue a Share” action. Observe the wood limit in your personal supply.) If you issue more than one Share on the same turn (which is currently only possible via the “Office”), you will still only get 3 wood. (Because you have three Unissued Shares at the start of the game, you can use this effect at most three times.)

Haunted House (*Besøkende, B724; Building cost: 1-7 wood, 1-7 fish; 0 VP*)
The numbers of wood and fish that you must pay for the Haunted House are both equal to the current Round: 1 wood and 1 fish in Round 1, 2 wood and 2 fish in Round 2, etc. Immediately (and only once via this Building) take 1 Guest from the general supply and place the Guest in your personal supply. Additionally, you must also immediately (and only once via this Building) remove all Elders in your Elder Council from play. (Do not return those Elders to the Ships and Elders supply board.) In return, take a number of fish and a number of gold from the general supply both equal to the number of removed Elders and place the fish and the gold in your personal supply. (You must either literally remove all Elders or decline this effect, removing no Elder at all. If you have a sixth Elder via the “Cabin in the Woods”, you must also remove that Elder.)

Head Office (*Codfish, A304; Building cost: 6 wood, 3 fish; 0 VP*)
The number of gold that you get from the Head Office depends on the number of free Building spaces on your Harbor board. (Count the spaces after you build the Head Office.) If there are 4, 5, or 6 free Building spaces, you get 3 gold. If there are exactly 7 free Building spaces, you get 4 gold. If there are 8 or more free Building spaces, you get 5 gold. Take the gold immediately (and only once via this Building) from the general supply and place it in your personal supply. The Head Office has no effect if you have 3 or fewer free Building spaces.

Headquarters (*Plaice, C445; Building cost: 5 fish, 2 gold; 3 VP*)
For each Elder in your Elder Council, immediately (and only once via this Building) take 3 wood from the general supply and place the wood in your personal supply. (You must keep the Elders. Observe the wood limit in your personal supply.)

Hermitage (*Codfish, C341; Building cost: 1 wood, 3 fish; 5 VP*)
During scoring at the end of the game, gold in your personal supply scores nothing. (You cannot prevent this.) Only the normal VP for gold are affected. Buildings that provide VP for gold directly or indirectly (like the “Market Tower” from the Mackerel deck) are not affected by the Hermitage.

Hideaway (*Codfish, A314; Building cost: 1 gold; 2 VP*)
After you place the Hideaway on your Harbor board, you may immediately (and only once via this Building) remove all Forests from your Harbor board but one. (So you must either literally leave one—and only one—Forest on your Harbor board or decline this effect, removing no Forests at all.) For each Forest that you remove via this effect, take 1 wood and 1 fish from the general supply and place the wood and the fish in your personal supply. (This effect is not considered a “Deforest” action. Observe the wood limit in your personal supply.) The Hideaway has no effect if you only have one Forest or no Forests at all.

Holding Company (Codfish, A316; Building cost: 3 wood, 2 gold; 3 VP)
Each time after you buy Shares (regardless of color), place the gold that you used to pay for the Shares in your Reserve (instead of the general supply). (It does not matter how you got to buy the Shares.) If you get the Shares at no cost (e.g., due to the discount on the “Buy All Shares” action space in Round 4 and later), you do not get any gold into your Reserve via the Holding Company.

Holiday Resort (Codfish, A302; Building cost: N/A; 0 VP)
Each time before you take a “Take an Elder” action, you must either pay or receive fish. If you take the action on your first Worker’s turn, you must return 1 fish from your personal supply to the general supply, if possible. (If there is no fish in your personal supply, you do not have to pay any.) If you take the action on your second and third Worker’s turn, take 1 and 2 fish from the general supply, respectively, and place the fish in your personal supply. All of this also applies when you “Take an Elder” because of a different action (e.g., via Buildings like the “Ballroom” or “Park Lodge”). If you take more than one “Take an Elder” action on the same turn (e.g., via the “Village Center” from the Herring deck), you must apply this effect to each of these actions.

Hotel (Plaice, C444; Building cost: 6 wood, 3 fish, 2 gold; 3 VP)
As soon as all 11 Building spaces of your Harbor board are occupied, immediately (and only once via this Building) take 3 gold from the general supply and place the gold in your personal supply. If, by building the Hotel, you occupy the last remaining free Building space of your Harbor board, you get the gold right away. Note that you must check whether or not you occupy all Building spaces before any other effect can happen. (For instance, if you build the “Hideaway” from the Codfish deck on your last remaining free Building space, you get the gold from the Hotel before you remove Forests from your Harbor board due to the “Hideaway” effect.) This effect will trigger only once. Even if you occupy all of your Building spaces again later, you will not get any additional gold from the Hotel.

Hotel Bar (Salmon, C553; Building cost: 3 wood, 0-5 gold; 0-5 VP)
The number of gold that you must pay for the Hotel Bar is equal to the number of Elders in your Elder Council containing at most 1 fish. During scoring at the end of the game, the Hotel Bar scores a number of VP equal to the number of Elders in your Elder Council containing at most 1 fish. (Note that the VP value can differ from the number of gold you paid.) The Hotel Bar scores nothing if you have no Elders or all of your Elders contain 2 fish each.

I

Immediate Bank (Salmon, B531; Building cost: 3 wood, 3 gold; 3 VP)
Immediately (and only once via this Building) take a number of gold from the general supply equal to the number of other Buildings on your Harbor board containing the term “immediately” in their card text and place the gold in your personal supply. (It does not suffice that the description in the appendix uses “immediately”. Only Buildings that have “immediately” actually printed on them count, except for the Immediate Bank itself. It does not matter how many instances of “immediately” there are on a Building—each such Building counts only once. Lower or upper case does not matter either.) The Immediate Bank has no effect if, aside from itself, you have no Buildings saying “immediately” in their card text.

Inshore Fishery (Mackerel, C250; Building cost: 7 fish; 0 or 5 VP)
During scoring at the end of the game, the Inshore Fishery scores 5 VP if there are at least 4 Ships on your Fishing track that are called sloop or cutter. (Your schooners and the preprinted starting catboat do not count.) The Inshore Fishery scores nothing if you have 3 or fewer sloops and cutters combined.

Investment Broker (Besøkende, C744; Building cost: 6 wood, 4 fish, 3 gold; 4 VP)
Immediately (and only once via this Building) take 1 Guest from the general supply and place the Guest in your personal supply. Additionally, also immediately (and only once via this Building) take a number of gold from the general supply equal to the number of issued Shares in your personal supply (regardless of color) and place the gold in your personal supply.

J

Jetty Extension (Salmon, A503; Building cost: 1 fish; 0 VP)
Each time after you complete a “Build a Ship” action, take 1 wood from the general supply if your haul size has increased by 1, 3 wood if it has increased by 2, and 5 wood if it has increased by 3 or more. In any case, place the wood in your personal supply. (Observe the wood limit in your personal supply.)

Jewelry Store (Salmon, C552; Building cost: 2 wood, 4 fish, 6 gold; 0-12 VP)
During scoring at the end of the game, the Jewelry Store scores a number of VP equal to the number of gold left in your personal supply, up to your final haul size. (For example, with 12 gold in your supply and a haul size of 10, the Jewelry Store would score 10 VP.) The Jewelry Store scores nothing if you have no gold left in your supply.

Joinery (Herring, A114; Building cost: 2 wood, 2 fish; 1 VP)
From your next turn on: Each time after you complete a “Build a Building” action, take 2 wood from the general supply and place the wood in your Reserve (and not in your personal supply). (It does not matter how you got the “Build a Building” action.)

L

Laborer Square (Mackerel, A210; Building cost: 1 fish; 0 VP)
Each time after you complete an “Issue a Share” action, you may exchange exactly 1 gold in your personal supply for 3 wood and 4 fish from the general supply. (You may exchange gold that you got from the “Issue a Share” action. It does not matter how you got the “Issue a Share” action. Observe the wood limit in your personal supply.) If you issue more than one Share on the same turn (which is currently only possible via the “Office” from the Codfish deck), you can still only exchange 1 gold. (Because you have three Unissued Shares at the start of the game, you can use this effect at most three times.)

Life Insurance (Besøkende, C749; Building cost: 5 wood, 1 fish, 6 gold; 6 or more VP)
Each time any player (including you) returns a Guest to the general supply, place 1 gold from the general supply on the Life Insurance. (This also applies when the Guest is returned after a Ship was sold, e.g., in 5-player games, via the “Ship Owner” Elder.) During scoring at the end of the game, the Life Insurance is worth 6 VP plus an additional number of VP equal to the number of gold on it.

Lighthouse (Herring, B129; Building cost: 5 wood, 5 fish; 3 VP)

Each time there are 8 or more fish in your Reserve, you may immediately take a “Transfer Reserve” action, without placing a Worker. (This “Transfer Reserve” action may trigger other Buildings like the “Dairy” or “Wet Storage”.) If you are in the middle of another action, you must first complete that other action before you may take the “Transfer Reserve” action. This applies especially to the Fishing Phase: only after you complete all five steps of the Fishing Phase may you use this effect.

Log Boom (Besøkende, A708; Building cost: 3 fish, 1 gold; 1 VP)

Immediately (and only once via this Building) place 1 wood from the general supply on each free space of your Fishing track. Each time before you place a Ship on those spaces, move the wood into your personal supply. (Observe the wood limit in your personal supply. Return any excess wood to the general supply.) Note that you receive that wood before you must pay the Building cost. Consequently, this effect allows you to select a Ship that you cannot afford at the moment, provided you will be able to afford it after receiving that wood. Before scoring, return any unclaimed wood to the general supply. The Log Boom has no effect if there are no free spaces on your Fishing track.

Log Depot (Salmon, B528; Building cost: 3 fish, 1 gold; 3 VP)

Immediately (and only once via this Building) take a number of wood from the general supply equal to the number of fish on the Reserve space of your Harbor board and place the wood in your Reserve (and not in your personal supply). (Due to the 8 fish limit in your Reserve, you can get up to 8 wood from this; with the “Cooling House” from the Codfish deck, you can get up to 16 wood from this.)

Logger’s Pond (Mackerel, A206; Building cost: N/A; 0 VP)

After each turn in which you remove 1 or 2 Forests from your Harbor board, take 2 fish from the general supply and place the fish in your personal supply. (Even if you remove 2 Forests, you only get 2 fish.) It does not matter whether or not you take a “Deforest” action to remove the Forests. The Logger’s Pond has no effect if you remove more than 2 Forests on the same turn (e.g., via a Building like the “Hideaway” from the Codfish deck).

Longhouse (Mackerel, C243; Building cost: 6 wood; 6 VP)

During scoring at the end of the game, your issued Shares score nothing, regardless of color. (You cannot prevent this.) Negative VP from Unissued Shares are not affected—you will still lose VP for them.

Lord’s Estate (Salmon, A512; Building cost: 1 fish, 1 gold; 2 VP)

Each time after you empty the Reserve space on your Harbor board (e.g., via a “Transfer Reserve” action), immediately place 1 wood, 1 fish, and 1 gold from the general supply in your Reserve (and not in your personal supply). If you have multiple Buildings that fill your empty Reserve (like the “Meyerhof”), you may apply their effects all at the same time—in an order of your choice. (All of these Buildings may be triggered.)

Lumbermill (Plaice, B429; Building cost: 4 wood, 2 fish, 2 gold; 3 VP)

At any time (and any number of times) before scoring, except during an action, you may remove 1 Forest from your Harbor board to exchange 1 wood and 1 fish from your personal supply for 1 gold from the general supply. (This is not considered a “Deforest” action.)

M

Manor (Herring, C153; Building cost: 3 wood, 2 gold; 0 or 7 VP)

During scoring at the end of the game, the Manor scores 7 VP if you have at least 6 issued Shares. (These Shares retain their base value of 1 VP.) The color of the Shares does not matter. Unissued Shares do not count. The Manor scores nothing if you have 5 or fewer issued Shares. **In the solo game, you get 7 VP if you have issued all of your 5 Shares.**

Manufacture (Mackerel, B230; Building cost: 4 wood, 3 fish, 1 gold; 4 VP)

At any time (and any number of times) before scoring, except in the middle of another action, you may exchange 1 wood in your personal supply for 1 fish from the general supply. Alternatively, you may exchange 3 fish for 2 wood. (Observe the wood limit in your personal supply.) Note that you cannot make this exchange in the middle of the “Sailor” Elder action to serve fish to additional plates by immediately exchanging the wood you get from the action for fish.

Marina (Plaice, B422; Building cost: 3 wood, 3 fish, 2 gold; 1 VP)

You may immediately (and only once via this Building) return a sloop from your Fishing track to the supply board for Ships and Elders. If you do, take a schooner from the supply board and place the schooner such that it covers the preprinted catboat as well as spaces “3” and “5” of your Fishing track. If need be, move the other Ships on your Fishing track to the right. (Afterwards, all Ships must be as far to the left as possible. There may be no gaps.) The Marina has no effect if your Fishing track is fully occupied or if there are no schooners left on the supply board. (In the latter case, you may not return a sloop.) Otherwise, taking the schooner is considered a “Build a Ship” action (which may trigger other Buildings like “Agency”, “Alluvial Forest”, or “Export Hall”). As long as the catboat is covered, it does not count for any effects (e.g., you do not get 2 VP for it via “Harbor Installation” from the Herring deck). If you remove the schooner covering the catboat at some point (e.g., in 5-player games, via the “Ship Owner” Elder), the catboat will count again.

Market (Trout, A609; Building cost: 1 wood, 1 fish, 1 gold; 2 VP)

Each time before you take a “Build a Ship” action, you may exchange fish in your personal supply for wood from the general supply at a 1:1 ratio, or vice versa. The number of exchanges you can make (per activation) is limited by the number of empty Building spaces on your Harbor board. (It does not matter how you got the “Build a Ship” action. You must exchange either fish for wood or wood for fish; you may not exchange fish and wood back and forth. Observe the wood limit in your personal supply.) Note that you may use the exchanged goods to build the Ship. Consequently, this effect allows you to select a Ship that you cannot afford at the moment, provided you will be able to afford it after exchanging goods. The Market has no effect if you have no empty Building spaces.

Market Hall (Herring, C145; Building cost: 7 wood, 14 fish; 4 VP)

Immediately (and only once via this Building) take 3 gold from the general supply and place the gold in your personal supply.

Marketplace (Plaice, A407; Building cost: 1 fish, 1 gold; 0 VP)

In each Fishing Phase (Phase I of a Round), if no new fish is added to your Reserve (i.e., you are out of fish to distribute by the fourth step of the distribution order), take 1 gold from the general supply and place the gold in your Reserve (and not in your personal supply). Note that this applies only during the Fishing Phase and not when taking the “Pond Builder” Elder action.

Market Tower (*Mackerel, C249; Building cost: 2 gold; 0 or more VP*)

During scoring at the end of the game, the Market Tower scores a number of VP equal to the number of sets in your personal supply comprised of 1 wood, 1 fish, and 1 gold. The Market Tower scores nothing if you are missing any of these goods.

Meditation Lodge (*Besøkende, B721; Building cost: N/A; 0 VP*)

Immediately (*and only once via this Building*) take 1 Guest from the general supply and place the Guest in your personal supply. Once per Round, as one of your three turns, you may place a Worker on the Meditation Lodge to take your choice of a “Deforest” or “Reforest” action. (*You may use the Meditation Lodge even on the same Round you build it, just not on the same turn. Only you may use the Meditation Lodge—other players may not.*)

Meeting Center (*Trout, B630; Building cost: 4 wood, 3 fish, 2 gold; 4 VP*)

Each time before you place a Worker, take a number of fish from the general supply equal to the number of Workers already present on Elders in your Elder Council and place the fish in your personal supply. (*The color of the Workers on your Elders does not matter. Note that, in the solo game and via the “Art Sculpture” from the Besøkende deck, it is possible that there are Workers of other colors on your Elders.*)

Meyerhof (*Salmon, C542; Building cost: 2 wood, 2 fish, 2 gold; 4 VP*)

Each time after you empty the Reserve space on your Harbor board (*e.g., via a “Transfer Reserve” action*), immediately place 1 gold from the general supply in your Reserve (*and not in your personal supply*). In rounds 6 and 7, instead place 2 gold in your empty Reserve. (*If you decline the effect, you must wait until the next time your Reserve gets empty after not being empty in the meantime. For instance, you cannot decline 1 gold in Round 5 to get 2 gold at the start of Round 6.*) If you have multiple Buildings that fill your empty Reserve (*like the “Lord’s Estate”*), you may apply their effects all at the same time—in an order of your choice. (*All of these Buildings may be triggered.*)

Miniature Railway (*Besøkende, C745; Building cost: 9 wood, 4 gold; 7 VP*)

Instead of paying 9 wood and 4 gold for the Miniature Railway, you may remove the “Wooden Tramway” from play if it is on your Harbor board. (*You may build the Miniature Railway on the same Building space, but you do not have to. If you build the “Wooden Tramway” after the Miniature Railway, you may not remove it from play to get a refund for Miniature Railway.*) Immediately (*and only once via this Building*) take 1 Guest from the general supply and place the Guest in your personal supply.

Model Harbor (*Plaice, C451; Building cost: 2 wood, 2 fish, 2 gold; 0 or 7 VP*)

During scoring at the end of the game, the Model Harbor scores 7 VP if you then have exactly 1 sloop, 1 cutter, and 1 schooner on your Fishing track. (*The Ships do not need to be on the track in this order.*) The Model Harbor scores nothing if you are missing one type of Ship or if you have more than one Ship of a particular type.

Monument (*Plaice, C446; Building cost: 4 fish, 3 gold; 8 VP*)

During scoring at the end of the game, the Monument scores 8 VP. However, four of your other Buildings worth 0 or more VP score 0 VP instead. You decide which of your Buildings lose their value. You cannot choose Buildings with a negative value. Not counting Monument, if you have four or fewer Buildings worth 0+ VP, all of these Buildings score nothing. (*The Monument cannot lose its value from its effect.*)

Moot Hall (*Besøkende, A701; Building cost: 6 wood, 4 fish; -1 VP*)

Immediately (*and only once via this Building*) remove all Forests from your Harbor board and take a number of wood and a number of Guests from the general supply both equal to the number of Forests you have just removed and place the wood and the Guests in your personal supply. (*Observe the wood limit in your personal supply. You must either literally remove all Forests or decline the effect, removing no Forest at all.*) The Moot Hall has no effect if you have no Forests on your Harbor board.

N

Natural Reserve (*Salmon, C551; Building cost: 5 fish; 0-12 VP*)

During scoring at the end of the game, the Natural Reserve scores a number of VP equal to the number of wood left in your personal supply, up to the number of Forests on your Harbor board. (*Every single Forest counts even if stacked together. For example, with 5 wood in your supply and 6 Forests, the Natural Reserve would score 5 VP.*) The Natural Reserve scores nothing if you have no wood left in your personal supply or no Forests.

Nature Reserve (*Trout, C644; Building cost: 1 wood, 1 fish, 5 gold; 5 VP*)

Each time after you use the “Reforest” action space, take 2 gold from the general supply and place the gold in your personal supply. (*It does not matter how many Forests you place during that action.*) You do not get any gold from this when you “Reforest” because of a different action or—in games with 1, 4, and 5 players—via the Imitation tile.

Net Pen (*Mackerel, A209; Building cost: N/A; 0 VP*)

Immediately (*and only once via this Building*) take 5 fish from the general supply and place the fish in your Reserve (*and not in your personal supply*). (*Observe the fish limit in your Reserve.*)

Net Weaver (*Plaice, A408; Building cost: 2 fish; -1 VP*)

Immediately (*and only once via this Building*) take a sloop from the supply board for Ships and Elders and add the sloop to the right of the Ships on your Fishing track. This is not considered a “Build a Ship” action. The Net Weaver has no effect if there is no sloop left on the supply board or if there is not enough space on your Fishing track.

Nightclub (*Plaice, B431; Building cost: 2 wood, 2 fish; 5 VP*)

You may not build the Nightclub on a regular Building space. Instead, you must place it on top of your Reserve, returning all goods that are currently in there to the general supply. For the remainder of the game, you cannot get any more goods into your Reserve. (*You may not instead place goods that are supposed to go into your Reserve in your personal supply.*) You may not take the “Transfer Reserve” action any longer. When distributing fish, you must skip the fourth step of the distribution order. (*Consequently, if you also have the “Fishmeal Plant”, you may place all remaining fish in your personal supply.*)

Nursery (*Mackerel, C242; Building cost: 2 wood, 1 fish; 1 VP*)

Immediately before scoring, you may cover the printed negative VP on the Building spaces of your Harbor board with 1 wood each from your personal supply. The covered negative VP will be ignored during scoring. (*Buildings like the “Bank” from the Codfish deck will not consider them.*) Wood used to cover negative VP in this fashion cannot be used for any other effect.

O

Office (Codfish, A305; Building cost: 7 fish; 1 VP)

You may immediately (*and only once via this Building*) take an “Issue a Share” action, without placing a Worker. If you do, you must issue exactly two Shares by turning two Unissued Shares in your personal supply to the “Share” side of your color. Place these two Shares on the designated space of the Action board. (*This is considered a single “Issue a Share” action. It may trigger other Buildings like the “Ship Holding Co.” from the Herring deck.*)

Then immediately (*and only once via this Building*) take 3 gold from the general supply and place the gold in your personal supply. (*Consequently, this action provides 1 gold less than two separate “Issue a Share” actions on the Action board would.*) The Office has no effect if you have at most one Unissued Share.

Official Building (Trout, C653; Building cost: 5 wood, 2 fish, 4 gold; 0 or more VP)

During scoring at the end of the game, the Official Building scores a number of VP equal to triple the number of Elders in your Elder Council, up to the number of fish left in your personal supply. (*For example, with 4 Elders and 10 fish left, the Official Building would score 10 VP. Note that the number of seats in the Elder Council is limited. Normally, the Official Building can score at most 15 VP; with the “Cabin in the Woods” from the Besøkende deck, it can score up to 18 VP.*) The Official Building scores nothing if you have no Elders.

Orchard (Besøkende, A706; Building cost: 2 wood; 1 VP)

Immediately (*and only once via this Building*) take 1 Guest from the general supply and place the Guest in your personal supply. Additionally, you may also immediately (*and only once via this Building*) take a “Reforest” action, without placing a Worker. (*This “Reforest” action may trigger other Buildings like the “Volunteer’s Lodge.”*) For all intents and purposes, the Orchard is considered both a Building and a Forest, i.e., you count it when taking a “Thin Out” action and you may remove it from play in place of a Forest, e.g., when taking a “Deforest” action. (*Consequently, when building the “Moot Hall”, you must either also remove the Orchard or decline the effect, removing no Forest at all.*) Note that the Orchard occupies a single Building space, so it does not count for effects that require forested double spaces.

Orphanage (Besøkende, A714; Building cost: 5 wood, 3 fish; 2 VP)

Immediately (*and only once via this Building*) take 2 Guests from the general supply and place the Guests in your personal supply.

P

Pantry (Trout, B624; Building cost: 1 wood, 1 gold; 2 VP)

Immediately (*and only once via this Building*) take a number of fish from the general supply equal to the number of gold in your personal supply, but at most 8 fish, and place the fish in your personal supply. (*You do not lose gold from this.*) The Pantry has no effect if you have no gold left after building it.

Parish House (Herring, B121; Building cost: 2 wood, 3 fish; 0 VP)

Immediately (*and only once via this Building*) take a number of gold from the general supply equal to the number of Elders in your Elder Council and place the gold in your personal supply. However, you can get at most 3 gold from this, even if you have 4 or 5 Elders. The Parish House has no effect if you do not have any Elders.

Park (Salmon, B525; Building cost: 1 gold; 2 VP)

As soon as there are 6 Buildings on your Harbor board arranged in a rectangle spanning over 2 rows and 3 columns, immediately (*and only once via this Building*) take 5 wood from the general supply and place the wood in your personal supply. (*It does not matter if there are additional buildings adjacent to these. Observe the wood limit in your personal supply.*) If you have this arrangement already when you build the Park (*which may be part of the arrangement*), you get the wood right away.



Park Example

Park Lodge (Codfish, A317; Building cost: 1 wood, 1 gold; 3 VP)

You may immediately (*and only once via this Building*) take a “Take an Elder” action, without placing a Worker. As usual, take an accessible Elder from the Ships and Elders supply board and place it on a free seat in your Elder Council. (*This “Take an Elder” action may trigger other Buildings like the “Holiday Resort.”*) You may not use the new Elder right away. (*You may use it on your next turn or later via a normal Worker action.*) The Park Lodge has no effect if there are no seats left in your Elder Council.

Pawnshop (Plaice, A413; Building cost: 1 wood, 1 fish; 1 VP)

At any time (*and any number of times*) before scoring, except during an action, you may take two goods of the same type (*i.e., 2 wood or 2 fish or 2 gold*) from your Reserve, moving one of these goods to your personal supply and the other to the general supply. You cannot apply this effect to a good of which you have only one in your Reserve.

Pedalo Builder (Besøkende, B726; Building cost: 3 fish; 2 VP)

Once per Round, as one of your three turns, you may place a Worker on the Pedalo Builder to take a “Build a Ship” action. (*You may use the Pedalo Builder even on the same Round you build it, just not on the same turn. Only you may use the Pedalo Builder—other players may not.*) Each time after you complete a “Build a Ship” action, take 1 wood from the general supply and place the wood in your personal supply. (*Observe the wood limit in your personal supply. It does not matter how you got the “Build a Ship” action; i.e., this effect already applies to the “Build a Ship” action that you get from the Pedalo Builder. Because you receive the wood after, you cannot use it to build the Ship.*)

Picnic Benches (Besøkende, C743; Building cost: 12 wood; 4 VP)

You may not reduce the Building cost of 12 wood with Guests; you must cover the cost entirely with wood tokens from your personal supply. The Picnic Benches have no effect.

Pier House (Herring, A105; Building cost: 2 wood, 1 fish; 0 VP)

Each time before you take a “Build a Ship” action, take 3 wood from the general supply and place the wood in your personal supply. (*It does not matter how you got the “Build a Ship” action. Observe the wood limit in your personal supply.*) Note that you may use this wood to build the Ship. Consequently, this effect allows you to select a Ship that you cannot afford at the moment, provided you will be able to build one after receiving those 3 wood.

Playground (Salmon, C547; Building cost: 3 wood; 0, 4, 6, or 8 VP)

During scoring at the end of the game, determine the number of empty Building spaces on your Harbor board and whether they form a contiguous group. (*Spaces form a contiguous group if every space in the group is orthogonally adjacent to at least one other space in the group.*) The Playground scores 4 VP if you have exactly one empty Building space left, 6 VP if you have exactly two empty Building spaces left that are orthogonally adjacent to one another, and 8 VP if you have exactly three empty Building spaces left that form a contiguous group. The Playground scores nothing if you have more than 3 empty Building spaces left or if the empty Building spaces do not form a contiguous group.

Playhouse (Mackerel, B232; Building cost: 15 fish, 1-7 gold; 11 VP)

The number of gold that you must pay for the Playhouse is equal to the current Round: 1 gold in Round 1, 2 gold in Round 2, etc. (*Additionally, you must pay the depicted 15 fish.*) The Playhouse has no effect.

Pond (Plaice, A401; Building cost: N/A; -1 VP)

Immediately (*and only once via this Building*) take 4 fish from the general supply and place the fish in your personal supply.

Pond Hut (Codfish, B326; Building cost: 3-12 wood; 2 VP)

The number of wood that you must pay for the Pond Hut is equal to your current haul size (e.g., 3 wood at the start of the game, and 12 wood with a fully covered Fishing track.)

The number of gold that you get from the Pond Hut depends on the number of fish in your personal supply. (*You will not lose any fish from this.*) If you have 4 to 7 fish, you get 1 gold. If you have 8 to 11 fish, you get 2 gold. If you have 12 or more fish, you get 3 gold. Take the gold immediately (*and only once via this Building*) from the general supply and place it in your personal supply. The Pond Hut has no effect if you have 3 or fewer fish in your personal supply.

Pond Installation (Trout, A603; Building cost: 1 wood, 1 gold; 0 VP)

Immediately (*and only once via this Building*) take pairs of 1 fish and 1 gold from the general supply for every 3 wood in your personal supply, rounded down, and place the fish and the gold in your personal supply. (*You do not lose any wood from this. Due to the wood limit, you can get at most 4 fish and 4 gold from this; with the "Wood Storage", you can get up to 5 fish and 5 gold.*) The Pond Installation has no effect if you have less than 3 wood in your personal supply.

Poor House (Mackerel, B221; Building cost: 2 wood; 1 VP)

Immediately (*and only once via this Building*) move all of the fish from the Banquet Table plates into your personal supply. (*You must take either literally all fish from the Banquet Table or decline this effect, taking no fish at all.*) The Poor House has no effect if there is no fish on the Banquet Table. (*Note that there are only seven plates on the Banquet Table so you can get at most 7 fish from this.*)

Portal (Herring, A113; Building cost: 2 gold; 1 VP)

You may immediately (*and only once via this Building*) take an "Issue a Share" action, without placing a Worker. (*This "Issue a Share" action may trigger other Buildings like the "Ship Holding Co."*)

As usual, turn an Unissued Share in your personal supply to the "Share" side of your color. Place this Share on the designated space of the Action board. Instead of gold (*which you would normally get for this*), take 6 wood and 6 fish from the general supply and place the wood and the fish in your personal supply. (*Observe the wood limit in your personal supply.*) The Portal has no effect if you do not have an Unissued Share left.

Port of Transit (Salmon, C546; Building cost: 2-8 wood, 2-8 fish, 2-8 gold; 8 VP)

The numbers of wood, fish, and gold that you must pay for the Port of Transit are each equal to the difference of 9 and the number of ships on your Fishing track, including the preprinted starting catboat. (*For instance, if you have 5 ships, you must pay 4 wood, 4 fish, and 4 gold for the Port of Transit. Note that you can get the Building cost down to 2 of each good in games with 3 or more players. In a 2-player or solo game, the minimum cost is 3 of each good.*)

Primary School (Trout, B625; Building cost: 2 wood, 1 gold; 3 VP)

As soon as there are (*at least*) 6 "A" or 4 "B" or 3 "C" Buildings on your Harbor board, immediately (*and only once via this Building*) take 5 wood and 5 fish from the general supply and place the wood and the fish in your personal supply. (*All Buildings on your Harbor board count, including the Primary School and Buildings that do not occupy a Building space, like the "Stilt House" from the Mackerel deck, the "Nightclub" from the Plaice deck, or the "Deep-Sea Trawler" from the Besøkende deck. You only need to meet one of those requirements to get the goods. Even if you meet another of these requirements later, you do not get any additional goods from this.*) If there are 6 "A", 4 "B", or 3 "C" Buildings on your Harbor board already when you build the Primary School, you get the wood and the fish right away.

Princely House (Salmon, C543; Building cost: 6 wood, 3 fish, 5 gold; 6 VP)

Each time before you take a "Take an Elder" action, take 2 gold from the general supply and place the gold in your personal supply. (*Because there are only 5 seats in your Elder Council, you can get at most 10 gold from this; with the "Undertaker", you can get up to 12 gold from this.*)

Private Company (Trout, B623; Building cost: 4 wood, 4 fish; 2 VP)

Immediately (*and only once via this Building*) turn an issued Share of your color in your personal supply to the "Unissued Share" side. You may choose one of the two issued Shares that you have from the start. (*Note that this will reduce your fish income during the Fishing Phase. On the other hand, this allows you to take an "Issue a Share" action up to four times that game.*) Immediately afterward (*and only once via this Building*) take 5 gold from the general supply and place the gold in your personal supply. The Private Company has no effect if, for some reason, you do not have any issued Shares of your color (e.g., due to the "Small Claims Court" from the Besøkende deck).

Purveyor (Mackerel, A216; Building cost: 1 wood, 1 fish, 1 gold; 2 VP)

Each time before you use an Elder, you may take a "Serve Fish" action, without placing a Worker. If you do, you may only serve fish to one plate (*as opposed to the "Serve Fish" action space which allows you to serve fish to multiple plates*). As usual, take 1 gold from the general supply and place the gold in your personal supply. Note that this effect allows you to use an Elder even if the Banquet Table has no fish, because you can supply that fish via the "Serve Fish" action that you get from this.

Q

Queuing Barriers (Besøkende, C753; Building cost: 8 wood, 0 or more gold; 0 or 7-9 VP)

The number of gold that you must pay for the Queuing Barriers is equal to the number of Guests in your personal supply. (*If there are no Guests in your personal supply, you must only pay 8 wood for the Queuing Barriers.*) During scoring at the end of the game, determine the number of Guests in your personal supply. The Queuing Barriers score 7 VP if you have 3 Guests, 8 VP if you have 4 Guests, and 9 VP if you have 5 or more Guests in your personal supply. The Queuing Barriers score nothing if you have 2 or fewer Guests in your personal supply.

R

Raftbuilder (Herring, A109; Building cost: 1 wood, 1 fish; 1 VP)

Each time after you complete a “Build a Ship” action, take 2 wood from the general supply and place the wood in your Reserve (*and not in your personal supply*). (It does not matter how you got the “Build a Ship” action.)

Ranger’s Office (Mackerel, B227; Building cost: 1 wood, 3 fish, 2 gold; 3 VP)

Each time before you take a “Thin Out” action, you may add a Forest to a double space that already contains one or more Forests. (It does not matter how you got the “Thin Out” action. It is possible that there are more than two Forests on a double space. Remember that Forests may not overhang.) The newly added Forest counts towards the “Thin Out” action, because it is placed before. (This effect is not considered a “Reforest” action.)

Rathskeller (Codfish, B323; Building cost: 4 wood, 4 fish, 2 gold; 0 VP)

Immediately (*and only once via this Building*) take a number of gold from the general supply equal to the number of fish on the Elders in your Elder Council and place the gold in your personal supply. Leave the fish on the Elders—you need not and may not remove them. (Note that the number of seats in the Elder Council are limited. You can get at most 10 gold from this, because, whenever there are three fish on an Elder, they are immediately removed.) The Rathskeller has no effect if there are no fish on your Elders.

Realtor’s Office (Trout, B631; Building cost: 2 fish, 2 gold; 4 VP)

As soon as any player (*including you*) takes the “Contractor” Elder from the Ships and Elders supply board, immediately (*and only once via this Building*) take 6 wood from the general supply and place the wood in your personal supply. (Observe the wood limit in your personal supply.) If the Contractor is not present on the Ships and Elders supply board any longer when you build the Realtor’s Office, you get the wood right away. (The Contractor does not necessarily need to be in play any longer for this effect to trigger, e.g., he can have left the game via the “Haunted House” or died via the “Graveyard”, both from the Besøkende deck. If the Contractor returns to the Ships and Elders supply board via the “Yurt” from the Besøkende deck after this effect has been triggered, you do not get any additional wood from this when the Contractor is taken a second time.)

Refuge (Codfish, A303; Building cost: 1 wood, 1 fish; 0 VP)

Each time after you complete a “Reforest” action, take 1 gold and 2 wood from the general supply and place the gold and the wood in your personal supply. (It does not matter how you got the “Reforest” action. Observe the wood limit in your personal supply.)

Renting Service (Mackerel, C253; Building cost: 6 wood, 6 fish, 3 gold; 3 or more VP)

During scoring at the end of the game, the Renting Service scores 3 VP plus a number of VP equal to the number of Ships left on the Ships and Elders supply board (e.g., because no one bought them or because they have been returned).

Repair Hall (Codfish, C342; Building cost: 6 wood, 1 schooner; 7 VP)

Pay the required schooner by removing it from your Fishing track. Return the schooner to the Ships and Elders supply board (*it can be reacquired*) and move the remaining Ships on your Fishing track as far to the left as possible.

You may then immediately (*and only once via this Building*) take a “Transfer Reserve” action, without placing a Worker. (This “Transfer Reserve” action may trigger other Buildings like the “Reserve Depot”.)

Reserve Assets (Trout, A610; Building cost: 1 wood, 2 fish; 2 VP)

In each Returning Home Phase, if there are at least 3 fish in your Reserve, take 1 wood from the general supply and place the wood in your Reserve (*and not in your personal supply*); if there are at least 5 fish in your Reserve, instead place 2 wood in your Reserve; if there are at least 7 fish in your Reserve, instead place 3 wood in your Reserve. The Reserve Assets have no effect if there are less than 3 fish in your Reserve when Workers return home.

Reserve Depot (Codfish, A315; Building cost: 1 gold; 2 VP)

Each time there is no wood in your Reserve (e.g., after taking a “Transfer Reserve” action), you may take 1 wood from the general supply and place it in your Reserve (*and not in your personal supply*). Similarly: Each time there is no fish on your Reserve, you may place 1 fish from the general supply in your Reserve. If you have multiple Buildings that fill your empty Reserve (*like the “Dairy” or “Wet Storage” from the Herring deck*), you may apply their effects all at the same time—in an order of your choice. (All of these Buildings may be triggered.)

Residence (Mackerel, B231; Building cost: 3 gold; 4 VP)

Immediately (*and only once via this Building*) take a number of wood and fish from the general supply equal to the number of Elders in your Elder Council and place the wood and fish in your personal supply. (Note that the number of seats in the Elder Council are limited. You can get at most 5 wood and 5 fish from this. Observe the wood limit in your personal supply.) The Residence has no effect if you do not have any Elders.

Residential Home (Herring, B131; Building cost: 3 gold; 4 VP)

Each time after you remove 3 fish from an Elder in your Elder Council, take 1 wood from the general supply and place the wood in your personal supply. (You get the wood in addition to the fish from the Elder. Observe the wood limit in your personal supply.) During the Fishing Phase, if you remove fish from multiple Elders, you get a corresponding number of wood. If you build the Residential Home via an Elder from which you have just removed 3 fish, you do not get 1 wood retroactively.

Resource Trade (Herring, B123; Building cost: 2 wood, 1 gold; 2 VP)

At any time (*and any number of times*) before scoring, except in the middle of another action, you may exchange 5 fish in your personal supply for 3 wood from the general supply. (Observe the wood limit in your personal supply.)

Retirement Home (Herring, C146; Building cost: 2 fish, 7 gold; 7 VP)

Immediately (*and only once via this Building*) take a number of gold from the general supply equal to the number of Elders in your Elder Council and place the gold in your personal supply. (Note that the number of seats in the Elder Council are limited. You can get at most 5 gold from this.) The Retirement Home has no effect if you have no Elders.

Retreat (Plaice, C441; Building cost: 2 wood, 1 fish, 1 gold; 0 VP)

In the Returning Home Phase (*Phase III of a Round*), in which there are a total of at least 5 fish on your Elders, immediately (*and only once via this Building*) take 5 gold from the general supply and place the gold in your personal supply. (Note that, in order to activate this effect, you need at least three Elders, because an Elder can have at most 2 fish. Reminder: As soon as you place a third fish on an Elder, you must immediately remove all fish from the Elder.)

Rich Forest (Mackerel, C252; Building cost: 1 gold; 0-7 VP)

During scoring at the end of the game, the Rich Forest scores a number of VP equal to the number of Buildings on your Harbor board that are orthogonally adjacent to one or more Forests. (Each such Building is only counted once, even if it is adjacent to multiple Forests. The “Stilt House” is not considered adjacent to any Building space; consequently, it is never adjacent to a Forest.) The Rich Forest scores nothing if you do not have any Buildings that are orthogonally adjacent to Forest. (Buildings that are only diagonally adjacent to Forest do not count.)

Rigging Workshop (Mackerel, A211; Building cost: 3 wood, 3 fish; 0 VP)

Each time after you complete a “Build a Ship” action, take 1 gold from the general supply and place the gold in your Reserve (and not in your personal supply). (It does not matter how you got the “Build a Ship” action.)

Riverside Hut (Trout, C654; Building cost: 1 wood, 10 fish;

0, 3, 6, 9, 12, or 15 VP)

During scoring at the end of the game, the Riverside Hut scores a number of VP equal to triple the number of double spaces on your Harbor board containing at least 2 Forests each. (There can be at most five such double spaces, so you can score at most 15 VP from this.) The Riverside Hut scores nothing if all spaces on your Harbor board contain at most one Forest.

S

Sailor’s Home (Mackerel, B225; Building cost: 4 wood, 2 fish; 2 VP)

Immediately (and only once via this Building) place 1 gold from the general supply on each Elder in your Elder Council. Each time before you use an Elder with gold from the Sailor’s Home, move the gold into your personal supply. Before scoring, return any gold that you did not collect this way to the general supply—you do not score any VP for it. The Sailor’s Home has no effect if you do not have any Elders.

Salmon Farm (Plaice, A417; Building cost: 3 fish; 2 VP)

At the end of each Fishing Phase (Phase I of a Round), after all players have distributed fish, take all the fish on Shares located on the “newly issued shares” space of the Action board and place the fish in your personal supply. (These fish were placed there during the second step of the distribution order. Normally, you would return these fish to the general supply.) It does not matter to whom the Shares belong. (You get fish from your own as well as the other players’ Shares on the Action board.) The Shares remain on the Action board. You get nothing if there are no Shares on the Action board.

Salmon Yard (Salmon, A518; Building cost: 4 wood, 1 gold; 4 VP)

Immediately (and only once via this Building) take 3 fish from the general supply and place the fish in your personal supply.

Savings Club (Plaice, B421; Building cost: 1 wood, 1 gold; 0 VP)

Immediately (and only once via this Building) take a number of gold from the general supply equal to the number of Elders in your Elder Council and place the gold in your Reserve (and not in your personal supply). The Savings Club has no effect if you do not have any Elders.

Sawmill (Herring, B127; Building cost: 4 fish, 2 gold; 2 VP)

Each time after you complete a “Deforest” action, you may remove an additional Forest from your Harbor board and return it to the general supply. If you do, take 3 wood from the general supply and place the wood in your personal supply. (It does not matter how you got the “Deforest” action. This effect is not considered as a “Deforest” action on its own.)

Seafaring Society (Herring, B128; Building cost: 1 wood, 2 gold; 2 VP)

Each time before you take a “Build a Ship” action, take 1 gold from the general supply and place the gold in your personal supply. (It does not matter how you got the “Build a Ship” action.) Note that you may use this gold to build the Ship. Consequently, this effect allows you to select a Ship you cannot afford at the moment, provided you will be able to build one after receiving that 1 gold.

Sea Port (Salmon, C545; Building cost: 20 fish or 5 gold; 8 VP)

You can build the Sea Port with your choice of fish or gold. Immediately (and only once via this Building) take 3 wood from the general supply and place the wood in your personal supply. (Observe the wood limit in your personal supply.)

Senior Residence (Trout, A618; Building cost: 4 wood, 2 fish, 1 gold; 4 VP)

Each time after you use an Elder on your first Worker’s turn, take 1 gold from the general supply and place the gold in your personal supply. (It does not matter whether you place the Worker on the Elder to take its action or not, e.g., using an Elder via a Building effect on your first turn would also count.)

Ship Broker (Mackerel, B223; Building cost: 7 wood, 3 fish; 1 VP)

At any time (and any number of times) before scoring, except in the middle of another action, you may sell sloops for 2 gold and cutters for 4 gold each. (You cannot sell your schooners or the preprinted starting catboat.) Remove the sold Ships from your Fishing track and return them to the Ships and Elders supply board (they can be reacquired). Move the remaining Ships on your Fishing track as far to the left as possible. Then take the gold from the general supply and place it in your personal supply.

Ship Holding Co. (Herring, B130; Building cost: 2 wood, 2 fish, 2 gold; 3 VP)

Each time after you complete an “Issue a Share” action, you may take an additional “Build a Ship” action, without placing a Worker. (It does not matter how you got the “Issue a Share” action. This “Build a Ship” action may trigger other Buildings like the “Seafaring Society”.) You may use the goods gained from the “Issue a Share” action to build the Ship. (You may only take the “Build a Ship” action if you can afford a Ship.) If you issue more than one Share on the same turn (which is currently only possible via the “Office” from the Codfish deck), you may still only take one additional “Build a Ship” action.

Shipping Line (Herring, C142; Building cost: 2 gold; 2 VP)

Immediately (and only once via this Building) take a number of goods from the general supply for the Ships that you have. Take 3 fish for each sloop, 3 wood for each cutter, and 1 gold for each schooner on your Fishing track and place the goods in your personal supply. (The preprinted starting catboat does not provide any goods from this. Observe the wood limit in your personal supply.) The Shipping Line has no effect if you have no Ships other than the catboat.

Shipping Museum (Mackerel, C245; Building cost: 1 sloop, 1 cutter, 1 schooner; 7 VP)

Pay the required Ships by removing them from your Fishing track. Return the Ships to the Ships and Elders supply board (they can be reacquired) and move the remaining Ships on your Fishing track as far to the left as possible.

Then immediately (and only once via this Building) take 3 gold from the general supply and place the gold in your personal supply.

Shipping Office (Herring, A117; Building cost: 1 wood, 1 fish, 1 gold; 3 VP)
From now on, every Ship that you build costs 1 good less, if possible. You get a discount of 1 fish on sloops (*so they cost you 2 wood and 1 fish each*) and a discount of 1 wood on cutters (*so they cost you 5 wood and 1 gold each*). If you build a schooner with gold, you get a discount of 1 gold (*so the cost drops from 4 gold to 3*). Other Buildings (*like the "Slipway"*) may offer additional discounts. No cost can drop below 0.

Slipway (Herring, A111; Building cost: 1 gold; 1 VP)
From now on, every Ship that you build costs 2 wood less, if possible. (*So, sloops cost you 2 fish each, cutters 4 wood and 1 gold each, and schooners 6 wood and 8 fish each, unless you build them with gold.*) Other Buildings (*like the "Shipping Office"*) may offer additional discounts. No cost can drop below 0.

Small Campsite (Besøkende, A702; Building cost: N/A; 0 VP)
Immediately (*and only once via this Building*) take 1 Guest from the general supply and place the Guest in your personal supply. When building a Building, you may choose to build over the Small Campsite. Before you do, take 4 fish from the general supply and place the fish in your personal supply. Then remove the Small Campsite from play and place the new Building on the vacated Building space. Note that you receive that fish before you must pay the Building cost. Consequently, this effect allows you to select a Building that you cannot afford at the moment, provided you will be able to afford it after receiving those 4 fish.

Small Claims Court (Besøkende, C747; Building cost: 5 gold; 8 VP)
Immediately remove all Shares of your color from play, regardless of whether they have been issued already or not. Also, it does not matter who currently owns those Shares. (*Consequently, this effect can hurt other players.*)

Small Forest Castle (Herring, C154; Building cost: 4 wood, 4 fish, 1 gold; 0 or more VP)
During scoring at the end of the game, the Small Forest Castle scores a number of VP equal to the number of Forests on your Harbor board. (*Every single Forest counts, even if stacked together.*) The Small Forest Castle scores nothing if you have no Forests left.

Smoke Chamber (Salmon, B530; Building cost: 2 wood, 1 gold; 3 VP)
Each time you serve a total of 5 or more fish to the Banquet Table, take 1 gold from the general supply and place the gold in your personal supply. (*You receive this gold on top of the gold for serving fish. The number of plates served does not matter.*)

Smokehouse (Plaice, A414; Building cost: 2 fish, 1 gold; 1 VP)
After you build the Smokehouse, if you have more wood than fish in your personal supply, immediately (*and only once via this Building*) take fish from the general supply and place the fish in your personal supply, until you have an equal number of fish and wood tokens in your personal supply. The Smokehouse has no effect if you have the same or a larger number of fish than wood in your personal supply.

Smoking Cottage (Mackerel, B222; Building cost: 1 wood; 1 VP)
Immediately (*and only once via this Building*) place a number of wood from the general supply in your Reserve (*and not in your personal supply*) until there are an equal number of wood and fish tokens in your Reserve. The Smoking Cottage has no effect if there are no fish or fewer fish than wood in your Reserve.

Soup Kitchen (Trout, A611; Building cost: 1 wood; 2 VP)
Each time before you take a "Take an Elder" action, take a number of fish from the general supply equal to the number of Elders that are already in your Elder Council and distribute the fish on your Elders. (*The new Elder does not count and does not get fish from this. This effect does not allow you to use those Elders—they merely get additional fish.*)

Stake Holding (Salmon, A509; Building cost: 1 wood, 2 fish, 1 gold; 2 VP)
Each time after you complete an "Issue a Share" or a "Buy All Shares" action, take 2 wood or 2 fish from the general supply, respectively, and place the goods in your personal supply. (*Observe the wood limit in your personal supply.*)

Stilt House (Mackerel, B228; Building cost: 1 wood; 3 VP)
You may only build the Stilt House if the four spaces of your Fishing track numbered 10 (*the right one*), 11, 11, and 12 (*the left one*) are free. (*These spaces are indicated by stilts on the shore.*) Place the Stilt House on top of these exact spaces. (*The Stilt House covers four spaces like a schooner. However, it is still considered a Building and not a Ship.*) The Stilt House does not affect your haul size until you cover all the spaces left of it. (*As a result, your haul size will be 12.*) Note that there are Buildings (*like the "Ship Broker"*) and—in 5-player games—the "Ship Owner" Elder that can remove Ships from your Fishing track. This may cause the Stilt House to lose its effect temporarily. Because the Stilt House is placed on the Fishing track and not a Building space, it is not considered adjacent to any Building spaces, not even to those closest to its position.

Stockfishery (Codfish, B325; Building cost: 3 wood, 1 gold; 1 VP)
At any time (*and any number of times*) before scoring, except in the middle of another action, you may exchange 1 wood and 3 fish in your personal supply for 1 gold from the general supply.

Stock Management (Mackerel, A218; Building cost: 2 wood, 2 fish; 0-3 VP)
From now on, every schooner that you build costs 1 gold less, if possible (*so 3 gold unless you build it for 8 wood and 8 fish*). Other Buildings (*like the "Shipping Office" from the Herring deck*) may offer additional discounts. The cost cannot drop below 0. During scoring at the end of the game, the Stock Management scores a number of VP equal to the number of schooners on your Fishing track. (*Note that the number of spaces on the Fishing track are limited. The Stock Management can score at most 3 VP.*)

Store Management (Trout, A608; Building cost: 3 wood, 1 fish; 2 VP)
Each time after you complete a "Transfer Reserve" action on your first, second, or third Worker's turn, take 1 fish, 1 wood, or 1 gold from the general supply, respectively, and place the good in your personal supply. (*Observe the wood limit in your personal supply.*) This also applies when you "Transfer Reserve" because of a different action (*e.g., via the effect of an Elder*). When taking a fourth action in a Round (*e.g., via the "Fortress" from the Herring deck or the "Glider" from the Besøkende deck*), the Store Management has no effect.

Stove (Besøkende, A717; Building cost: 1 wood; 6 VP)
At the start of each Fishing Phase, you must either return 2 wood from your personal supply to the general supply or remove the Stove from play. You may not spend a Guest to cover this on-going cost. (*Consequently, the Stove can have an effective Building cost of up to 13 wood over the course of the game if built in Round 1.*)

Supply Depot (Trout, A616; Building cost: 1 gold; 3 VP)

The Supply Depot changes the basic rule for you when your Elders receive a third fish. Instead of moving 1 fish into your personal supply and 2 fish into the general supply, you may, alternatively, move 1 fish into your personal supply, 1 fish into your Reserve, and the third fish into the general supply. (*Observe the fish limit in your Reserve.*)

Supply Storage (Mackerel, A212; Building cost: 2 fish; 0 VP)

Your minimum Haul size is equal to the number of Forests on your Harbor board. (*Every single Forest counts, even if stacked together.*) The Supply Storage has no effect as long as your Fishing track shows a greater haul size.

Swing-Net Fishery (Herring, C152; Building cost: 10 wood or 12 fish; 0 or 5 VP)

You can build the Swing-Net Fishery with your choice of wood or fish. During scoring at the end of the game, it scores 5 VP if your haul size is 12. The Swing-Net Fishery scores nothing if your haul size is 11 or lower. (*Note that there are two 12s on the Fishing track.*)

T

Tavern (Salmon, A514; Building cost: 2 wood, 2 fish; 2 VP)

In each Returning Home Phase, if you return a Worker from each of the three columns of the Action board, take 1 gold from the general supply and place the gold in your personal supply. (*In solo games, instead consider whether you placed the current round's workers in three different columns. The first column features the "1 Gold", "Transfer Reserve", "Serve Fish", and "Build a Building" action spaces; the second column features the "Issue a Share", "Buy All Shares", "Deforest", "Thin Out", and "Reforest" action spaces; and the third column features the "Build a Ship" and "Take an Elder" action spaces. It does not matter in which order you used the action spaces in the three columns. Note that the Elders in your Elder Council—as well as the Imitation tile in games with 1, 4 or 5 players—are not part of the Action board: so you do not get gold via the Tavern if you use an Elder or the Imitation tile.*)

Theater (Herring, A118; Building cost: 4 wood, 6 fish, 1-7 gold; 9 VP)

The number of gold that you must pay for the Theater is equal to the current Round: 1 gold in Round 1, 2 gold in Round 2, etc. (*Additionally, you must pay the depicted 4 wood and 6 fish.*) The Theater has no effect.

Ticket Booth (Besøkende, A715; Building cost: 4 wood, 4 fish; 2 VP)

Each time after you place a new Guest in your personal supply, you may remove a Forest from your Harbor board and return it to the general supply. If you do, take 1 gold from the general supply and place the gold in your personal supply. (*You do not lose the Guest from this. You may remove only one Forest per Guest. This is not considered a "Deforest" action.*) This does not apply to Guests that you place in your Reserve or anywhere else but your personal supply (*but the effect will apply as soon as you move those Guests into your personal supply*).

Timber Depot (Trout, C646; Building cost: 4 fish, 1 gold; 0 or 7 VP)

During scoring at the end of the game, the Timber Depot scores 7 VP if there are (*at least*) 12 wood in your personal supply. The Timber Depot scores nothing if you have 11 or fewer wood in your personal supply.

Timber Plant (Trout, A612; Building cost: 3 wood, 1 gold; 2 VP)

Each time after you remove a Forest from your Harbor board, take 1 fish from the general supply and place the fish in your personal supply. If you remove more than one Forest on the same turn, you get a corresponding number of fish.

Timber Storage (Salmon, A508; Building cost: 2 fish, 1 gold; 2 VP)

Immediately (*and only once via this Building*) take 6 wood from the general supply and place the wood in your Reserve (*and not in your personal supply*).

Tourist Office (Besøkende, A709; Building cost: 2 wood, 3 fish; 1 VP)

Immediately (*and only once via this Building*) select up to 3 visible Elders on the Ships and Elders supply board and place 1 Guest from the general supply on each chosen Elder. When any player (*including you*) takes one of those Elders, move the Guest from the Elder into your personal supply. (*If another player takes the Elder, it is still you who receives the Guest—not that other player.*) The Tourist Office has no effect if there are no Elders left on the Ships and Elders supply board.

Town Hall (Herring, B126; Building cost: 3 wood, 2 fish, 1 gold; 2 VP)

Immediately (*and only once via this Building*) turn an "Unissued Share" in your personal supply to the "Share" side of your color. Leave the turned Share—as an issued Share—in your personal supply. (*This effect is not considered an "Issue a Share" action.*) The Town Hall has no effect if you do not have an Unissued Share left.

Toy Shop (Besøkende, A704; Building cost: 1 wood; 0 VP)

Immediately (*and only once via this Building*) take 1 Guest from the general supply and place the Guest in your personal supply. The Toy Shop allows you to build the "Wooden Tramway" at no cost if you discard the Toy Shop (*see "Wooden Tramway"*).

Trading House (Herring, B122; Building cost: 2 wood, 2 gold; 1 VP)

At any time (*and any number of times*) before scoring, except in the middle of another action, you may exchange 2 wood and 2 fish in your personal supply for 1 gold from the general supply.

Transshipment (Plaice, C453; Building cost: 4 wood, 4 fish, 2 gold; 0 or 7 VP)

During scoring at the end of the game, the Transshipment scores 7 VP if there are at least 2 Ships of each of two types (*sloop, cutter, schooner*) on your Fishing track. (*Whether or not same type Ships are next to each other does not matter.*) The Transshipment scores nothing if you do not have two "pairs of Ships" on your Fishing track.

Travel Agency (Besøkende, A712; Building cost: 3 wood, 1 gold; 2 VP)

Each time after you complete a "Build a Ship" action, take 1 Guest from the general supply and place the Guest in your Reserve (*and not in your personal supply*). (*It does not matter how you got the „Build a Ship" action. Because you receive the Guest after, you cannot use it to reduce the Building cost of that Ship.*)

Truffle Pig (Plaice, B426; Building cost: 2 fish, 1 gold; 2 VP)

Immediately (*and only once via this Building*) place 1 gold from the general supply on each double space of your Harbor board containing at least 1 Forest. (*It does not matter how many Forests are on the double spaces. Place only 1 gold on each stack of Forests.*) As soon as you remove the last Forest from a double space, move the gold to your personal supply. (*You must deforest the double space completely to get the gold.*) Immediately before scoring, return any such gold that you have not claimed yet to the general supply. (*Unclaimed gold does not count for scoring.*) The Truffle Pig has no effect if you have no Forests.

Trust Company (Salmon, C541; Building cost: 3 wood, 1 fish, 1 gold; 3 VP)

Each time after you complete a "Reforest" action in Rounds 5, 6, and 7, take 1, 2, and 3 gold from the general supply, respectively, and place the gold in your personal supply. The Trust Company has no effect before Round 5.

U

Undertaker (Salmon, B532; Building cost: 5 wood, 1 gold; 4 VP)

You may immediately (*and only once via this Building*) remove an Elder in your Elder Council from play if there is no fish on the Elder. (You cannot remove an Elder containing fish.) If you do, you may take a “Take an Elder” action and use the new Elder immediately. (If you do, you must place a fish from the Banquet Table on the Elder as usual. This may trigger other Buildings like the “Forest Park” or “Princely House”.) The Undertaker has no effect if you do not have any Elders or all of your Elders have at least 1 fish.

Urban Quarter (Trout, A605; Building cost: 2 fish; 1 VP)

As soon as there are more Buildings on your Harbor board than Building spaces covered by Forest, immediately (*and only once via this Building*) take 2 gold from the general supply and place the gold in your personal supply. If there are more Buildings on your Harbor board than Building spaces covered by Forest already when you build the Urban Quarter, you get the gold right away. (The Buildings need not necessarily be on Building spaces, but they do need to be on your Harbor board. Note that you do not count Forests, but the Building spaces covered by them.)

V

Vat Dyeing (Salmon, B522; Building cost: 2 wood, 2 fish; 2 VP)

At any time (*and any number of times*) before scoring, except in the middle of another action, you may exchange 2 fish in your Reserve for 1 wood from the general supply. If you do, place the wood in your Reserve (*and not in your personal supply*). Note that you cannot make this exchange in the middle of the Fishing Phase (*but only after you complete all five steps*).

Villa (Codfish, B332; Building cost: 3 wood, 3 fish, 2 gold; 0, 5, 7 or 9 VP)

During scoring at the end of the game, determine the number of Forests that are orthogonally adjacent to the Villa. (Every single Forest counts even if stacked together. Forests that are merely diagonally adjacent to the Villa do not count.) The Villa scores 5 VP if there are 2 such Forests, 7 VP if there are 3 or 4 such Forests, and 9 VP if there are 5 or more such Forests. The Villa scores nothing if it is orthogonally adjacent to 1 Forest or no Forest at all.

Village Center (Herring, A108; Building cost: 3 fish, 2 gold; 1 VP)

Immediately (*and only once via this Building*) take 1 free sloop from the Ships and Elders supply board and add the sloop to the right of the Ships on your Fishing track. This part of the Village Center has no effect if there are no sloops left or if there is not enough space on your Fishing track. Otherwise taking the sloop is considered a “Build a Ship” action (*which may trigger other Buildings like the “Seafaring Society”*).

Before and/or after, you may immediately (*and only once via this Building*) take two consecutive “Take an Elder” actions, without placing a Worker. As usual, during each of these actions, take an accessible Elder from the Ships and Elders supply board and place it on a free seat in your Elder Council. (Each of these actions may trigger other Buildings like the “Holiday Resort” from the Codfish deck.) You may not use the new Elders right away. (You may use them on your next turn or later via a normal Worker action.) If you only have one seat left in your Elder Council, you can only take one of the two “Take an Elder” actions. This part of the Village Center has no effect if there are no seats left in your Elder Council. In total, the Village Center grants you three free actions that you may take in any order.

Village Church (Herring, C150; Building cost: 3 wood, 3 fish, 3 gold; 0 or 7 VP)

During scoring at the end of the game, the Village Church scores 7 VP if you have at least 9 Buildings (*including the Village Church*). The Village Church scores nothing if you have 8 or fewer Buildings. All of your Buildings count, including ones that you did not build on Building spaces (*like the “Stilt House” from the Mackerel deck*).

Village Hall (Trout, A604; Building cost: 3 wood, 1 fish; 1 VP)

Each time before you use an Elder, you may take a “Serve Fish” action, without placing a Worker. If you do, you may spend at most 4 fish (*as opposed to the “Serve Fish” action space which allows you to serve any number of fish*). As usual, take 1 gold from the general supply for each newly filled plate and place the gold in your personal supply. Note that this effect allows you to use an Elder even if the Banquet Table is empty, because you can supply that fish via the “Serve Fish” action that you get from this.

Volunteer’s Lodge (Besøkende, A710; Building cost: 3 wood, 3 fish; 1 VP)

Immediately (*and only once via this Building*) take 1 Guest from the general supply and place the Guest in your personal supply. Additionally, each time you take a “Reforest” action, instead of the usual two Forests, you may place a number of Forests equal to or less than the number of Guests in your personal supply. (So, to benefit from the Volunteer’s Lodge, you need at least 3 Guests. You must place all Forests on the same double space. You may place fewer Forests than you have Guests in your supply. You do not lose any Guests from this. It does not matter how you got the “Reforest” action.)

W

Waterfront Chapel (Plaice, C452; Building cost: 3 wood, 3 fish, 1 gold; 0 or 5 VP)

During scoring at the end of the game, the Waterfront Chapel scores 5 VP if each of the 4 Building spaces in the bottom row of your Harbor board (*right above your Fishing track*) contains a Building (*e.g., the Waterfront Chapel*). The Waterfront Chapel scores nothing if there are 3 or fewer Buildings in the bottom row.

Water Tower (Mackerel, B224; Building cost: 5 wood; 1 VP)

Immediately (*and only once via this Building*) take 2 gold from the general supply and place the gold in your Reserve (*and not in your personal supply*).

Welfare (Trout, B621; Building cost: 1 wood, 3 fish; 1 VP)

Each time after you use an Elder, except for the first Elder you use in a Round, take 2 wood from the general supply and place the wood in your personal supply. (It does not matter how you got to use the Elder. This effect does not apply the first time you use an Elder in a Round. Observe the wood limit in your personal supply.)

Wet Dock (Salmon, A516; Building cost: 2 gold; 3 VP)

Each time before you take a “Build a Ship” action, take 2 fish from the general supply and place the fish in your personal supply. You may use this fish to build the Ship. Consequently, this effect allows you to select a Ship that you cannot afford at the moment, provided you will be able to build one after receiving those 2 fish.

Wet Storage (Herring, A112; Building cost: N/A; 1 VP)

Each time the Reserve space on your Harbor board is empty (*e.g., after taking a “Transfer Reserve” action*), immediately place 3 wood from the general supply in your Reserve (*and not in your personal supply*). If you have multiple Buildings that fill your empty Reserve (*like the “Dairy”*), you may apply their effects all at the same time—in an order of your choice. (All of these Buildings may be triggered.)

Whaling Station (Mackerel, B229; Building cost: 5 wood, 7 fish; 3 VP)

As soon as your haul size is 12, immediately (*and only once via this Building*) take 4 gold from the general supply and place the gold in your personal supply. (*Note that there are two 12s on the Fishing track.*) If your haul size is 12 already when you build the Whaling Station, you get the gold right away. Note that there are Buildings (*like the “Ship Broker”*) and—in 5-player games—the “Ship Owner” Elder that can cause your haul size to drop below 12 again. If it does and you regain a haul size of 12 later, you do not get additional gold from the Whaling Station.

Wharf (Herring, C143; Building cost: 5 wood, 4 fish, 2 gold; 2 VP)

As soon as your haul size is exactly 10, immediately (*and only once via this Building*) take 1 free schooner from the Ships and Elders supply board and add the schooner to the right of your Ships on the Fishing track. (*As a result, your haul size will be 12.*) If there are no schooners left, take one from the game box. (*You may not take a sloop or cutter instead.*) Taking the schooner is considered a “Build a Ship” action (*which may trigger other Buildings like the “Seafaring Society”*). If your haul size is 10 already when you build the Wharf, you get the schooner right away. Note that there are Buildings (*like the “Ship Broker” from the Mackerel deck*) and—in 5-player games—the “Ship Owner” Elder that can cause your haul size to drop below 10 again. If it does and you regain a haul size of 10 later, you do not get an additional schooner from the Wharf.

Wharf Hall (Plaice, C454; Building cost: 7 wood, 2 fish; 0 or fewer VP)

Immediately (*and only once via this Building*) take 6 gold from the general supply and place the gold in your personal supply. During scoring at the end of the game, the Wharf Hall scores a number of negative VP equal to the number of free spaces on your Fishing track. (*Note that the second “12” on the right of the Fishing track is not considered a space. In the worst case, you can lose up to 13 VP from the Wharf Hall.*) The Wharf Hall scores 0 VP if all spaces on your Fishing track are occupied at the end of the game.

Witch Square (Salmon, A502; Building cost: 3 fish; 0 VP)

At the start of each Round (*i.e., even before the Fishing Phase*), if you have 3 or 4 Forests on your Harbor board, take 1 fish from the general supply and place it in your personal supply. If you have 5 or 6 Forests, take 1 wood instead; if you have 7 or more Forests, take 1 gold instead. (*You may not take fish instead of wood or gold, or wood instead of gold. Observe the wood limit in your personal supply.*) The Witch Square has no effect if you have 2 or fewer Forests at the start of a Round.

Woodcarver (Codfish, A308; Building cost: 2 fish, 1 gold; 1 VP)

From your next turn on: Each time before you use an Elder, take 1 wood from the general supply and place the wood in your personal supply. (*It does not matter how you got to use an Elder. Observe the wood limit in your personal supply.*)

Wood Conservation (Trout, A617; Building cost: 3 wood, 1 fish, 2 gold; 3 VP)

At any time (*and any number of times*) before scoring, except during an action, you may return a number of gold from your personal supply to the general supply equal to the number of forested double spaces on your Harbor board. If you do, you may take a “Reforest” action, without placing a Worker. (*It does not matter how many Forests are on those double spaces. Also, do not count the individual Building spaces covered by Forest—only double spaces. If you have no Forests, you can take this anytime action for free.*)

Woodcutter (Salmon, C550; Building cost: 1 wood, 3 fish, 2 gold; 0 or more VP)

During scoring at the end of the game, the Woodcutter scores a number of VP equal to double the number of Forests on your Harbor board, up to the number of wood in your personal supply. (*Every single Forest counts even if stacked together. For example, with 5 wood in your supply and 6 Forests, the Woodcutter would score 5 VP.*) The Woodcutter scores nothing if you have no Forests or no wood left in your personal supply.

Woodcutter’s Cabin (Trout, A602; Building cost: 1 wood, 1 fish; 0 VP)

Each time after you remove a Forest from your Harbor board without revealing any Building spaces (*i.e., by removing a Forest from a stack comprising at least two Forests*), take 1 gold from the general supply and place the gold in your personal supply. If you remove more than one Forest on the same turn, remove them one at a time, checking for each whether you should get gold. If you build the Woodcutter’s Cabin via the “Builder” or the “Contractor” (*or—in 5-player games—the “Carpenter”*) Elder actions, you do not get this benefit retroactively (*because you first remove a Forest and then build*).

Wooden Robot (Besøkende, C742; Building cost: 12 wood; 3 VP)

Immediately (*and only once via this Building*) take 1 Guest from the general supply and place the Guest in your personal supply. Each time after you remove 3 fish from an Elder in your Elder Council, take 1 gold from the general supply and place the gold in your personal supply. (*You get the gold in addition to the fish from the Elder.*) During the Fishing Phase, if you remove fish from multiple Elders, you get a corresponding number of gold. If you build the Wooden Robot via an Elder from which you have just removed 3 fish, you do not get 1 gold retroactively. (*Unlike the “Picnic Benches”, you may cover part or all of the Building cost of the Wooden Robot with Guests.*)

Wooden Tramway (Besøkende, B732; Building cost: 6 wood, 1 gold; 3 VP)

Instead of paying 6 wood and 1 gold for the Wooden Tramway, you may remove the “Toy Shop” from play if it is on your Harbor board. (*You may build the Wooden Tramway on the same Building space, but you do not have to. If you build the “Toy Shop” after the Wooden Tramway, you may not remove it from play to get a refund for Wooden Tramway.*) Immediately (*and only once via this Building*) take 1 Guest from the general supply and place the Guest in your personal supply.

Wood Exchange (Codfish, A312; Building cost: 2 wood, 1 gold; 2 VP)

At any time (*and any number of times*) before scoring, except in the middle of another action, you may exchange 3 fish in your Reserve for 2 wood from the general supply. Place the wood in your Reserve (*and not in your personal supply*). Note that you cannot make this exchange in the middle of the Fishing Phase (*but only after you complete all five steps*).

Wood Farm (Plaice, A418; Building cost: 2 fish, 1 gold; 3 VP)

You may immediately (*and only once via this Building*) take a “Reforest” action, without placing a Worker. If you do, you must place 1 Forest (*not two*) on each of as many free double spaces as you wish. (*This “Reforest” action may trigger other Buildings like “Forest Yard”.*) The Wood Farm has no effect if you do not have a free double space.

Wood Harbor (Plaice, B423; Building cost: 7 fish, 2 gold; 1 VP)

As soon as you have (at least) 12 wood in your personal supply, immediately (and only once via this Building) take 5 gold from the general supply and place the gold in your personal supply. If you have 12 wood already when you build the Wood Harbor, you get the gold right away. This effect will trigger only once. Even if you spend wood and get to 12 wood again later, you will not get any additional gold from the Wood Harbor.

Wood Shipping Co. (Codfish, B329; Building cost: 3 fish, 2 gold; 3 VP)

As soon as your haul size is 9 or greater, immediately (and only once via this Building), take 5 wood from the general supply and place the wood in your personal supply. (Observe the wood limit in your personal supply.) Additionally, immediately (and only once via this Building) take another 5 wood from the general supply and place the wood in your Reserve (and not in your personal supply again). If your haul size is already 9 or greater when you build the Wood Shipping Co., you get the wood right away. Note that there are Buildings (like the “Ship Broker” from the Mackerel deck) and—in 5-player games—the “Ship Owner” Elder that can cause your haul size to drop below 9 again. If it does and you regain a haul size of 9 or greater later, you do not get additional wood from the Wood Shipping Co.

Wood Storage (Trout, A614; Building cost: 3 wood, 3 fish; 3 VP)

The Wood Storage replaces the 12 wood limit of your personal supply with a 15 wood limit for you only, i.e., from now on, only you can have up to 15 wood in your personal supply. (This new limit also applies during scoring at the end of the game.)

Wood Trade (Herring, B124; Building cost: 2 fish, 1 gold; 2 VP)

At any time (and any number of times) before scoring, except in the middle of another action, you may exchange 4 wood in your personal supply for 1 gold from the general supply. Alternatively, you may exchange 1 gold for 3 wood. (Observe the wood limit in your personal supply.)

Wood Workshop (Salmon, A513; Building cost: 2 fish; 2 VP)

Each time after you complete a “Build a Building” action, take 1 wood from the general supply and place the wood in your Reserve (and not in your personal supply).

Wood Yard (Plaice, C449; Building cost: 2 wood, 1 fish; 0 or 5 VP)

During scoring at the end of the game, the Wood Yard scores 5 VP if you then have at least 3 double spaces on your Harbor board containing at least one Forest each. The Wood Yard scores nothing if you have 2 or fewer forested double spaces. (Note that in order to score points from the Wood Yard, you will have at most 4 Building spaces available for other Buildings.)

Worker’s Cottage (Mackerel, A202; Building cost: 1 wood; 0 VP)

Each time after you complete a “Reforest” action, you may take an additional “Deforest” action, without placing a Worker. (It does not matter how you got the “Reforest” action. This “Deforest” action may trigger other Buildings like the “Sawmill” from the Herring deck.) During the “Deforest” action, you may remove a Forest gained from the “Reforest” action.

Workhouse (Plaice, B425; Building cost: 3 fish, 1 gold; 2 VP)

Immediately (and only once via this Building) take a number of wood from the general supply equal to the number of Elders in your Elder Council and place the wood in your personal supply. (Observe the wood limit in your personal supply.) Additionally, immediately (and only once via this Building) take the same number of wood from the general supply and place the wood in your Reserve (and not in your personal supply again). The Workhouse has no effect if you do not have any Elders.

Y

Yacht House (Trout, B628; Building cost: 3 wood, 3 fish; 3 VP)

If there are (at least) 1 sloop on your Fishing track and (at least) 2 Elders in your Elder Council without any fish on them, immediately (and only once via this Building) take 3 gold from the general supply and place the gold in your personal supply. The Yacht House has no effect if you do not have any sloops or at most one Elder without fish.

Yard (Herring, A104; Building cost: 2 fish; 0 VP)

Immediately (and only once via this Building) take 2 gold and 1 wood from the general supply and place the gold and the wood in your Reserve (and not in your personal supply).

Youth Center (Mackerel, A207; Building cost: 3 wood, 5 fish; 0 VP)

After each Round in which you did not use a single Elder (including this Round, if applicable), take 1 gold from the general supply and place the gold in your personal supply. (You do get the gold if you merely take Elders, as long as you do not use them.)

Youth Hostel (Mackerel, A208; Building cost: 3 wood; 0 VP)

After each Round in which you did not build a single Building, take 1 gold from the general supply and place the gold in your personal supply.

Yurt (Besøkende, B731; Building cost: 3 fish, 1 gold; 3 VP)

Immediately (and only once via this Building) take 1 Guest from the general supply and place the Guest in your personal supply. Additionally, also immediately (and only once via this Building) return an Elder from your Elder Council to the Ships and Elders supply board, on the same space it originated from. Before you do, move the fish on the Elder, if any, into your personal supply; if there is a worker on the Elder, move it to the Yurt. The Yurt has no effect if you have no Elders.