

Way Kyrstina NUSFJORD

Plaice & Salmon Decks

This expansion comprises two 44-card Building card decks for Nusfjord—the **Plaice** deck (*numbered 401-454*) and the **Salmon** deck (*numbered 501-554*)—with 44 cards each, two variant Elder cards, and 35 metal coins (*25 of denomination “1” and 10 of denomination “5”*) to replace the cardboard coins.

You can use the Plaice or Salmon deck in place of the three base game decks according to the established rules. Each of the new Elder cards replaces a card from the base game (*with the same card number*)—use them at will; they are not considered replacements but merely variants.

The following explains the new Elders, followed by a detailed explanation of all new Building cards in alphabetic order.

Designer (13*, 3-5 players)

You can use the Designer in place of the Architect, placing her at the bottom of a random Elder stack. Unlike the Architect, the Designer is also used in games with 3 or 4 players. This card was designed by Tony Boydell.



Draw your choice of an A or B Building from the face-down pile and place it face up in the display (*if need be, next to the appropriate supply board if there is no room on it*). You may then take a “Build a Building” action (*or decline the action*).

Tour Guide (12*, 4-5 players)

You can use the Tour Guide in place of the Pisciculturist, placing her on the bottom right space, on top of the Harbor Master. This card was designed by Tony Boydell.



Take a number of fish from the general supply equal to the number of Buildings on your Harbor board and place the fish in your personal supply. (*Buildings that do not occupy a Building space, like the “Stilt House” from the Mackerel deck, also count.*) You cannot use the Tour Guide if you do not have any 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"*).

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"*).

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.

Banking House (*Salmon, C548; Building cost: 5 wood, 1 fish, 1 gold; 4-7 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.

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)*.

Building Control *(Salmon, C554; Building cost: 1 wood, 1-13 fish, 1-13 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.)*

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.

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.

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*).

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.

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.*)

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.

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.

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”.*)

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*).

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.

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*).

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 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 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.*)

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 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 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.*)

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”*).

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.*)

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.

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.*)

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.

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.

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.

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.*)

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.*)

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.

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.

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.*)

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.*)

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.

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.)

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

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.

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.

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.

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.*)

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.*)

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.*)

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.

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.*)

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.

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.*)

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. (*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.*)

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*).

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.

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.

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.

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.

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.

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.

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.

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 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.*)

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.

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*).



© 2024 Lookout GmbH

Designer: Uwe Rosenberg
Editor: Grzegorz Kobiela
Graphic Design & Layout: atelier198

Lookout GmbH
Elsheimer Straße 23
55270 Schwabenheim
Germany
www.lookout-games.de

For rules questions and suggestions,
please contact us at:
rules@lookout-games.de

For missing pieces or damaged parts,
please contact your point of purchase.

For all other concerns, please find help at:
<https://lookout-spiele.de/en/contact.php>

**UK
CA** Imported and distributed in the UK by:
Esdevium Games Ltd
– trading as Asmodee UK
6 Waterbrook Road, Alton, Hampshire
GU34 2UD

Distributed by / Distribué au:
Asmodee Canada
31 rue de la Cooperative
Rigaud, QC, Canada
J0P 1P0

Distributed in the United States by:
Asmodee North America
1995 West Country Road B2, Roseville
MN 55113, U.S.A.
www.asmodeena.com



