

Uwe Rosenberg  
**NUSFJORD**

### Trout & Besøkende Decks


This expansion comprises two Building card decks for Nusfjord—the **Trout** deck (*numbered 601-654*) by Uwe Rosenberg and the **Besøkende** deck (*numbered 701-754*) by Tony Boydell—with 44 cards each, a variant Elder card, and an overview card plus 32 wooden figures—called “Guests”—for games including the Besøkende deck. (*“Besøkende” is the Norwegian term for “visitors”.*)

You can use the Trout or Besøkende deck in place of the three base game decks according to the established rules. When playing with the Besøkende deck, place the overview card and the wooden figures ready at hand and follow the additional rules (*see below*). The new Elder card replaces a card from the base game (*with the same card number*)—use it at will; it is not considered a replacement but merely a variant.

The following explains the additional rules when playing with the Besøkende deck.

### Guests

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

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

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

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

## Building with Guests

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

## Guests at the Banquet Table

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

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

## Guests on Ships

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

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

## Victory Points for Guests

During scoring at the end of the game, Guests in your personal supply are worth  $\frac{1}{2}$  VP each (*not rounded*) and Guests on Ships are worth **1 VP** each.

The following provides detailed explanations of the new Elder card and the new Building cards in alphabetic order.

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### **Investor** (14\*, 3-5 players)

*You can use the Investor in place of the Carpenter, placing her at the bottom of a random Elder stack. Unlike the Carpenter, the Investor is also used in games with 3 and 4 players. This card was designed by Tony Boydell and Grzegorz Kobiela.*



Remove a Building on your Harbor board from play. (You may even choose a Building that does not occupy a Building space, like the “Deep-Sea Trawler” from the Besøkende deck.) Then take 1 gold from the general supply and place it in your personal supply. Afterward, you may take either a “Build a Ship” or “Build a Building” action (*or decline the action*). You may not build first and then take the gold. You cannot use the Investor if you do not have any Buildings.

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### **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.)

### **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.

### **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.*)

**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 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.*)

**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.*)

**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.

**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 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.

**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.

**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 and 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.

**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.*)

**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.

**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*).

**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 3×3 rectangle.



*City Block Example*

**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.

**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.

**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.

**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.*)



**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.*)

**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.*)

**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.

**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 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.

**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.

**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.*)

**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.

**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.

**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.*)

**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.)*

**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.

**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)*, immediate-

ly (*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 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.*)

**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.*)

**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.

**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.

**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.

**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.

**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.)*

**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.

**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.

**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.

**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.

**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.

**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.

**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.

**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.

**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*).

**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.

**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.*)

**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.

**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.

**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.*)

**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.*)

**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.*)

**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.*)

**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.

**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.

**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”*).

**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.*)

**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.*)

**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 only serve at most 4 fish total (*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.*)

**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.*)

**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.*)

**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 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.)*

**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.

**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



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