

Uwe Rosenberg

# A Feast for ODIN

Scenario and Puzzle Booklet



In this solo campaign you will lead a settlement of vikings over many years, helping them to manage through the various struggles that come with each new year.

Will you be able to lead your vikings to glory, besting each new challenge as it comes, or will your once glorious clan begin to falter?

This solo booklet contains 15 solo scenarios, each with their own modifications to the base rules, as well as preselected decks of occupation cards. Also included are 3 standalone puzzles that challenge you to fill islands with a limited number of goods.

**All scenarios created by GAFBlizzard (BGG/user/GAFBlizzard).**

**All puzzles created by dotKeller (BGG/user/dotKeller).**

**All game text, images, copyrights, etc. belong to the board game creators, publishers, etc. and not me. No infringement is intended.**

# Contents

## Scenarios

Scenario 1: Back To Basics	P.3
Scenario 2: Not So Crafty After All	P.5
Scenario 3: I Hope That Wasn't Still Shrink-Wrapped	P.7
Scenario 4: Hiring Freeze	P.10
Scenario 5: Viking Thanksgiving	P.11
Scenario 6: Take A Hike	P.14
Scenario 7: The Inspector	P.17
Scenario 8: St. Nicholas	P.20
Scenario 9: A Fresh Start	P.23
Scenario 10: Tax Season	P.26
Scenario 11: The Way Of The Sheep	P.29
Scenario 12: No Such Luck	P.31
Scenario 13: St. Patrick's Day	P.34
Scenario 14: The Pirate's Curse	P.37
Scenario 15: Assemble The Team	P.40
Scenario 16: From Sea To Shining Sea	P.43

## Puzzles

Puzzle 1: Greenland	P.47
Puzzle 2: Bear Island	P.47
Puzzle 3: Iceland & Greenland	P.48



# Scenario 1: Back To Basics

## Rules:

Let's start with a basic warmup. For this scenario, dice rolls are random, weapon decks are random, and mountain tiles are random.

1. Draw your starting bow, spear, snare, and mead.
2. Shuffle your weapon deck.
3. Take the starting occupation shown below.
4. Every time you need to draw a new occupation card, take the next one from the list below.

## Starting Occupation:

Card	Points	Description
<b>Apprentice Craftsman</b> (113 A)	0	Immediately before each time you use a "Crafting" action space, you can take a "Take 1 Building Resource from a Mountain Strip" action. ( <i>As usual, the "2 silver" are considered a single item.</i> )

## Occupation Deck:

Card	Points	Description
<b>Peacemaker</b> (38 A)	2	In the New Weapon phase ( <i>phase 4</i> ) of each round, instead of drawing a weapon card, you can take either 1 wood, 1 stone, or 1 ore from the general supply.
<b>Spice Merchant</b> (94 A)	2	Once per Harvest phase ( <i>phase 2</i> ) of each round with no harvest, you can exchange exactly 2 oil in your supply for 1 spices.
<b>Cowherd</b> (74 A)	1	When you play this card, you can immediately ( <i>and only once via this card</i> ) pay exactly 2 silver and 1 grain from your supply to receive 1 non-pregnant cattle in your cattle stable.
<b>Tutor</b> (99 A)	2	Each time you would receive an occupation card into your hand, you can play an occupation card from your hand instead. (If you would receive multiple occupations at once, decide for each occupation individually whether you want to receive it or play one instead.)
<b>Priest</b> (149 A)	1	Immediately before each time you use either "Overseas Trading" action space, you receive 1 oil. (By the way, you can use an "Overseas Trading" action space and pay 1 silver, even if you do not turn a single green craft product to the other side.)
<b>Peddler</b> (1 A)	0	Each time you use a "Livestock Market" action space, you receive a discount of 1 silver on the total cost of the goods. ( <i>For instance, cattle plus milk cost you 2 instead of 3 silver.</i> ) You do not receive the discount on goods that are already free of cost.

Card	Points	Description
<b>Miner (22 A)</b>	<b>1</b>	When you play this card, you immediately ( <i>and only once via this card</i> ) receive 1 stone, 1 ore, and 1 silver for each longship you have. ( <i>The amount of ore on the longships does not matter.</i> )
<b>Milker (10 A)</b>	<b>1</b>	When you play this card, if you have at least 1 sheep or cattle, you immediately ( <i>and only once via this card</i> ) receive 1 milk and 1 silver. If you have both, you receive 2 milk and 2 silver instead.
<b>Helmsman (12 A)</b>	<b>0</b>	When you play this card, you immediately ( <i>and only once via this card</i> ) receive 1 chest. Immediately after each time you take an action in which you use a longship, you can draw 1 weapon card from the face-down draw pile and place the weapon card face up in front of you. (It does not matter whether you use the longship for raiding, pillaging, plundering, exploring, or emigrating. The amount of ore on the longship does not matter either. Even if you use more than one longship during that action, e.g., because another card allows you to do that, you still only receive 1 weapon card.)
<b>Orient Shipper (17 A)</b>	<b>0</b>	When you play this card, you can immediately ( <i>and only once via this card</i> ) take a "^^^ 1 Good" action, i.e., you can exchange an orange (or red or green) goods tile for a blue one of the same dimensions. (For instance, you could exchange 1 fruits for 1 treasure chest in three steps, or 1 cattle for 1 silver hoard in just 2 steps.)

## Scenario 2: Not So Crafty After All

### Previously:

Things had gone so well when that apprentice craftsman taught us his ways. We crafted stone, we crafted clothes, and we crafted oddly shaped metal things. Why do people want such strange shapes? Who knows, but the money was good. People were living the good life, and that weird peacemaker guy had no trouble convincing everyone to hang up their weapons and settle down.

But, like Icarus, we crafted too close to the sun, and our tools melted. Like the dwarves, we crafted too greedily and too deep, and awoke the shadow of a nameless fear, who broke our tools. With our economy shot and no fancy clothes and jewellery to complement his ego, even the peacemaker abandoned us. Should we take up arms again and follow the old ways? Or, should we work the land for an honest, if boring, living? Only time will tell.

### Rules:

For this scenario, dice rolls are random, weapon decks are random, and mountain tiles are random.

1. Set up the solo long game as normal.
2. Take the starting occupation shown below.
3. **You cannot use the 7 crafting actions.** Place vikings of an unused colour to block them for the entire game.

### Starting Occupation:

Card	Points	Description
<b>Farm Shop Owner</b> (53 b)	1	At any time and any number of times, you can pay 1 silver to turn an orange good in your supply to its red side. This is considered a " <sup>1</sup> Good" action.

### Occupation Deck:

Card	Points	Description
<b>Laborer</b> (124 B)	1	Each time you use an action space that gives you exactly 2 silver ( <i>no more, no less</i> ), you can pay these 2 silver immediately to receive 1 grain and 2 wood ( <i>from the general supply</i> ).
<b>Whale Catcher</b> (142 B)	3	Immediately after each time you take a "Whaling" action ( <i>on an action space or via an occupation</i> ), if you used exactly 1 spear and succeeded, you receive the spear back. ( <i>If you used 2 or more spears or failed, you receive no spears back.</i> )
<b>Lance Bearer</b> (133 B)	1	Each time you take a "Raiding" action ( <i>on an action space or via an occupation</i> ), if you succeed, you also receive either 1 silver or 1 peas. ( <i>This does not apply to pillaging.</i> )
<b>Stone Crusher</b> (156 B)	2	In the Actions phase ( <i>phase 5</i> ) of each round, if you receive at least 1 stone from a Viking action, you also receive 1 silver. You can only use this effect once per action. ( <i>This effect does not apply to the Bonus phase.</i> )



Card	Points	Description
<b>Boat Builder</b> (178 B)	<b>0</b>	After you play this card, as soon as you have 4 large ships (knarrs and longships), you receive 2 whaling boats without paying wood or silver (only once via this card). (You only receive whaling boats for which you have room. The amount of ore in the longships does not matter.)
<b>Master Joiner</b> (40 B)	<b>3</b>	At any time and any number of times, you can place wood on empty spaces of your stone and long houses as you would silver.
<b>Meat Trader</b> (25 B)	<b>1</b>	When you play this card, you immediately ( <i>and only once via this card</i> ) receive 1 salt meat for each knarr you have.
<b>Longship Builder</b> (82 B)	<b>1</b>	When you play this card, you can immediately ( <i>and only once via this card</i> ) buy a longship. The cost depends on the number of knarrs you have: if you have 1/2/3 knarrs, the longship only costs you 6/3/1 silver instead of 8, respectively. ( <i>In other words, you receive a discount of 2/5/7 silver.</i> )
<b>Stonecarver</b> (6 B)	<b>1</b>	With each stone you take from a mountain strip ( <i>into your supply</i> ), you also receive 1 silver.
<b>Fur Merchant</b> (102 B)	<b>2</b>	Each time you would receive a " <sup>1</sup> Good" action on an action space ( <i>not via an occupation</i> ), you can exchange 1 game meat or 1 silk for 1 fur instead. ( <i>This does not apply to "<sup>2/3/4</sup> Goods" actions.</i> )

# Scenario 3: I Hope That Wasn't Still Shrink-Wrapped

## Previously:

It turned out working the land was a reasonable choice. With hard work and sacrifice, we managed to survive without crafting anything for a whole season. We were well fed, and with everyone working the fields, some vikings even questioned whether we needed to explore foreign lands anymore. We have everything right here, or so we thought.

Who could have known? Relentlessly working the land eventually dried it up, causing a shortage of farm goods. That alone would have been manageable. "Who needs fruit baskets," we scoffed. That's when the boat sailed up with all the chief's deadbeat cousins, and a decree that they needed work. And so, with much eye-rolling, we set out in an attempt to make them useful.

## Rules:

For this scenario, dice rolls are random, weapon decks are random, and mountain tiles are random.

1. Set up the solo long game as normal. Any rules from the last scenario are reset.
2. Take the starting occupation shown below.
3. **You cannot use the left 3 Weekly Market actions.** Place vikings of an unused colour to block them for the entire game.
4. You must play at least 9 occupation cards, **including** your starting occupation. Occupations can be played in any order.

## Starting Occupation:

Card	Points	Description
<b>Thing Spokesman</b> (151 c)	3	Each time you move exactly 1 or 2 Vikings from the game board to your Thing Square ( <i>due to a failed dice roll or another occupation</i> ), you also receive 1 silver.

## Occupation Deck:

Card	Points	Description
<b>Metalsmith</b> (73 C)	2	When you play this card, you can immediately ( <i>and only once via this card</i> ) either receive 1 silverware at no cost, or buy the "Crucifix" special tile for 2 silver, or buy the "Chalice" special tile for 5 silver. ( <i>These are the printed costs.</i> )
<b>Patron</b> (2 C)	1	On each action space whose actions cost at least 2 silver, you receive a discount of 1 silver, including Emigration from round 2, buying salt meat or cattle plus milk/sheep, as well as the "Buy 2 Special Tiles" action, if applicable. ( <i>When you buy a pair of goods, only its total cost is reduced by 1 silver. For instance, Helmet plus Belt only cost you 2 silver instead of 3. This card does not reduce the cost of ships.</i> )
<b>Sail Patcher</b> (181 C)	1	After you play this card, as soon as you have 3 ( <i>or 4</i> ) large ships ( <i>knarrs, longships</i> ), if your round income at that time is at most 4/9/30 silver, you immediately ( <i>and only that once</i> ) receive 3/2/1 wool. ( <i>The amount of ore on your longships does not matter.</i> )

Card	Points	Description
<b>Oil Seller</b> (123 C)	1	Immediately after each time you use an action space with a " <sup>1</sup> Good" action, you can exchange 1 oil for 1 silverware <i>(even if you have just received the oil from the action)</i> .
<b>Loot Hunter</b> (139 C)	1	Each time you take a "Raiding" or "Pillaging" action <i>(on an action space or via an occupation)</i> , the sword value of the special tile with the highest value that is still on the oval supply board is reduced by 1. <i>(This can affect multiple tiles.)</i>
<b>Hornturner</b> (63 C)	2	When you play this card, you can immediately <i>(and only once via this card)</i> discard 1 sheep from your sheep stable to receive 1 salt meat, 1 hide, and 1 wool. <i>(It does not matter whether or not the sheep is pregnant.)</i> and/or, if the Drinking Horn is still available for purchase, you can buy it for 3 silver.
<b>Beach Raider</b> (180 C)	-2	After you play this card, as soon as you have 3 <i>(or 4)</i> longships, if your round income at that time is at most 5/11/30 silver, you immediately <i>(and only that once)</i> receive 4/3/2 silverware. <i>(The amount of ore on your longships does not matter.)</i>
<b>Host</b> (19 C)	0	When you play this card, you immediately <i>(and only once via this card)</i> receive a blue goods tile. Which one you receive depends on how many special tiles you have in your supply and on your boards. If you have exactly 3 special tiles, you receive 1 silk. If you have exactly 4 special tiles, you receive 1 spices. If you have at least 5 special tiles, you receive 1 jewelry. <i>(You cannot take silk instead of spices, and you cannot take silk or spices instead of jewelry. Also, you cannot discard a special tile to receive another reward.)</i>
<b>Fish Cook</b> (172 C)	0	After the Feast phase <i>(phase 9)</i> of each round, you can immediately move any or all of the stockfish from your "Banquet Table" track to your <i>(stone and long)</i> houses.
<b>Skinner</b> (157 C)	0	In the Feast phase <i>(phase 9)</i> of each round, for each <i>(pregnant and non-pregnant)</i> farm animal (sheep and cattle) you place on the "Banquet Table" track, you immediately receive 1 "skin and bones" tile. <i>(If you place the farm animals on the Banquet Table before the feast, as permitted by the rules, you still receive the reward, but not before the Feast phase.)</i>
<b>Mineworker</b> (188 C)	0	When you play this card in a 1/2/3/4-player game, you also receive 0/1/2/3 silver. Each time you take the "2 silver" from the last space of a mountain strip, you receive 1 additional silver. <i>(If you take multiple "2 silver" items at once, you receive the additional silver for each of them.)</i>
<b>Fighter</b> (18 C)	0	When you play this card, if you have at least 1 longship holding at least 2 ore, you immediately <i>(and only once via this card)</i> receive 1 blue good. Which one you receive depends on the number of longships you have holding 2 and 3 ore: you receive 1 silk/ jewelry/silver hoard for 1/2/3 or more such longships. <i>(You cannot take silk instead of jewelry, and you cannot take silk or jewelry instead of silver hoard. Also, you cannot discard or simply ignore a longship to receive another reward.)</i>
<b>Storeman</b> (31 C)	2	When you play this card, you immediately <i>(and only once via this card)</i> receive a fourth good tile of a type of which you have exactly three in your supply. <i>(This does not include your stables, so you cannot receive sheep or cattle from this. Your green craft products and blue luxury goods do count; goods on your boards do not.)</i>



Card	Points	Description
<b>Treasurer</b> (55 C)	<b>2</b>	At any time and any number of times, you can pay 3 silver to exchange 1 chest in your supply for 1 treasure chest.
<b>Private Chef</b> (67 C)	<b>1</b>	When you play this card, you can immediately ( <i>and only once via this card</i> ) buy 2 silverware, 1 game meat, and 1 mead for a total of 4 silver.
<b>Wharf Owner</b> (61 C)	<b>3</b>	When you play this card, you can immediately ( <i>and only once via this card</i> ) sell 1 longship for 8 silver. You lose the ore on the longship, if any.
<b>Snare Specialist</b> (130 C)	<b>1</b>	Immediately after each time you use the "Laying a Snare" action space with 2 Vikings, if you succeed, you can discard 2 snares to return 1 of the placed Vikings to your Thing Square and use it again later this round. ( <i>Effectively, you only end up losing 1 snare, as you receive 1 snare as a reward.</i> )
<b>Innkeeper</b> (71 C)	<b>-1</b>	When you play this card, if the "Drinking Horn" special tile is on any player's board ( <i>including yours</i> ), you can immediately ( <i>and only once via this card</i> ) move it to your supply. Fill the spot you took the Drinking Horn from with 1 chest and 1 rune stone from the general supply.
<b>Flax Farmer</b> (162 C)	<b>1</b>	In the Bonus phase (phase 10) of each round, if you have at least 7 Vikings on action spaces in the second column, you also receive 1 flax. (The number of Vikings that are actually on the action spaces can be different from the number of Vikings you placed there initially.)
<b>Silk Stitcher</b> (114 C)	<b>3</b>	Immediately after each time you use a "Crafting" action space, you can also buy exactly 1 silk for 3 silver.

## Scenario 4: Hiring Freeze

### Previously:

We found work for the chief's cousins -- all of them. As expected, this basically ruined efficiency around town. The Metalsmith thought the job involved music for some reason. The Oil Seller claimed he could get oil from snakes. The Loot Hunter? He had a nasty habit of "hunting" loot from other Vikings.

With this mess and the bureaucracy involved, most places have stopped hiring. Only a few unusual jobs are still open, and who wants to fill those? On the bright side, crops are recovering, so at least we won't starve.

### Rules:

For this scenario, dice rolls are random, weapon decks are random, and mountain tiles are random.

1. Set up the solo long game as normal. Any rules from the last scenario are reset.
2. Take the starting occupation shown below.
3. **You cannot use 3-viking actions.** Place 16 vikings of unused colours (8 of each colour) to block them for the entire game.

### Starting Occupation:

Card	Points	Description
<b>Robber (138 c)</b>	<b>1</b>	Each time you take a "Raiding" or "Pillaging" action (on an action space or via an occupation), you can take a green tile instead of a blue one. The sword value of the green tile is equal to the sword value of its blue back minus 1. (For instance, green clothing would have a sword value of 14, because the blue silver hoard on the other side of the tile has a sword value of 15.)

### Occupation Deck:

Card	Points	Description
<b>Maid (177 B)</b>	<b>0</b>	Each time a stone or long house produces exactly 1 bonus good (during the Bonus phase or via an occupation), you can exchange the bonus good for 1 silverware. (This effect applies to each of your houses individually and does not apply to houses yielding more or less than 1 bonus good.)
<b>Artist (111 C)</b>	<b>1</b>	Each time you use a "Crafting" action space to exchange building resources (wood, stone, ore), you receive 1 silver for each type of building resource you exchange. (The number of building resources does not count, only the number of different types of building resources.)
<b>Digger (128 A)</b>	<b>2</b>	Each time you take a "Laying a Snare" action ( <i>on an action space or via an occupation</i> ), if you succeed, you receive a "Take 1 Building Resource from a Mountain Strip" action. ( <i>As usual, the "2 silver" are considered a single item.</i> )
<b>Drunkard (134 A)</b>	<b>0</b>	Each time you take a "Raiding" action (on an action space or via an occupation), if you fail (including on purpose), you also receive a consolatory 1 mead. (This does only apply to raiding, but not pillaging.)

# Scenario 5: Viking Thanksgiving

## Previously:

Somehow our village survived. In the end the chief himself got sick of his cousins' terrible work. Privately, some of us suspected he got robbed. The last we saw, they were packed back on their party boat and vanishing into the distance. The chief claimed they were on a mission to explore the mysterious shores of "America", but we knew that was a fictional land merely invented to deceive unwanted guests.

Most vikings were ecstatic to see them gone, and a celebration was in order. We decided the only proper expression of thankfulness would be to cook all week and have a giant "giving thanks" meal. Getting lots of food should be no problem, but we made one mistake in our planning. Having waited too late in the holiday season, we were only able to book Greenland for the big event. Who goes to Greenland, of all places?

## Rules:

For this scenario, dice rolls are random, weapon decks are random, and mountain tiles are random.

1. Set up the solo long game as normal. Any rules from the last scenario are reset.
2. Take the starting occupation shown below.
3. **You must use AT LEAST 2 actions from "Livestock Market" and/or "Weekly Market" every round.** In other words, each round you choose to do 1 action from each section, or 2 actions from one section. You can do MORE than 2 such actions if you choose.
4. You must explore Greenland during the game. You **Cannot** explore any other islands.

To be clear, these are the "Livestock Market" and "Weekly Market" actions:



To remind yourself of rule 3, I suggest putting two vikings of an unused colour to the left of these two sections.

## Starting Occupation:

Card	Points	Description
<b>Middleman (120 b)</b>	<b>2</b>	Immediately after each time you use a "Weekly Market" action space, you can pay 1 silver to take a " <sup>1</sup> Good" action. <i>(The large action space in the fourth column also belongs to the "Weekly Market" category.)</i>



# Occupation Deck:

Card	Points	Description
<b>Ship's Cook</b> (36 A)	2	Immediately before each time you take an "Overseas Trading" action (on an action space or via an occupation), you can take a " <sup>1</sup> Good" action for 1 salt meat, game meat, or whale meat only. (Sheep and cattle are excluded from this. By the way, you can use an "Overseas Trading" action space and pay 1 silver, even if you do not turn a single green craft product to the other side.)
<b>Fish Cook</b> (172 C)	0	After the Feast phase ( <i>phase 9</i> ) of each round, you can immediately move any or all of the stockfish from your "Banquet Table" track to your ( <i>stone and long</i> ) houses.
<b>Blubber Cook</b> (140 A)	2	Each time you take a "Whaling" action ( <i>on an action space or via an occupation</i> ), if you succeed, you receive 1 additional oil ( <i>for a total of 2 oil</i> ).
<b>Peddler</b> (1 A)	0	Each time you use a "Livestock Market" action space, you receive a discount of 1 silver on the total cost of the goods. ( <i>For instance, cattle plus milk cost you 2 instead of 3 silver.</i> ) You do not receive the discount on goods that are already free of cost.
<b>Private Chef</b> (67 C)	1	When you play this card, you can immediately ( <i>and only once via this card</i> ) buy 2 silverware, 1 game meat, and 1 mead for a total of 4 silver.
<b>Captain</b> (16 C)	2	When you play this card, if your whaling boats and longships have at least 4/5/6/7 ore combined, you immediately ( <i>and only once via this card</i> ) receive 2/3/4/5 silver. The preprinted ore on your whaling boats does not count.
<b>Weapons Supplier</b> (68 A)	2	When you play this card, you can immediately ( <i>and only once via this card</i> ) draw 4 weapon cards from the face-down draw pile and place them face up in front of you.
<b>Antlers Seller</b> (143 B)	2	Each time you take a "Hunting Game" action ( <i>on an action space or via an occupation</i> ), if you succeed, you also receive 1 silver.
<b>Armed Fighter</b> (164 A)	3	Immediately before each time you place 4 Vikings in the fourth column, you can take a "Take 1 Building Resource" action to take 1 stone or 1 ore only.
<b>Chronicler</b> (187 B)	2	Each time you take a Viking action ( <i>in phase 5</i> ), you can also pay 2 flax to take the "Belt" special tile ( <i>unless another player already owns it</i> ). At any time and any number of times, you can exchange 3 flax for 1 treasure chest.
<b>Host</b> (19 C)	0	When you play this card, you immediately ( <i>and only once via this card</i> ) receive a blue goods tile. Which one you receive depends on how many special tiles you have in your supply and on your boards. If you have exactly 3 special tiles, you receive 1 silk. If you have exactly 4 special tiles, you receive 1 spices. If you have at least 5 special tiles, you receive 1 jewelry. ( <i>You cannot take silk instead of spices, and you cannot take silk or spices instead of jewelry. Also, you cannot discard a special tile to receive another reward.</i> )
<b>Snare Specialist</b> (130 C)	1	Immediately after each time you use the "Laying a Snare" action space with 2 Vikings, if you succeed, you can discard 2 snares to return 1 of the placed Vikings to your Thing Square and use it again later this round. ( <i>Effectively, you only end up losing 1 snare, as you receive 1 snare as a reward.</i> )

Card	Points	Description
<b>Forest Blacksmith</b> (103 C)	<b>3</b>	Immediately before each time you exchange 1 ore on the action space that lets you exchange 1 wood/ore for 1 chest and 1 silver, you can take a "Take 1 Building Resource from a Mountain Strip" action. <i>(This does not apply if you exchange 1 wood.)</i> This effect also applies to the action space that lets you exchange 1 ore for a blue good with a "forge tongs" symbol. <i>(As usual, the "2 silver" on the mountain strips are considered a single item. Tip: enclose the ore space on your home board as soon as possible.)</i>
<b>Ship Owner</b> (14 C)	<b>2</b>	When you play this card, if you have at least 1 whaling boat, 1 knarr, and 1 longship, you immediately <i>(and only once via this card)</i> receive 1 whale meat. If you have at least 2 whaling boats, 2 knarrs, and 2 longships, you receive 1 additional whale meat. <i>(The amount of ore on the whaling boats and longships does not matter.)</i>
<b>Punchcutter</b> (173 B)	<b>1</b>	Each time 1 ore and 2 silver are removed from a mountain strip during the Mountain Strips phase <i>(phase 11)</i> , you receive 1 silver and 2 silver, respectively.
<b>Harbor Guard</b> (84 B)	<b>0</b>	When you play this card, you can emigrate immediately <i>(and only once via this card)</i> . This emigration costs the same as it would on the action space, but you receive a discount of 1 silver for each large ship you had before the emigration. <i>(The minimum cost is 0. Large ships are knarrs and longships. The amount of ore on the longships does not matter.)</i>
<b>Drunkard</b> (134 A)	<b>0</b>	Each time you take a "Raiding" action (on an action space or via an occupation), if you fail (including on purpose), you also receive a consolatory 1 mead. <i>(This does only apply to raiding, but not pillaging.)</i>
<b>Archer</b> (13 B)	<b>1</b>	When you play this card, you immediately <i>(and only once via this card)</i> receive 1 "bow and arrow" weapon card. Look through the discard pile <i>(or the draw pile, if need be)</i> and take the weapon card from there. Each time you take a "Hunting Game" action, you receive -1 on each of your dice rolls. For instance, a rolled "1" becomes "0". <i>(This card can be combined with other cards modifying dice rolls.)</i>
<b>Builder</b> (20 A)	<b>0</b>	When you play this card, you can immediately <i>(and only once via this card)</i> play a Bonus phase for your houses only. You will also participate in the regular Bonus phase this round.
<b>Hornturner</b> (63 C)	<b>2</b>	When you play this card, you can immediately <i>(and only once via this card)</i> discard 1 sheep from your sheep stable to receive 1 salt meat, 1 hide, and 1 wool. <i>(It does not matter whether or not the sheep is pregnant.)</i> and/or, if the Drinking Horn is still available for purchase, you can buy it for 3 silver.

## Scenario 6: Take A Hike

### Previously:

"Vikings are hungry!" they said. "You can never have too much food!" they said. In fact they were wrong, and we cooked so much we had leftovers for everyone. In retrospect, maybe we should have spent a bit of time on other things. We sure didn't accomplish much stuck in the kitchen. Still, the Gargantuan Greenland Gala was overall a delicious success.

It was also a very fattening success, and some of us decided we needed some serious exercise to maintain our fit and hardy Viking reputation. Faroe Island is only a thousand miles or so away, and the view from Slættaratindur should be lovely this time of year. From there, who knows what other mountains we may climb before we return home? The chief said something about running an errand on the way back, but we were nodding off after the big meal and didn't quite hear where. Hopefully he'll understand if we get distracted by all this natural beauty and have no time for a side trip.

### Rules:

For this scenario, dice rolls are random and weapon decks are random.

1. Set up the solo long game as normal. Any rules from the last scenario are reset.
2. Take the starting occupation shown below.
3. **Instead of randomly drawing mountain strips, you control the order in which they are revealed.** This includes the 2 starting strips. You can look at unused mountain strips at any time to plan future turns.
4. You **Must** explore Faroe Island during the game. If you want, you **MAY** also explore 1 other island. This means you will finish the game with either 1 or 2 islands explored.

### Starting Occupation:

**Note:** Because of a ruling on action effect triggers (<https://boardgamegeek.com/article/24371562#24371562>), I interpret Woodcutter as only triggering from board effects, NOT card effects.

Card	Points	Description
<b>Woodcutter</b> (154 a)	<b>2</b>	In the Actions phase ( <i>phase 5</i> ) of each round, if you receive at least 2 wood from a Viking action, you also receive 1 silver. You can only use this effect once per action. ( <i>This effect does also apply to the action space providing 1 wood per player and 1 ore from the general supply, but not to the Bonus phase.</i> )

### Occupation Deck:

Card	Points	Description
<b>Wanderer</b> (95 A)	<b>1</b>	In the Harvest phase ( <i>phase 2</i> ) of each round with no harvest, you can take a "Take 2 Building Resources from a Mountain Strip" action. ( <i>As usual, the "2 silver" are considered a single item.</i> )
<b>Mountain Guard</b> (122 A)	<b>0</b>	Each time you use an action space with the "Take Building Resources from One or More Mountain Strips" action, you can receive 1 additional good. If you took goods of 2 different types ( <i>like ore and silver</i> ), you receive 1 mead. If you took goods of 3 or 4 different types, you receive 1 hide or 1 chest, respectively. ( <i>The 4 different types would be wood, stone, ore, and silver.</i> )



Card	Points	Description
<b>Stone Carver</b> (6 B)	1	With each stone you take from a mountain strip ( <i>into your supply</i> ), you also receive 1 silver.
<b>Carpenter</b> (121 B)	0	Immediately before each time you use an "Ship Building" or "House Building" action space, you can take a "Take 1 Building Resource from a Mountain Strip" action. ( <i>As usual, the "2 silver" are considered a single item.</i> )
<b>Digger</b> (128 A)	2	Each time you take a "Laying a Snare" action ( <i>on an action space or via an occupation</i> ), if you succeed, you receive a "Take 1 Building Resource from a Mountain Strip" action. ( <i>As usual, the "2 silver" are considered a single item.</i> )
<b>Punchcutter</b> (173 B)	1	Each time 1 ore and 2 silver are removed from a mountain strip during the Mountain Strips phase ( <i>phase 11</i> ), you receive 1 silver and 2 silver, respectively.
<b>Forest Blacksmith</b> (103 C)	3	Immediately before each time you exchange 1 ore on the action space that lets you exchange 1 wood/ore for 1 chest and 1 silver, you can take a "Take 1 Building Resource from a Mountain Strip" action. ( <i>This does not apply if you exchange 1 wood.</i> ) This effect also applies to the action space that lets you exchange 1 ore for a blue good with a "forge tongs" symbol. ( <i>As usual, the "2 silver" on the mountain strips are considered a single item. Tip: enclose the ore space on your home board as soon as possible.</i> )
<b>Breeder</b> (79 A)	1	When you play this card, you can immediately ( <i>and only once via this card</i> ) turn 1 non-pregnant cattle in your cattle stable to the "pregnant cattle" side. ( <i>This is not considered an Animal Breeding phase.</i> )
<b>Furrier</b> (3 A)	1	Each time you use an action space providing exactly 1 silver ( <i>among other things</i> ), you also receive 1 snare weapon card. This applies to eight action spaces on the game board ( <i>4x Weekly Market, 2x Crafting, 2x Occupation</i> ), but does not apply to action spaces for which you receive a bonus silver via one of your occupations. Look through the discard pile ( <i>or the draw pile, if need be</i> ) and take the weapon card from there.
<b>Etiquette Teacher</b> (176 B)	3	Immediately after each time you take an action in which you play at least 1 occupation ( <i>on an action space or via an occupation</i> ), you receive 1 peas.
<b>Sponsor</b> (184 C)	0	When you play this card, if you have at least 3 ore in your supply, you can immediately ( <i>and only once via this card</i> ) buy 1 longship for either 4 wood or 3 silver. ( <i>This is not considered a "Ship Building" action.</i> ) You must immediately place 3 ore from your supply on the longship. ( <i>If you have fewer than 3 ore, you cannot use this card.</i> )
<b>Quartermaster</b> (81 C)	2	When you play this card, you can immediately ( <i>and only once via this card</i> ) buy a longship. If you do, you receive a discount of 1 silver for each long sword you have, counting each "bow and arrow" and "spear" weapon card as half of a long sword. Round the final cost down, if need be.
<b>Fisherman</b> (27 A)	1	When you play this card, you immediately ( <i>and only once via this card</i> ) receive 1 stockfish for each whaling boat you have (so at most 3 stockfish). (The amount of ore on the whaling boats does not matter.)

Card	Points	Description
<b>Chronicler (187 B)</b>	<b>2</b>	Each time you take a Viking action ( <i>in phase 5</i> ), you can also pay 2 flax to take the "Belt" special tile ( <i>unless another player already owns it</i> ). At any time and any number of times, you can exchange 3 flax for 1 treasure chest.
<b>Modifier (39 C)</b>	<b>2</b>	At any time and any number of times, you can return ore from your whaling boats and longships to your supply. ( <i>Of course, you cannot remove the preprinted ore on your boats.</i> )
<b>Adventurer (107 B)</b>	<b>1</b>	Each time you use the "Exploring the Shetland or Faroe Islands" action space, instead of taking the Shetland or Faroe Islands, you can take any other face-up exploration board. Regardless of your choice, the exploration requires a ship of any type, e.g., a whaling boat.
<b>Treasurer (55 C)</b>	<b>2</b>	At any time and any number of times, you can pay 3 silver to exchange 1 chest in your supply for 1 treasure chest.
<b>Snare Specialist (130 C)</b>	<b>1</b>	Immediately after each time you use the "Laying a Snare" action space with 2 Vikings, if you succeed, you can discard 2 snares to return 1 of the placed Vikings to your Thing Square and use it again later this round. ( <i>Effectively, you only end up losing 1 snare, as you receive 1 snare as a reward.</i> )
<b>Armed Fighter (164 A)</b>	<b>3</b>	Immediately before each time you place 4 Vikings in the fourth column, you can take a "Take 1 Building Resource" action to take 1 stone or 1 ore only.
<b>Linen Weaver (59 A)</b>	<b>0</b>	At any time and any number of times, you can pay 2 flax from your supply and 1 silver to receive 2 linen.

# Scenario 7: The Inspector

## Previously:

After a long journey and some exhausting mountaineering, we finally returned to our beloved home. Our muscles were toned, our resource-gathering skills were unparalleled, and we almost struck a pose as we sauntered off the boat.

The general good mood was short-lived when we saw the scowl on the chief's face. It turns out the errand we blew off was to Baffin Island. It was hard to believe we missed it, having wandered practically everywhere else, but there was no helping it. We failed to deliver a message, somebody nearly started a war, we were home late, and the chief was unimpressed to discover we spent half the trip hiking.

Having decided it was high time we received some supervision, he informed us that we would be spending the immediate future under the watchful eye of his Inspector. However, there was a ray of hope. Someone could still deliver the chief's message. The rest of us resigned ourselves to one arbitrary task after another in an effort to convince the Inspector we deserved some freedom again. It was going to be a long week.

The Inspector started out by demanding to see Raiding or Pillaging. "We aren't ready! We don't have the boat ready! We need stones and swords!" He silently watched us, scratching on his bark clipboard, and we knew we'd just have to make the best of it.

## Rules:

For this scenario, dice rolls are random, weapon decks are random, and mountain tiles are random.

1. Set up the solo long game as normal. Any rules from the last scenario are reset.
2. Take the starting occupation shown below.
3. **You MUST explore Baffin Island during the game.** You MAY also explore other island(s) in addition.
4. Place an "inspector meeple" of an unused colour to the left of the "Raiding" space.
5. **In phase 12, move the inspector meeple up one space.** This means in round 7, the inspector meeple will be to the left of the Flax to Linen crafting action.
6. **You must use AT LEAST 1 action from the inspector meeple's row every round.** It can be from anywhere on the row. You can use more than one such action if you like. If you use a matching action and later take the viking(s) back somehow, that is still legal. If you use Latecomer to take a matching action, that is still legal.

**Note:** Be careful with Latecomer! Note the appendix text about "Vikings in the active colour".

**Note:** The Inspector card has no effect on the inspector meeple. It's just thematic.

## Starting Occupation:

Card	Points	Description
<b>Latecomer</b> (91 c)	0	At the end of the Actions phase ( <i>phase 5</i> ) of each round, you can pay 1 silver to use an unoccupied action space in the first column without placing any more Vikings. The action space you choose must be above or below another action space in the first column with one of your Vikings on it. ( <i>It does not matter nor does it count whether the action space you choose is adjacent to one in the second column with two of your Vikings on it. In the solo game, only Vikings in the active color count.</i> )



# Occupation Deck:

Card	Points	Description
<b>Inspector</b> (60 C)	2	When you play this card, you can immediately ( <i>and only once via this card</i> ) move a Viking from an action space of your choice to your Thing Square and use it again later that round. Additionally, if you pay an amount of silver equal to the current round, you can move two Vikings instead of one from a single action space. ( <i>e.g., in round 5, this would cost you 5 silver.</i> ) ( <i>If by this an action space becomes unoccupied, it can be used again that round.</i> )
<b>Linseed Oil Presser</b> (58 A)	3	At any time and any number of times, you can exchange 2 flax in your supply for 3 oil.
<b>Pea Counter</b> (97 B)	1	In the Harvest phase ( <i>phase 2</i> ) of each round with no harvest, you can double the amount of peas in your supply, to a maximum of 8 peas. ( <i>So you can double at most 4 peas. This does not apply to peas in your houses.</i> )
<b>Tradesman</b> (54 A)	3	At any time and any number of times, you can exchange silverware in your supply for either silk or chest at a 1:1 ratio.
<b>Clerk</b> (88 C)	2	Immediately before each time you take an "Overseas Trading" action ( <i>on an action space or via an occupation</i> ), for each knarr you have, you can take a "<^ 1 Good" action for 1 silver per action. So you can exchange a good for another one that is located to the top left of it in the goods boxes ( <i>e.g., 1 cattle for 1 robe</i> ). ( <i>By the way, you can use an "Overseas Trading" action space and pay 1 silver, even if you do not turn a single green craft product to the other side.</i> )
<b>Weapons Warden</b> (166 B)	1	Immediately before each time you place 2 Vikings in the second column, you can draw 1 weapon card from the face-down draw pile and place it face up in front of you. The first time you do so in a round, you do not receive the weapon card.
<b>Weapons Supplier</b> (68 A)	2	When you play this card, you can immediately ( <i>and only once via this card</i> ) draw 4 weapon cards from the face-down draw pile and place them face up in front of you.
<b>Quartermaster</b> (81 C)	2	When you play this card, you can immediately ( <i>and only once via this card</i> ) buy a longship. If you do, you receive a discount of 1 silver for each long sword you have, counting each "bow and arrow" and "spear" weapon card as half of a long sword. Round the final cost down, if need be.
<b>Lance Bearer</b> (133 B)	1	Each time you take a "Raiding" action ( <i>on an action space or via an occupation</i> ), if you succeed, you also receive either 1 silver or 1 peas. ( <i>This does not apply to pillaging.</i> )
<b>Traveling Merchant</b> (78 B)	0	When you play this card, if you have 1/2/3/4 knarrs, you can immediately ( <i>and only once via this card</i> ) turn 2/4/6/7 goods tiles to the other side, respectively. Orange and green tiles are best suited for this. ( <i>This is not considered a "&lt;^x Goods" action.</i> )
<b>Arms Dealer</b> (56 A)	1	At any time and any number of times, you can discard any 2 weapon cards to receive 1 ore from the general supply.

Card	Points	Description
<b>Fisherman</b> (27 A)	1	When you play this card, you immediately (and only once via this card) receive 1 stockfish for each whaling boat you have (so at most 3 stockfish). (The amount of ore on the whaling boats does not matter.)
<b>Sympathetic Soul</b> (92 C)	1	In the Harvest phase (phase 2) of each round with no harvest, if you then have 3/4/5 special tiles, you receive 1/2/3 silver, respectively. (The size of your special tiles does not matter, just like the fact whether they are in your supply or on your boards. Special tiles that you had to return do not count.)
<b>Modifier</b> (39 C)	2	At any time and any number of times, you can return ore from your whaling boats and longships to your supply. <i>(Of course, you cannot remove the preprinted ore on your boats.)</i>
<b>Laborer</b> (124 B)	1	Each time you use an action space that gives you exactly 2 silver ( <i>no more, no less</i> ), you can pay these 2 silver immediately to receive 1 grain and 2 wood ( <i>from the general supply</i> ).
<b>Builder</b> (20 A)	0	When you play this card, you can immediately ( <i>and only once via this card</i> ) play a Bonus phase for your houses only. You will also participate in the regular Bonus phase this round.
<b>Homecomer</b> (76 A)	1	When you play this card, you can immediately ( <i>and only once via this card</i> ) move 1 Viking from each action space in the fourth column to your Thing Square. You can use these Vikings again later that round. <i>(It does not matter whether or not there are still four Vikings on those action spaces.)</i>
<b>Earl</b> (72 B)	2	When you play this card, you can immediately (and only once via this card) buy a stone house for an amount of silver equal to the current round. (This is not considered a "House Building" action. In round 5, for instance, the stone house would cost 5 silver.)
<b>Carpenter</b> (121 B)	0	Immediately before each time you use an "Ship Building" or "House Building" action space, you can take a "Take 1 Building Resource from a Mountain Strip" action. <i>(As usual, the "2 silver" are considered a single item.)</i>
<b>Fighter</b> (18 C)	0	When you play this card, if you have at least 1 longship holding at least 2 ore, you immediately ( <i>and only once via this card</i> ) receive 1 blue good. Which one you receive depends on the number of longships you have holding 2 and 3 ore: you receive 1 silk/ jewelry/silver hoard for 1/2/3 or more such longships. <i>(You cannot take silk instead of jewelry, and you cannot take silk or jewelry instead of silver hoard. Also, you cannot discard or simply ignore a longship to receive another reward.)</i>

## Scenario 8: St. Nicholas

### Previously:

The inspector watched us raid. He watched us craft. In fact, he watched pretty much everything we did. He eventually became either satisfied in our ability to perform menial work, or so bored that he no longer cared. Grunting, he marked something on his clipboard and shuffled off down the road.

We had just started celebrating when we noticed figures walking back up the same road. Jumping back to work, certain he had returned with some other dull requirement, we heard the laughter. A strange, infectious, jolly laugh echoed off the houses, and in came the curious man in a red coat named St. Nicholas.

He was cheerful and generous, and a strange sense of peace on earth was in the air. All too soon he departed to cheer another village, but he left behind five strange little men. Each, he said, would help us once when we most needed it.

### Rules:

For this scenario, dice rolls are random, weapon decks are random, and mountain tiles are random.

1. Set up the solo long game as normal. Any rules from the last scenario are reset.
2. Take the starting occupation shown below.
3. **You MUST explore Greenland during the game.** You **May** also explore other island(s) in addition. Did you know there was a Viking cathedral to St. Nicholas in Greenland? <https://www.stnicholascenter.org/galleries/gazetteer/1686/>
4. **You may NOT raid, pillage, or plunder.** Place 4 meeples of a unused colour to block these spaces.
5. Any time you draw a sword from the weapons deck, discard it and keep drawing until you get a non-sword.
6. **Take 5 meeples of an unused colour.** These are St. Nicholas' little helpers and will be placed in certain locations on the table.
7. **Place one helper by the blue die, and another by the orange die.** After any roll during the game, you may discard the corresponding helper to change the die to any number you wish.
8. **Place the third helper by the weapons deck.** After any (non-sword) weapons draw, you may discard the helper to change your drawn weapon for a different non-sword weapon of your choice. Take the one you want from the discard pile if possible. Otherwise take it from the deck and then shuffle.
9. **Place the fourth helper by the mountain tiles.** After any mountain tile is revealed, including the first two tiles in the game, you may discard the helper to swap the tile with any remaining mountain tile you want. You may look at all remaining mountain tiles while you do this. After the swap, shuffle the remaining tiles facedown, including the one you swapped out, so play can continue as normal.
10. **Place the fifth helper by the occupation deck.** After you draw any **dark brown** occupation, you may discard the helper to put the dark brown occupation back and instead choose any dark brown occupation from the Appendix, besides the ones you already have. Locate the card you want and add it to your hand. The card you rejected gets put back on top of the deck, and you can draw it again later. If you later discover you are supposed to draw the card you chose, ignore it and just draw the next card in sequence.

### Starting Occupation:

Card	Points	Description
Messenger (118 c)	0	Each time you use a "Weekly Market" action space, you also receive 1 mead and 1 stone. (The large action space in the fourth column also belongs to the "Weekly Market" category.)



# Occupation Deck:

Card	Points	Description
Sympathetic Soul (92 C)	1	In the Harvest phase (phase 2) of each round with no harvest, if you then have 3/4/5 special tiles, you receive 1/2/3 silver, respectively. (The size of your special tiles does not matter, just like the fact whether they are in your supply or on your boards. Special tiles that you had to return do not count.)
Preacher (87 A)	0	When you play this card, you can immediately move the "Crucifix" special tile from the oval supply board to your supply. Alternatively, you can take a "Take 4 Building Resources from a Mountain Strip" action. <i>(If you do the latter, you must take 4 items from a single mountain strip. As usual, the "2 silver" are considered a single item.)</i>
Helper in Time of Need (93 C)	3	In the Harvest phase (phase 2) of each round with no harvest, if you have exactly 1 boat, you receive 1 beans. If you have exactly 2 boats, you receive 1 grain. If you have 3 boats, you receive 1 cabbage. (The amount of ore on the whaling boats does not matter. You cannot take beans in place of grain, and you cannot take beans or grain in place of cabbage. Also, you cannot discard or simply ignore a whaling boat to receive another reward. Although you do receive a harvest good from this card, the round is still considered to have "no harvest", so this card does no trigger other cards that require a harvest.)
Priest (149 A)	1	Immediately before each time you use either "Overseas Trading" action space, you receive 1 oil. (By the way, you can use an "Overseas Trading" action space and pay 1 silver, even if you do not turn a single green craft product to the other side.)
Taster (167 B)	3	At the start of the Feast phase ( <i>phase 9</i> ) of each round, if you have 1 spices in your supply, you receive 1 silver. If you have 2 or more spices in your supply, you receive 2 silver instead. <i>(Spices on your boards do not count.)</i>
Snare Specialist (130 C)	1	Immediately after each time you use the "Laying a Snare" action space with 2 Vikings, if you succeed, you can discard 2 snares to return 1 of the placed Vikings to your Thing Square and use it again later this round. <i>(Effectively, you only end up losing 1 snare, as you receive 1 snare as a reward.)</i>
Trapper (126 A)	2	Each time you take a "Laying a Snare" action ( <i>on an action space or via an occupation</i> ), if you succeed, you also receive 1 silver.
Private Chef (67 C)	1	When you play this card, you can immediately ( <i>and only once via this card</i> ) buy 2 silverware, 1 game meat, and 1 mead for a total of 4 silver.
Earl (72 B)	2	When you play this card, you can immediately ( <i>and only once via this card</i> ) buy a stone house for an amount of silver equal to the current round. (This is not considered a "House Building" action. In round 5, for instance, the stone house would cost 5 silver.)
Earl of Lade (168 C)	2	Each time the number of Vikings in your Thing Square becomes exactly 3 during the course of a round, you receive 1 silver. This can happen multiple times per round due to other occupations or failed dice rolls. <i>(Whether you move Vikings from or to your Thing Square to end up with 3 Vikings does not matter.)</i>

Card	Points	Description
Barbarian (158 A)	1	In the Feast phase (phase 9) of each round, if you place at least 1 game meat or whale meat on the "Banquet Table" track, you receive 3 weapon cards and 1 silver (which you can use for the feast right away). Take the weapon cards from the draw pile and place them face up in front of you. (If you place the meat on the Banquet Table before the feast, as permitted by the rules, you still receive the reward, but not before the Feast phase.)
Fruit Picker (43 A)	0	When you play this card, you immediately ( <i>and only once via this card</i> ) receive 1 fruit.
Miller (7 A)	3	Immediately after the Feast phase ( <i>phase 9</i> ) of each round, if you have 1 or 2 grain in your supply, you receive 1 and 2 silver, respectively. ( <i>Grain in your houses does not count.</i> )
Shepherd Boy (80 B)	0	When you play this card, you can immediately ( <i>and only once via this card</i> ) pay 2 silver to receive 1 non-pregnant sheep in your sheep stable.
Inspector (60 C)	2	When you play this card, you can immediately ( <i>and only once via this card</i> ) move a Viking from an action space of your choice to your Thing Square and use it again later that round. Additionally, if you pay an amount of silver equal to the current round, you can move two Vikings instead of one from a single action space. ( <i>e.g., in round 5, this would cost you 5 silver.</i> ) ( <i>If by this an action space becomes unoccupied, it can be used again that round.</i> )
Fur Merchant (102 B)	2	Each time you would receive a " <sup>1</sup> Good" action on an action space ( <i>not via an occupation</i> ), you can exchange 1 game meat or 1 silk for 1 fur instead. ( <i>This does not apply to "<sup>2/3/4</sup> Goods" actions.</i> )
Plower (49 C)	3	At any time and any number of times, you can pay 1 ( <i>pregnant or non-pregnant</i> ) cattle from your cattle stable to receive 1 of each of the following goods: peas, flax, beans, grain, cabbage. For the purposes of occupations, this counts as an additional Harvest phase ( <i>phase 2</i> ) for you.
Codliver Oil Presser (175 B)	2	Each time you receive at least 1 stockfish from an action ( <i>on an action space or via an occupation</i> ), you can buy exactly 1 oil for 1 silver. ( <i>This effect does not apply to Bonus.</i> )
Patron (2 C)	1	On each action space whose actions cost at least 2 silver, you receive a discount of 1 silver, including Emigration from round 2, buying salt meat or cattle plus milk/sheep, as well as the "Buy 2 Special Tiles" action, if applicable. ( <i>When you buy a pair of goods, only its total cost is reduced by 1 silver. For instance, Helmet plus Belt only cost you 2 silver instead of 3. This card does not reduce the cost of ships.</i> )
Forest Blacksmith (103 C)	3	Immediately before each time you exchange 1 ore on the action space that lets you exchange 1 wood/ore for 1 chest and 1 silver, you can take a "Take 1 Building Resource from a Mountain Strip" action. ( <i>This does not apply if you exchange 1 wood.</i> ) This effect also applies to the action space that lets you exchange 1 ore for a blue good with a "forge tongs" symbol. ( <i>As usual, the "2 silver" on the mountain strips are considered a single item. Tip: enclose the ore space on your home board as soon as possible.</i> )

# Scenario 9: A Fresh Start

## Previously:

After a peaceful Christmas celebration and a rowdy new year's party, things are finally back to normal this week. The chief is in a good mood, no weird orders have been sent out, and there's not much mead left to cause a ruckus. It's time to start fresh.

## Rules:

For this scenario, dice rolls are random, weapon decks are random, and mountain tiles are random.

1. Set up the solo long game as normal. Any rules from the last scenario are reset.
2. Take the starting occupation shown below.
3. **ONCE during the game, you may discard a DARK BROWN occupation you just drew and draw the next one instead.** Place a meeple of an unused colour next to the occupation deck, and discard it to remind you the mulligan has been used.

## Starting Occupation:

Card	Points	Description
<b>Sober Man</b> (160 A)	<b>2</b>	In the Feast phase ( <i>phase 9</i> ) of each round, if you do not place any mead on the "Banquet Table" track, you receive 1 silver ( <i>which you can use for the feast right away</i> ).

## Occupation Deck:

Card	Points	Description
<b>Farmer</b> (48 A)	<b>3</b>	At any time and any number of times, you can discard 1 cattle from your cattle stable to receive 1 jewelry. ( <i>It does not matter whether or not the cattle is pregnant.</i> )
<b>Longship Builder</b> (82 B)	<b>1</b>	When you play this card, you can immediately ( <i>and only once via this card</i> ) buy a longship. The cost depends on the number of knarrs you have: if you have 1/2/3 knarrs, the longship only costs you 6/3/1 silver instead of 8, respectively. ( <i>In other words, you receive a discount of 2/5/7 silver.</i> )
<b>Judge</b> (101 B)	<b>1</b>	Each time you place 1 rune stone in one of your (stone or long) houses, you receive 1 mead and 1 silver. (This does not apply to your home board and exploration boards.)
<b>Chief</b> (5 A)	<b>7</b>	The Chief is worth 7 points. For that, when you play this card, you must immediately ( <i>and only once via this card</i> ) complete a Feast phase on your own. ( <i>You will also participate in the regular Feast phase this round.</i> )
<b>Plower</b> (49 C)	<b>3</b>	At any time and any number of times, you can pay 1 ( <i>pregnant or non-pregnant</i> ) cattle from your cattle stable to receive 1 of each of the following goods: peas, flax, beans, grain, cabbage. For the purposes of occupations, this counts as an additional Harvest phase ( <i>phase 2</i> ) for you.



Card	Points	Description
<b>Peddler</b> (1 A)	0	Each time you use a "Livestock Market" action space, you receive a discount of 1 silver on the total cost of the goods. ( <i>For instance, cattle plus milk cost you 2 instead of 3 silver.</i> ) You do not receive the discount on goods that are already free of cost.
<b>Breeder</b> (79 A)	1	When you play this card, you can immediately ( <i>and only once via this card</i> ) turn 1 non-pregnant cattle in your cattle stable to the "pregnant cattle" side. ( <i>This is not considered an Animal Breeding phase.</i> )
<b>Linen Weaver</b> (59 A)	0	At any time and any number of times, you can pay 2 flax from your supply and 1 silver to receive 2 linen.
<b>Spice Merchant</b> (148 C)	1	Immediately after each time you build a knarr paying at least 1 wood, you can buy 1 spices for 3 silver. (This effect does also apply to the action space in the fourth column that lets you buy a ship and build a house.)
<b>Mineworker</b> (188 C)	0	When you play this card in a 1/2/3/4-player game, you also receive 0/1/2/3 silver. Each time you take the "2 silver" from the last space of a mountain strip, you receive 1 additional silver. ( <i>If you take multiple "2 silver" items at once, you receive the additional silver for each of them.</i> )
<b>Bosporus Merchant</b> (190 B)	0	With each new spices you receive in your supply ( <i>in any way</i> ), you also receive 1 oil.
<b>Drunkard</b> (134 A)	0	Each time you take a "Raiding" action (on an action space or via an occupation), if you fail (including on purpose), you also receive a consolatory 1 mead. (This does only apply to raiding, but not pillaging.)
<b>Weapons Supplier</b> (68 A)	2	When you play this card, you can immediately ( <i>and only once via this card</i> ) draw 4 weapon cards from the face-down draw pile and place them face up in front of you.
<b>Pea Flour Baker</b> (186 A)	3	In the Feast phase (phase 9) of each round, you can place up to 2 peas horizontally on two (adjacent) spaces of the "Banquet Table" track. (Each peas you place after your second must be placed "inefficiently", i.e., vertically. Tip: this occupation makes the acquisition of a long house worthwhile, because it can provide peas as a bonus good.)
<b>Nobleman</b> (98 A)	2	Immediately after each time you place 1 grain in a stone or long house, you can buy exactly 1 silk for 2 silver.
<b>Meat Trader</b> (25 B)	1	When you play this card, you immediately ( <i>and only once via this card</i> ) receive 1 salt meat for each knarr you have.
<b>Armed Fighter</b> (164 A)	3	Immediately before each time you place 4 Vikings in the fourth column, you can take a "Take 1 Building Resource" action to take 1 stone or 1 ore only.
<b>Pea Counter</b> (97 B)	1	In the Harvest phase ( <i>phase 2</i> ) of each round with no harvest, you can double the amount of peas in your supply, to a maximum of 8 peas. ( <i>So you can double at most 4 peas. This does not apply to peas in your houses.</i> )

Card	Points	Description
<b>Host</b> (19 C)	<b>0</b>	When you play this card, you immediately <i>(and only once via this card)</i> receive a blue goods tile. Which one you receive depends on how many special tiles you have in your supply and on your boards. If you have exactly 3 special tiles, you receive 1 silk. If you have exactly 4 special tiles, you receive 1 spices. If you have at least 5 special tiles, you receive 1 jewelry. <i>(You cannot take silk instead of spices, and you cannot take silk or spices instead of jewelry. Also, you cannot discard a special tile to receive another reward.)</i>
<b>Private Chef</b> (67 C)	<b>1</b>	When you play this card, you can immediately <i>(and only once via this card)</i> buy 2 silverware, 1 game meat, and 1 mead for a total of 4 silver.

## Scenario 10: Tax Season

### Previously:

You tried being sober for a week, and it was a terrifying experience for a Viking. The village got pretty jittery, so mead is back on the menu.

Spirits were rising. When the chief dropped by, everyone braced for a typically arbitrary request. "Hey everyone, this is important: Don't earn any money." Since this was immediately assumed to be a joke, he had to explain himself. "Income tax is almost due. We can barely afford it right now, and any more income will bump us into the next tax bracket. We'll be ruined! I'm trying to claim a tax credit for the town feasts, but it's not enough!"

Everyone had questions. What about tips from jobs? Money you "found" on other islands? "All my accountant cares about is the letter of the law, not loopholes. If you find an offshore tax haven, go for it!" And so you went to work, wondering whether you should have taken that Viking finance class at the community college hut.

### Rules:

For this scenario, dice rolls are random, weapon decks are random, and mountain tiles are random.

1. Set up the solo long game as normal. Any rules from the last scenario are reset.
2. Take the starting occupation shown below.
3. **You CANNOT cover the lower left square on your home board.** This means no home board income. Non-income home board squares are fine. Silver from cards, mountain tiles, and actions are fine. Income from islands is fine.
4. Every round, you **must** use at least 1 silver during the feast phase.

### Starting Occupation:

Card	Points	Description
<b>Steward (42 b)</b>	<b>2</b>	Immediately before the Income phase ( <i>phase 7</i> ) of each round, you can place exactly 1 wood or 1 stone in one of your sheds to receive 1 silver. ( <i>You only receive the silver if you do place a building resource.</i> )

### Occupation Deck:

Card	Points	Description
<b>Chronicler (187 B)</b>	<b>2</b>	Each time you take a Viking action ( <i>in phase 5</i> ), you can also pay 2 flax to take the "Belt" special tile ( <i>unless another player already owns it</i> ). At any time and any number of times, you can exchange 3 flax for 1 treasure chest.
<b>Pea Counter (97 B)</b>	<b>1</b>	In the Harvest phase ( <i>phase 2</i> ) of each round with no harvest, you can double the amount of peas in your supply, to a maximum of 8 peas. ( <i>So you can double at most 4 peas. This does not apply to peas in your houses.</i> )
<b>Chief (5 A)</b>	<b>7</b>	The Chief is worth 7 points. For that, when you play this card, you must immediately ( <i>and only once via this card</i> ) complete a Feast phase on your own. ( <i>You will also participate in the regular Feast phase this round.</i> )



Card	Points	Description
<b>Arms Dealer</b> (56 A)	1	At any time and any number of times, you can discard any 2 weapon cards to receive 1 ore from the general supply.
<b>Fur Merchant</b> (102 B)	2	Each time you would receive a "1 Good" action on an action space ( <i>not via an occupation</i> ), you can exchange 1 game meat or 1 silk for 1 fur instead. ( <i>This does not apply to "2/3/4 Goods" actions.</i> )
<b>Preacher</b> (87 A)	0	When you play this card, you can immediately move the "Crucifix" special tile from the oval supply board to your supply. Alternatively, you can take a "Take 4 Building Resources from a Mountain Strip" action. ( <i>If you do the latter, you must take 4 items from a single mountain strip. As usual, the "2 silver" are considered a single item.</i> )
<b>Ship Owner</b> (14 C)	2	When you play this card, if you have at least 1 whaling boat, 1 knarr, and 1 longship, you immediately ( <i>and only once via this card</i> ) receive 1 whale meat. If you have at least 2 whaling boats, 2 knarrs, and 2 longships, you receive 1 additional whale meat. ( <i>The amount of ore on the whaling boats and longships does not matter.</i> )
<b>Modifier</b> (39 C)	2	At any time and any number of times, you can return ore from your whaling boats and longships to your supply. ( <i>Of course, you cannot remove the preprinted ore on your boats.</i> )
<b>Priest</b> (149 A)	1	Immediately before each time you use either "Overseas Trading" action space, you receive 1 oil. (By the way, you can use an "Overseas Trading" action space and pay 1 silver, even if you do not turn a single green craft product to the other side.)
<b>Locksmith</b> (28 B)	1	With each new chest or treasure chest that you receive in your supply, you can also buy 1 oil for 1 silver.
<b>Etiquette Teacher</b> (176 B)	3	Immediately after each time you take an action in which you play at least 1 occupation ( <i>on an action space or via an occupation</i> ), you receive 1 peas.
<b>Forest Blacksmith</b> (103 C)	3	Immediately before each time you exchange 1 ore on the action space that lets you exchange 1 wood/ore for 1 chest and 1 silver, you can take a "Take 1 Building Resource from a Mountain Strip" action. ( <i>This does not apply if you exchange 1 wood.</i> ) This effect also applies to the action space that lets you exchange 1 ore for a blue good with a "forge tongs" symbol. ( <i>As usual, the "2 silver" on the mountain strips are considered a single item. Tip: enclose the ore space on your home board as soon as possible.</i> )
<b>Wanderer</b> (95 A)	1	In the Harvest phase ( <i>phase 2</i> ) of each round with no harvest, you can take a "Take 2 Building Resources from a Mountain Strip" action. ( <i>As usual, the "2 silver" are considered a single item.</i> )
<b>Wharf Owner</b> (61 C)	3	When you play this card, you can immediately ( <i>and only once via this card</i> ) sell 1 longship for 8 silver. You lose the ore on the longship, if any.
<b>Armed Fighter</b> (164 A)	3	Immediately before each time you place 4 Vikings in the fourth column, you can take a "Take 1 Building Resource" action to take 1 stone or 1 ore only.

Card	Points	Description
<b>Dorestad Traveller</b> (185 B)	<b>2</b>	Each time you would take a "Raiding" action ( <i>on an action space or via an occupation</i> ), you can take a "^2 Goods" action instead.
<b>Codliver Oil Presser</b> (175 B)	<b>2</b>	Each time you receive at least 1 stockfish from an action ( <i>on an action space or via an occupation</i> ), you can buy exactly 1 oil for 1 silver. ( <i>This effect does not apply to Bonus.</i> )
<b>Weapons Supplier</b> (68 A)	<b>2</b>	When you play this card, you can immediately ( <i>and only once via this card</i> ) draw 4 weapon cards from the face-down draw pile and place them face up in front of you.
<b>Innkeeper</b> (71 C)	<b>-1</b>	When you play this card, if the "Drinking Horn" special tile is on any player's board ( <i>including yours</i> ), you can immediately ( <i>and only once via this card</i> ) move it to your supply. Fill the spot you took the Drinking Horn from with 1 chest and 1 rune stone from the general supply.
<b>Digger</b> (128 A)	<b>2</b>	Each time you take a "Laying a Snare" action ( <i>on an action space or via an occupation</i> ), if you succeed, you receive a "Take 1 Building Resource from a Mountain Strip" action. ( <i>As usual, the "2 silver" are considered a single item.</i> )

# Scenario 11: The Way Of The Sheep

## Previously:

Forms were filled out, loopholes were used, and tax season ended. The chief was in a rare good mood and roared at everyone. "Make as much money as you want now! Make ALL the money!"

Out walked the chief. In walked the chief's father, Grandpa Viking. Surprise! He had decided the weather was perfect to spend a week or two in our little village, and did he ever have stories to tell! We braced ourselves, because Grandpa Viking always wanted to share how he sailed barefoot uphill to school, and how it snowed heavily the whole time, and how he had to fight off the bears with nothing but two sticks and some flax.

This time was different, however. This time he had a new story. "Back in the day," he grumbled, "we worked our fingers to the bone. Vikings these days scoff at Faroe Island. They think sheep are worthless, and imagine Iceland is the best thing ever. Can you believe I made my fortune from sheep farming?" We couldn't believe it, and so we learned the ancient Way Of The Sheep.

## Rules:

For this scenario, dice rolls are random, weapon decks are random, and mountain tiles are random.

A starting occupation has been selected. Dark brown occupations do not matter because of rule 4 below.

1. Set up the solo long game as normal. Any rules from the last scenario are reset.
2. Take the starting occupation shown below.
3. **You MUST explore the old Faroe Island (ignore the new Faroe / Baffin tile for this scenario).** You **May** explore other islands if you wish. You can find a PDF with the old island here: [https://viking.oowebhostapp.com/scenarios/old\\_faroe.pdf](https://viking.oowebhostapp.com/scenarios/old_faroe.pdf). A copy of the island is also included on the next page. This PDF should work for 8.5" x 11" U.S. paper, and European players should try A4 paper. Please let me know if you try A4 paper and the size is off too much to play, since I will need to make an adjusted version.
4. **All dark brown occupation cards give 3 victory points at the end of the game and have NO OTHER EFFECT.** This is to simulate the playtesting environment as different strategies were compared. You can thus draw and play any random dark brown occupations you want, as long as you remember to ignore their effects and score each played card as 3 points when the game is over.
5. The starting occupation scores 0 points and provides a 1-time only benefit as normal when played.

## Starting Occupation:

Card	Points	Description
Shepherd (34 a)	0	When you play this card, if you have at least 2 sheep, you immediately ( <i>and only once via this card</i> ) receive 1 milk and 1 wool. If you have at least 4 sheep, you receive 1 additional wool. ( <i>It does not matter whether or not the sheep are pregnant.</i> )



[illegible]

## Scenario 12: No Such Luck

## Previously:

And that's how we conquered the English through the power of a sheep-based economy." As Grandpa Viking droned to a close, the room was in disarray. Vikings were slumped against walls. Vikings were asleep on the floor. Those of us hardy enough to survive a Grandpa Viking lecture wore weary, haunted looks.

After the old man left and activity began to resume, something stuck in the minds of those who stayed awake. One of several things Grandpa ranted about was how much "kids these days" depend on luck to succeed instead of earning an "honest" living. After some discussion and significant hesitation, a few of us set out to prove him wrong.

## Rules:

For this scenario, there are **No** dice rolls, **No** weapon cards (because they are not necessary), and a **Preset** mountain tile order.

1. Set up the solo long game as normal. Any rules from the last scenario are reset.
2. Take the starting occupation shown below.
3. You **Cannot** use any space that requires a dice roll.
4. Use the mountain tile order in the following picture.



### Starting Occupation:

Card	Points	Description
<b>Scribe (125 c)</b>	<b>0</b>	Each time you take an (orange) "Exploration" or (yellow) "Emigration" action (on an action space or via an occupation), you also receive 1 rune stone.



## Occupation Deck:

Card	Points	Description
<b>Taster</b> (167 B)	3	At the start of the Feast phase ( <i>phase 9</i> ) of each round, if you have 1 spices in your supply, you receive 1 silver. If you have 2 or more spices in your supply, you receive 2 silver instead. ( <i>Spices on your boards do not count.</i> )
<b>Flax Baker</b> (171 A)	2	After the Harvest phase ( <i>phase 2</i> ) of each round with a harvest, you can immediately exchange 1 flax for 1 grain plus 1 silver.
<b>Bosporus Merchant</b> (190 B)	0	With each new spices you receive in your supply ( <i>in any way</i> ), you also receive 1 oil.
<b>Etiquette Teacher</b> (176 B)	3	Immediately after each time you take an action in which you play at least 1 occupation ( <i>on an action space or via an occupation</i> ), you receive 1 peas.
<b>Treasurer</b> (55 C)	2	At any time and any number of times, you can pay 3 silver to exchange 1 chest in your supply for 1 treasure chest.
<b>Cowherd</b> (74 A)	1	When you play this card, you can immediately ( <i>and only once via this card</i> ) pay exactly 2 silver and 1 grain from your supply to receive 1 non-pregnant cattle in your cattle stable.
<b>Wanderer</b> (95 A)	1	In the Harvest phase ( <i>phase 2</i> ) of each round with no harvest, you can take a "Take 2 Building Resources from a Mountain Strip" action. ( <i>As usual, the "2 silver" are considered a single item.</i> )
<b>Clerk</b> (88 C)	2	Immediately before each time you take an "Overseas Trading" action ( <i>on an action space or via an occupation</i> ), for each knarr you have, you can take a "<^ 1 Good" action for 1 silver per action. So you can exchange a good for another one that is located to the top left of it in the goods boxes ( <i>e.g., 1 cattle for 1 robe</i> ). ( <i>By the way, you can use an "Overseas Trading" action space and pay 1 silver, even if you do not turn a single green craft product to the other side.</i> )
<b>Nobleman</b> (98 A)	2	Immediately after each time you place 1 grain in a stone or long house, you can buy exactly 1 silk for 2 silver.
<b>Innkeeper</b> (71 C)	-1	When you play this card, if the "Drinking Horn" special tile is on any player's board ( <i>including yours</i> ), you can immediately ( <i>and only once via this card</i> ) move it to your supply. Fill the spot you took the Drinking Horn from with 1 chest and 1 rune stone from the general supply.
<b>Pea Flour Baker</b> (186 A)	3	In the Feast phase ( <i>phase 9</i> ) of each round, you can place up to 2 peas horizontally on two (adjacent) spaces of the "Banquet Table" track. (Each peas you place after your second must be placed "inefficiently", i.e., vertically. Tip: this occupation makes the acquisition of a long house worthwhile, because it can provide peas as a bonus good.)
<b>Earl</b> (72 B)	2	When you play this card, you can immediately ( <i>and only once via this card</i> ) buy a stone house for an amount of silver equal to the current round. (This is not considered a "House Building" action. In round 5, for instance, the stone house would cost 5 silver.)



Card	Points	Description
<b>Sheep Shearer</b> (33 A)	2	When you play this card, if you have at least 3/4/6 sheep, you immediately ( <i>and only once via this card</i> ) receive 1/2/3 wool, respectively. ( <i>It does not matter whether or not the sheep are pregnant.</i> )
<b>Orient Shipper</b> (17 A)	0	When you play this card, you can immediately (and only once via this card) take a "^^^1 Good" action, i.e., you can exchange an orange (or red or green) goods tile for a blue one of the same dimensions. (For instance, you could exchange 1 fruits for 1 treasure chest in three steps, or 1 cattle for 1 silver hoard in just 2 steps.)
<b>Birka Settler</b> (110 C)	1	Immediately after each time you use the "Overseas Trading" action space requiring two Vikings, you can take an "Emigration" action as you would on an action space. ( <i>By the way, you can use an "Overseas Trading" action space and pay 1 silver, even if you do not turn a single green craft product to the other side.</i> )
<b>Master Mason</b> (51 B)	1	At any time and any number of times, you can pay 1 rune stone from your supply to receive 1 silver and either 1 milk or 1 cabbage.
<b>Follower</b> (77 A)	0	After you play this card, you can immediately ( <i>and only once via this card</i> ) use an occupied action space in the second column, regardless of who occupies the space. It must be occupied, though. ( <i>You cannot instead use an occupied action space in the first, third, or fourth column, or an unoccupied one.</i> ) If you choose "Laying a Snare" or "Pillaging" and fail, you do not receive a Viking back.
<b>Village Leader</b> (165 A)	3	At the start of the Feast phase ( <i>phase 9</i> ) of each round, if you then have at least 1 clothing in your supply, you receive 2 silver. ( <i>Clothing on your boards does not count.</i> )
<b>Priest</b> (149 A)	1	Immediately before each time you use either "Overseas Trading" action space, you receive 1 oil. (By the way, you can use an "Overseas Trading" action space and pay 1 silver, even if you do not turn a single green craft product to the other side.)
<b>Punchcutter</b> (173 B)	1	Each time 1 ore and 2 silver are removed from a mountain strip during the Mountain Strips phase ( <i>phase 11</i> ), you receive 1 silver and 2 silver, respectively.

## Scenario 13: St. Patrick's Day

### Previously:

Well, you showed Grandpa Viking. Casting aside your padded hunting boots, your armoured trapping boots, your waterproof whaling boots, and your spiked raiding boots, you proved strategy could still save the day. "Who needs luck?" you chortled.

You may not have needed luck, but you promptly discovered you really missed it. Besides, your whale bone supplies are running low and your fur clothes have holes in them.

Coincidentally, some strange holiday is being celebrated in town. Everyone is wearing green. Everyone is planning trips to Greenland. Some strange little men even showed up in green coats. They promised to be helpful, and they do look oddly similar to St. Nicholas' Little Helpers with a wardrobe change, so you let them stay. Sipping some green mead (whose brilliant idea was that, anyway?), you stroll out for another adventure.

### Rules:

For this scenario, dice rolls are random (besides the first one on each action space), weapon decks are random, and mountain tiles are random.

1. Set up the solo long game as normal. Any rules from the last scenario are reset.
2. Take the starting occupation shown below.
3. **Take 8 meeples of an unused colour and place 1 on each action space that requires a dice roll.** These are leprechauns. A Feast for Odin does not include green meeples, so please use your imagination or borrow from another game.
4. **Leprechauns do not block action spaces. Whenever you use an action space that has a leprechaun, the luck o' the Irish is with you! Remove the leprechaun from the game and use whatever dice result you wish.** You can use the same action space when the space is unblocked in the future, but you will have to play by normal dice rules. In other words, you can use up to 8 dice results of your choice in a single game if you use all the dice spaces.
5. You **Must** explore Greenland. You **May** explore other island(s).
6. You **Must** forge the crucifix special tile using the 3-viking forge action.
7. **Remember that green occupations only trigger once.** I recommend turning them sideways after they activate.

### Starting Occupation:

Card	Points	Description
<b>Berserker (132 b)</b>	<b>2</b>	Immediately before each time you take a "Pillaging" action (on an action space or via an occupation), you can return exactly 1 ore from the pillaging longship to the general supply to receive +3 on each of your dice rolls during that pillage. (This does not apply to raiding. This card can be combined with other cards modifying dice rolls. Tip: enclose the ore space on your home board as soon as possible.)

## Occupation Deck:

Card	Points	Description
<b>Herb Gardener</b> (182 C)	1	As soon as you have at least 2 houses (2 stone or long houses, or one of each; sheds do not count), you can use this card at any time (but only once) to exchange 2/5 wood for 1/2 spices.
<b>Cutter Operator</b> (179 B)	2	Next time you acquire a knarr ( <i>and only that once</i> ), you receive 1 stockfish and 1 silver for each knarr you have ( <i>including the newly acquired one</i> ).
<b>Sail Patcher</b> (181 C)	1	After you play this card, as soon as you have 3 ( <i>or 4</i> ) large ships ( <i>knarrs, longships</i> ), if your round income at that time is at most 4/9/30 silver, you immediately ( <i>and only that once</i> ) receive 3/2/1 wool. ( <i>The amount of ore on your longships does not matter.</i> )
<b>Boat Builder</b> (178 B)	0	After you play this card, as soon as you have 4 large ships (knarrs and longships), you receive 2 whaling boats without paying wood or silver (only once via this card). (You only receive whaling boats for which you have room. The amount of ore in the longships does not matter.)
<b>Beach Raider</b> (180 C)	-2	After you play this card, as soon as you have 3 ( <i>or 4</i> ) longships, if your round income at that time is at most 5/11/30 silver, you immediately ( <i>and only that once</i> ) receive 4/3/2 silverware. ( <i>The amount of ore on your longships does not matter.</i> )
<b>Seafarer</b> (189 B)	1	During the scoring, if you then have 2/3/4 exploration boards in front of you, you receive 4/9/16 silver, respectively.
<b>Sheep Shearer</b> (33 A)	2	When you play this card, if you have at least 3/4/6 sheep, you immediately ( <i>and only once via this card</i> ) receive 1/2/3 wool, respectively. ( <i>It does not matter whether or not the sheep are pregnant.</i> )
<b>Priest</b> (149 A)	1	Immediately before each time you use either "Overseas Trading" action space, you receive 1 oil. (By the way, you can use an "Overseas Trading" action space and pay 1 silver, even if you do not turn a single green craft product to the other side.)
<b>Modifier</b> (39 C)	2	At any time and any number of times, you can return ore from your whaling boats and longships to your supply. ( <i>Of course, you cannot remove the preprinted ore on your boats.</i> )
<b>Archer</b> (13 B)	1	When you play this card, you immediately ( <i>and only once via this card</i> ) receive 1 "bow and arrow" weapon card. Look through the discard pile ( <i>or the draw pile, if need be</i> ) and take the weapon card from there. Each time you take a "Hunting Game" action, you receive -1 on each of your dice rolls. For instance, a rolled "1" becomes "0". ( <i>This card can be combined with other cards modifying dice rolls.</i> )
<b>Tradesman</b> (54 A)	3	At any time and any number of times, you can exchange silverware in your supply for either silk or chest at a 1:1 ratio.



Card	Points	Description
<b>Furrier</b> (3 A)	1	Each time you use an action space providing exactly 1 silver ( <i>among other things</i> ), you also receive 1 snare weapon card. This applies to eight action spaces on the game board ( <i>4x Weekly Market, 2x Crafting, 2x Occupation</i> ), but does not apply to action spaces for which you receive a bonus silver via one of your occupations. Look through the discard pile ( <i>or the draw pile, if need be</i> ) and take the weapon card from there.
<b>Silk Merchant</b> (30 B)	3	When you play this card, you immediately ( <i>and only once via this card</i> ) receive an amount of silver: if you have 1/2/3 silk in your supply, you receive 1/3/6 silver, respectively. ( <i>Silk on your boards does not count.</i> )
<b>Peacemaker</b> (38 A)	2	In the New Weapon phase ( <i>phase 4</i> ) of each round, instead of drawing a weapon card, you can take either 1 wood, 1 stone, or 1 ore from the general supply.
<b>Snare Specialist</b> (130 C)	1	Immediately after each time you use the "Laying a Snare" action space with 2 Vikings, if you succeed, you can discard 2 snares to return 1 of the placed Vikings to your Thing Square and use it again later this round. ( <i>Effectively, you only end up losing 1 snare, as you receive 1 snare as a reward.</i> )
<b>Ship Architect</b> (46 B)	1	At any time and any number of times, you can exchange 3 wood and 1 wool in your supply for 1 longship. You can use linen in place of wool. (Of course, you must have room in your Landing stages to receive the longship. Vikings preferred to make canvases from wool. This exchange is not considered a "Ship Building" action and does not trigger cards that require the latter.)
<b>Cottager</b> (15 C)	1	When you play this card, you immediately ( <i>and only once via this card</i> ) receive 2 mead per ( <i>stone and long</i> ) house you have ( <i>sheds do not count</i> ). Each time you build a stone or long house after this, you also receive 1 hide.
<b>Carpenter</b> (121 B)	0	Immediately before each time you use an "Ship Building" or "House Building" action space, you can take a "Take 1 Building Resource from a Mountain Strip" action. ( <i>As usual, the "2 silver" are considered a single item.</i> )
<b>Sower</b> (169 C)	1	In the Harvest phase ( <i>phase 2</i> ) of each round with a harvest, if you have at least 1 flax in your supply at the start of the Harvest phase ( <i>phase 2</i> ), you receive 2 flax instead of 1 during the harvest. If you have at least 1 grain in your supply, you can choose to receive 1 additional grain instead of the additional flax. (Even when you only receive peas, beans, and flax during the harvest, you can still receive grain via this card, if you meet the requirement. In rounds with no harvest, you do not receive the additional goods.)
<b>Builder</b> (20 A)	0	When you play this card, you can immediately ( <i>and only once via this card</i> ) play a Bonus phase for your houses only. You will also participate in the regular Bonus phase this round.

# Scenario 14: The Pirate's Curse

## Previously:

Riding high on your streak of good luck, it seemed the good times would never end. Your beard grew long and well-combed. Your house grew filled with food and valuable loot. You even had spare time to organise all the loot, very carefully dividing everything by colour. People made fun of you for it, but they simply do not understand your advanced ideas about efficiency.

Bad fortune returned to the village in the form of a strange pirate. With long hair, a red bandana, and heavy makeup, he stumbled into town after crashing a small boat against the shore. Before passing out at a local bar, he informed us he was running from a curse. The nature of the curse quickly became apparent. First, he had somehow angered somebody or something in the ocean. The logic was hard to follow, but the point was that the legendary kraken was now merrily swimming in our waters, and any attempts at exploring new ports or even hunting whales met with disaster. Furthermore, there was some sort of ravenous horde of ghosts chasing him, but they thankfully could not set foot on dry land.

All of the above meant we were effectively landlocked for the near future. A few of the less experienced villagers scoffed at the mention of ghosts and declared they were leaving our sorry island. We let them go, but the grizzled older Vikings merely shook their heads and refused to go anywhere near boats until matters changed.

## Rules:

For this scenario, dice rolls are **Fixed**, weapon decks are **Fixed** for the first 4, random for the rest, and mountain tiles are **Fixed** for the first 2, random for the rest.

1. Set up the solo long game as normal. Any rules from the last scenario are reset.
2. Take the starting occupation shown below.
3. Take all 12 meeples of an unused colour. Use 11 to block the whaling, overseas trading, raiding, pillaging, plundering, and exploration spaces. Use the last 1 to block the space that lets you buy special tiles using a knarr. All of these spaces **Cannot** be used in this challenge.
4. You can still build or buy boats, but they are useless except for emigration or scoring points.
5. **All dice rolls produce 4.** Note that only orange (D8) dice rolls are available.
6. On turns 1 and 2, you will draw bows as weapons. On turns 3 and 4, you will draw traps as weapons. All other weapon draws are random. Note that if you draw a sword or spear in turns 5-7, that is bad luck and you are stuck with them.
7. Use the first two mountain tiles as shown in the image below. All other mountain tiles are random.
8. **Optional:** You may choose to participate in the special "Grizzled Viking" category. In this case, you cannot build or buy boats (which means you cannot use the house + boat space), and all other restrictions follow naturally.



## Starting Occupation:

Card	Points	Description
<b>Barkeeper</b> (112 b)	0	Each time you use a "Crafting" action space, you also receive 1 mead.

## Occupation Deck:

Card	Points	Description
<b>Pirate</b> (45 C)	-1	At any time and any number of times, you can pay 1 wood and 6 silver to receive 1 treasure chest.
<b>Village Leader</b> (165 A)	3	At the start of the Feast phase ( <i>phase 9</i> ) of each round, if you then have at least 1 clothing in your supply, you receive 2 silver. ( <i>Clothing on your boards does not count.</i> )
<b>Peddler</b> (1 A)	0	Each time you use a "Livestock Market" action space, you receive a discount of 1 silver on the total cost of the goods. ( <i>For instance, cattle plus milk cost you 2 instead of 3 silver.</i> ) You do not receive the discount on goods that are already free of cost.
<b>Custodian</b> (23 A)	1	When you play this card, you immediately ( <i>and only once via this card</i> ) receive 2 silver per ( <i>stone and long</i> ) house you have ( <i>sheds do not count</i> ).
<b>Trapper</b> (126 A)	2	Each time you take a "Laying a Snare" action ( <i>on an action space or via an occupation</i> ), if you succeed, you also receive 1 silver.
<b>Linen Weaver</b> (59 A)	0	At any time and any number of times, you can pay 2 flax from your supply and 1 silver to receive 2 linen.
<b>Silk Stitcher</b> (114 C)	3	Immediately after each time you use a "Crafting" action space, you can also buy exactly 1 silk for 3 silver.
<b>Storeman</b> (31 C)	2	When you play this card, you immediately ( <i>and only once via this card</i> ) receive a fourth good tile of a type of which you have exactly three in your supply. (This does not include your stables, so you cannot receive sheep or cattle from this. Your green craft products and blue luxury goods do count; goods on your boards do not.)
<b>Tradesman</b> (54 A)	3	At any time and any number of times, you can exchange silverware in your supply for either silk or chest at a 1:1 ratio.
<b>Flax Baker</b> (171 A)	2	After the Harvest phase ( <i>phase 2</i> ) of each round with a harvest, you can immediately exchange 1 flax for 1 grain plus 1 silver.
<b>Artist</b> (111 C)	1	Each time you use a "Crafting" action space to exchange building resources (wood, stone, ore), you receive 1 silver for each type of building resource you exchange. (The number of building resources does not count, only the number of different types of building resources.)



Card	Points	Description
<b>Meat Merchant</b> (96 A)	1	In the Harvest phase ( <i>phase 2</i> ) of each round with no harvest, you can exchange either 1 game meat in your supply for 1 whale meat, or 1 whale meat in your supply for 2 game meat.
<b>Silk Merchant</b> (30 B)	3	When you play this card, you immediately ( <i>and only once via this card</i> ) receive an amount of silver: if you have 1/2/3 silk in your supply, you receive 1/3/6 silver, respectively. ( <i>Silk on your boards does not count.</i> )
<b>Cottager</b> (15 C)	1	When you play this card, you immediately ( <i>and only once via this card</i> ) receive 2 mead per ( <i>stone and long</i> ) house you have ( <i>sheds do not count</i> ). Each time you build a stone or long house after this, you also receive 1 hide.
<b>Digger</b> (128 A)	2	Each time you take a "Laying a Snare" action ( <i>on an action space or via an occupation</i> ), if you succeed, you receive a "Take 1 Building Resource from a Mountain Strip" action. ( <i>As usual, the "2 silver" are considered a single item.</i> )
<b>Fruit Picker</b> (43 A)	0	When you play this card, you immediately ( <i>and only once via this card</i> ) receive 1 fruit.
<b>Pea Counter</b> (97 B)	1	In the Harvest phase ( <i>phase 2</i> ) of each round with no harvest, you can double the amount of peas in your supply, to a maximum of 8 peas. ( <i>So you can double at most 4 peas. This does not apply to peas in your houses.</i> )
<b>Etiquette Teacher</b> (176 B)	3	Immediately after each time you take an action in which you play at least 1 occupation ( <i>on an action space or via an occupation</i> ), you receive 1 peas.
<b>Hide Buyer</b> (86 A)	3	When you play this card, you can immediately ( <i>and only once via this card</i> ) pay 2/4/6 silver to receive 1/2/3 hides.
<b>Hornblower</b> (85 C)	0	When you play this card, you can immediately ( <i>and only once via this card</i> ) pay 1 silver to take a "Hunting Game" action, and/or pay 2 silver to take a "Laying a Snare" action. Failing one ( <i>or both</i> ) of these actions does not cause Vikings to return.

# Scenario 15: Assemble The Team

## Previously:

Between the ghosts and the kraken, the landlocked village was getting a bit stir crazy. Even the chief seemed worried, muttering something about running low on imported wine.

Word must have gotten out somehow. Bright and early one morning, a tough-looking woman walked into town and immediately offered to help resolve matters. She told us that wandering heroes are drawn to such strange situations, and we only needed to assemble the proper team. By their powers combined, we would soon roam the seas once more.

## Rules:

For this scenario, dice rolls are random, weapon decks are random, and mountain tiles are random.

1. Set up the solo long game as normal. Any rules from the last scenario are reset.
2. Take the starting occupation shown below.
3. Take all 12 meeples of an unused colour. Use 11 to block the whaling, overseas trading, raiding, pillaging, plundering, and exploration spaces. Use the last 1 to block the space that lets you buy special tiles using a knarr. All of these spaces **Cannot** currently be used.
4. You cannot currently build or buy boats.
5. After you play the Priest occupation, boats can be built, but Overseas Trading is still **Not** available. This hero dispels the ghosts that guarded the water's edge.
6. **After you play the Bait Layer occupation, whaling actions can be used.** This hero distracts the kraken. Remove the meeples from the 2 whaling spaces.
7. **After you play the Fighter occupation, raiding/pillaging/plundering actions can be used.** This hero teaches your warriors how to work together and drive the kraken away from their ships. Remove the meeples from the 4 raiding/pillaging/plundering spaces.
8. After you play the above 3 occupations, you can play the Dragonslayer. After this, all actions can be used. This hero slays the kraken with the help of the team. Remove the 6 remaining blocking meeples.

## Starting Occupation:

Card	Points	Description
<b>Bait Layer</b> (131 c)	1	Each time you take a "Laying a Snare" action ( <i>on an action space or via an occupation</i> ), whether you succeed or not, you can exchange exactly 1 stockfish in your supply for 1 game meat.

# Occupation Deck:

Card	Points	Description
<b>Priest</b> (149 A)	1	Immediately before each time you use either "Overseas Trading" action space, you receive 1 oil. (By the way, you can use an "Overseas Trading" action space and pay 1 silver, even if you do not turn a single green craft product to the other side.)
<b>Ship Architect</b> (46 B)	1	At any time and any number of times, you can exchange 3 wood and 1 wool in your supply for 1 longship. You can use linen in place of wool. (Of course, you must have room in your Landing stages to receive the longship. Vikings preferred to make canvases from wool. This exchange is not considered a "Ship Building" action and does not trigger cards that require the latter.)
<b>Fighter</b> (18 C)	0	When you play this card, if you have at least 1 longship holding at least 2 ore, you immediately ( <i>and only once via this card</i> ) receive 1 blue good. Which one you receive depends on the number of longships you have holding 2 and 3 ore: you receive 1 silk/ jewelry/silver hoard for 1/2/3 or more such longships. ( <i>You cannot take silk instead of jewelry, and you cannot take silk or jewelry instead of silver hoard. Also, you cannot discard or simply ignore a longship to receive another reward.</i> )
<b>Dragonslayer</b> (65 A)	0	When you play this card, you can immediately ( <i>and only once via this card</i> ) exchange 2 snares and 2 spears for 1 treasure chest.
<b>Helmsman</b> (12 A)	0	When you play this card, you immediately ( <i>and only once via this card</i> ) receive 1 chest. Immediately after each time you take an action in which you use a longship, you can draw 1 weapon card from the face-down draw pile and place the weapon card face up in front of you. (It does not matter whether you use the longship for raiding, pillaging, plundering, exploring, or emigrating. The amount of ore on the longship does not matter either. Even if you use more than one longship during that action, e.g., because another card allows you to do that, you still only receive 1 weapon card.)
<b>Miner</b> (22 A)	1	When you play this card, you immediately ( <i>and only once via this card</i> ) receive 1 stone, 1 ore, and 1 silver for each longship you have. ( <i>The amount of ore on the longships does not matter.</i> )
<b>Host</b> (19 C)	0	When you play this card, you immediately ( <i>and only once via this card</i> ) receive a blue goods tile. Which one you receive depends on how many special tiles you have in your supply and on your boards. If you have exactly 3 special tiles, you receive 1 silk. If you have exactly 4 special tiles, you receive 1 spices. If you have at least 5 special tiles, you receive 1 jewelry. ( <i>You cannot take silk instead of spices, and you cannot take silk or spices instead of jewelry. Also, you cannot discard a special tile to receive another reward.</i> )
<b>Shipowner</b> (117 A)	3	Immediately after each time you build a knarr or longship paying at least 1 wood, you can take a "1 Good" action. ( <i>This effect does also apply to the action space in the fourth column that lets you build a house and buy a ship.</i> )
<b>Linen Weaver</b> (59 A)	0	At any time and any number of times, you can pay 2 flax from your supply and 1 silver to receive 2 linen.



Card	Points	Description
<b>Patron</b> (2 C)	1	On each action space whose actions cost at least 2 silver, you receive a discount of 1 silver, including Emigration from round 2, buying salt meat or cattle plus milk/sheep, as well as the "Buy 2 Special Tiles" action, if applicable. <i>(When you buy a pair of goods, only its total cost is reduced by 1 silver. For instance, Helmet plus Belt only cost you 2 silver instead of 3. This card does not reduce the cost of ships.)</i>
<b>Laborer</b> (124 B)	1	Each time you use an action space that gives you exactly 2 silver ( <i>no more, no less</i> ), you can pay these 2 silver immediately to receive 1 grain and 2 wood ( <i>from the general supply</i> ).
<b>Oil Seller</b> (123 C)	1	Immediately after each time you use an action space with a " <sup>1</sup> Good" action, you can exchange 1 oil for 1 silverware ( <i>even if you have just received the oil from the action</i> ).
<b>Antlers Seller</b> (143 B)	2	Each time you take a "Hunting Game" action ( <i>on an action space or via an occupation</i> ), if you succeed, you also receive 1 silver.
<b>Lance Bearer</b> (133 B)	1	Each time you take a "Raiding" action ( <i>on an action space or via an occupation</i> ), if you succeed, you also receive either 1 silver or 1 peas. <i>(This does not apply to pillaging.)</i>
<b>Grain Deliveryman</b> (183 C)	2	When you play this card, you immediately ( <i>and only once via this card</i> ) receive the following crops: If you have at least 1 knarr, you receive 1 peas, 1 beans, and 1 flax. If you have at least 2 knarrs, you also receive 1 grain. If you have at least 3 knarrs, you also receive 1 cabbage. With 4 knarrs, you also receive 1 fruits.
<b>Fish Cook</b> (172 C)	0	After the Feast phase ( <i>phase 9</i> ) of each round, you can immediately move any or all of the stockfish from your "Banquet Table" track to your ( <i>stone and long</i> ) houses.
<b>Etiquette Teacher</b> (176 B)	3	Immediately after each time you take an action in which you play at least 1 occupation ( <i>on an action space or via an occupation</i> ), you receive 1 peas.
<b>Sledger</b> (146 C)	0	Each time you take a "Hunting Game" or "Laying a Snare" action ( <i>on an action space or via an occupation</i> ), you receive -1 on each of your dice rolls. For instance, a rolled "1" becomes "0". <i>(This card can be combined with other cards modifying dice rolls.)</i>
<b>Rune Engraver</b> (50 A)	2	At any time and any number of times, you can pay 1 rune stone from your supply to receive 1 hide.
<b>Hornturner</b> (63 C)	2	When you play this card, you can immediately ( <i>and only once via this card</i> ) discard 1 sheep from your sheep stable to receive 1 salt meat, 1 hide, and 1 wool. <i>(It does not matter whether or not the sheep is pregnant.)</i> and/or, if the Drinking Horn is still available for purchase, you can buy it for 3 silver.

# Scenario 16: From Sea To Shining Sea

## Previously:

The ghosts turned out to be no trouble at all, wisping away before the priest. The kraken took more planning, but in the end showers of rocks and some truly massive harpoons won the day. As the monster sank motionless beneath the waves, a cheer went up from the shore, and the first thing on every Viking's mind was what to do with their regained freedom.

By unanimous decision, we decided that new freedom deserved a grand adventure, and it was finally time to seek the mythical land Leif "Crazy Erik" Erikson was always talking about. "Just head past Newfoundland, you can't miss it," he would say, and everyone would politely nod and mutter into their mead. Newfoundland was as far as any reasonable explorer might ever want to go. But what if, just maybe, there really was a new world to discover? With warm furs, sharp swords, and enough salted meat to feed a small army, we set off.

## Rules:

For this scenario, dice rolls are random, weapon decks are random, and mountain tiles are random.

1. Set up the solo long game as normal. Any rules from the last scenario are reset.
2. Take the starting occupation from shown below.
3. **You must explore the United States, version 1.0.** To do so, you must own at least one long boat and use the 3-viking exploration action, choosing the United States instead of another island. You may still explore the other 3-viking islands on other turns as normal, as long as the action space is unblocked. The United States never turns over, and it gets silver added like other islands until claimed. The United States can be found here: [https://viking.00owebhostapp.com/scenarios/usa\\_1\\_0.pdf](https://viking.00owebhostapp.com/scenarios/usa_1_0.pdf) and is also included on the final page of this scenario.
4. There are no other restrictions. You feel strangely free.

## Starting Occupation:

Card	Points	Description
<b>Refugee Helper</b> (170 a)	0	You receive a discount of 2 silver on all "Emigration" actions (on action spaces or via occupations). (So emigration costs you nothing in the first two rounds, 1 silver in the third)

## Occupation Deck:

Card	Points	Description
<b>Locksmith</b> (28 B)	1	With each new chest or treasure chest that you receive in your supply, you can also buy 1 oil for 1 silver.
<b>Boat Builder</b> (178 B)	0	After you play this card, as soon as you have 4 large ships (knarrs and longships), you receive 2 whaling boats without paying wood or silver (only once via this card). (You only receive whaling boats for which you have room. The amount of ore in the longships does not matter.)
<b>Earl</b> (72 B)	2	When you play this card, you can immediately (and only once via this card) buy a stone house for an amount of silver equal to the current round. (This is not considered a "House Building" action. In round 5, for instance, the stone house would cost 5 silver.)

Card	Points	Description
<b>Linen Weaver</b> (59 A)	0	At any time and any number of times, you can pay 2 flax from your supply and 1 silver to receive 2 linen.
<b>Wharf Owner</b> (61 C)	3	When you play this card, you can immediately ( <i>and only once via this card</i> ) sell 1 longship for 8 silver. You lose the ore on the longship, if any.
<b>Clerk</b> (88 C)	2	Immediately before each time you take an "Overseas Trading" action ( <i>on an action space or via an occupation</i> ), for each knarr you have, you can take a "<^ 1 Good" action for 1 silver per action. So you can exchange a good for another one that is located to the top left of it in the goods boxes ( <i>e.g., 1 cattle for 1 robe</i> ). ( <i>By the way, you can use an "Overseas Trading" action space and pay 1 silver, even if you do not turn a single green craft product to the other side.</i> )
<b>Dorestad Traveller</b> (185 B)	2	Each time you would take a "Raiding" action ( <i>on an action space or via an occupation</i> ), you can take a "^ 2 Goods" action instead.
<b>Quartermaster</b> (81 C)	2	When you play this card, you can immediately ( <i>and only once via this card</i> ) buy a longship. If you do, you receive a discount of 1 silver for each long sword you have, counting each "bow and arrow" and "spear" weapon card as half of a long sword. Round the final cost down, if need be.
<b>Patron</b> (2 C)	1	On each action space whose actions cost at least 2 silver, you receive a discount of 1 silver, including Emigration from round 2, buying salt meat or cattle plus milk/sheep, as well as the "Buy 2 Special Tiles" action, if applicable. ( <i>When you buy a pair of goods, only its total cost is reduced by 1 silver. For instance, Helmet plus Belt only cost you 2 silver instead of 3. This card does not reduce the cost of ships.</i> )
<b>Whaling Assistant</b> (161 B)	0	In the Bonus phase (phase 10) of each round, if you have at least 7 Vikings on action spaces in the third column, you also receive 1 cabbage. (The number of Vikings that are actually on the action spaces can be different from the number of Vikings you placed there initially.)
<b>Taster</b> (167 B)	3	At the start of the Feast phase ( <i>phase 9</i> ) of each round, if you have 1 spices in your supply, you receive 1 silver. If you have 2 or more spices in your supply, you receive 2 silver instead. ( <i>Spices on your boards do not count.</i> )
<b>Skinner</b> (157 C)	0	In the Feast phase (phase 9) of each round, for each (pregnant and non-pregnant) farm animal (sheep and cattle) you place on the "Banquet Table" track, you immediately receive 1 "skin and bones" tile. (If you place the farm animals on the Banquet Table before the feast, as permitted by the rules, you still receive the reward, but not before the Feast phase.)
<b>Captain</b> (16 C)	2	When you play this card, if your whaling boats and longships have at least 4/5/6/7 ore combined, you immediately ( <i>and only once via this card</i> ) receive 2/3/4/5 silver. The preprinted ore on your whaling boats does not count.
<b>Harbor Guard</b> (84 B)	0	When you play this card, you can emigrate immediately ( <i>and only once via this card</i> ). This emigration costs the same as it would on the action space, but you receive a discount of 1 silver for each large ship you had before the emigration. ( <i>The minimum cost is 0. Large ships are knarrs and longships. The amount of ore on the longships does not matter.</i> )



Card	Points	Description
<b>Carpenter</b> (121 B)	<b>0</b>	Immediately before each time you use an "Ship Building" or "House Building" action space, you can take a "Take 1 Building Resource from a Mountain Strip" action. <i>(As usual, the "2 silver" are considered a single item.)</i>
<b>Metalsmith</b> (73 C)	<b>2</b>	When you play this card, you can immediately <i>(and only once via this card)</i> either receive 1 silverware at no cost, or buy the "Crucifix" special tile for 2 silver, or buy the "Chalice" special tile for 5 silver. <i>(These are the printed costs.)</i>
<b>Tradesman</b> (54 A)	<b>3</b>	At any time and any number of times, you can exchange silverware in your supply for either silk or chest at a 1:1 ratio.
<b>Master Count</b> (109 B)	<b>2</b>	Immediately after each time you use the "Overseas Trading" action space requiring 2 Vikings, you receive 1 silver for each knarr you have. (By the way, you can use an "Overseas Trading" action space and pay 1 silver, even if you do not turn a single green craft product to the other side.)
<b>Etiquette Teacher</b> (176 B)	<b>3</b>	Immediately after each time you take an action in which you play at least 1 occupation <i>(on an action space or via an occupation)</i> , you receive 1 peas.
<b>Meat Preserver</b> (29 B)	<b>3</b>	When you play this card, you immediately <i>(and only once via this card)</i> receive 1 salt meat for each pair of game meat and whale meat in your supply. <i>(Goods on your boards)</i>

60x

UNITED STATES

40

1.0





## Puzzle 1: Greenland

In this puzzle, your goal is to fill the island of Greenland, leaving two bonus squares visible.

To complete this puzzle you may use: 1x Hide (Green), 1x Wool (Green), 2x Skin and Bones (Green), 1x Fur (Green), 2x Silverware (Blue), 1x Helmet (Special), 1x Fibula (Special) and 3x Ore.



## Puzzle 2: Bear Island

In this puzzle, your goal is to fill Bear Island, leaving two bonus squares visible.

To complete this puzzle you may use: 2x Barrel (Green), 1x Skin and Bones (Green), 1x Glass Beads (Special), 1x Crucifix (Special), 1x Horeshoe (Special), 1x Forge Hammer (Special), 1x Throwing Axe (Special), 3x Ore.





## Puzzle 3: Iceland & Greenland

- Take one of each green tile, 10 silver, and 2 ore along with Iceland and Greenland. Also set aside the four shown special tiles.
- You can place any of the green tiles, silver, and ore onto the islands following the normal placement rules.
- You are allowed to upgrade any number of green tiles at the cost of 1 silver per upgrade.
- You are allowed to forge any of the four special tiles at the cost of 1 ore per tile.
- After placing, proceed with one income phase.
- Your score is the total amount of silver you have after the income phase (silver placed on your islands does not count toward this total).

