

Trade

Four identical resource cards can be traded for one other resource. If one has a ship in a harbour, or a settlement beside one with no ship in, one can trade two of the indicated resource for one other:

The active player may also propose trades with other players. A legal trade involves two players who give the other at least one resource card, visible to all players. An offered trade is binding if accepted before another offer is given or the trading declared to be over. Promises of trades later in the game – even later in the same phase – are discouraged, and not binding according to the rules.

Building

A farm can build one settler or one ship if there are any free neighbouring hexes where they can be placed. The placement is subject to the same limitations as movement, but no fate cards may be played, and outlawed units can not be displaced. A town can build as many settlers and boats there is room for (up to three). Boats can also be built on the outer sea hex, this does not require any settlement.

A non-outlaw unit can build a farm on one of the corners of the hex it occupies, provided the corner borders at least one non-mountain land hex and lies at least two edges away from any other settlement – the only time one can build closer is when both hexes that will be shared are sea or mountain. The unit that builds the farm is removed from the board.

A farm bordering at least one sea hex it can be expanded to a town by placing a second house beside it.

If any harbour markers are available, a ship can build a harbour on a free sea hex within the edge pieces that border at least one non-mountain land hex. The cost is two resource cards of the kind indicated on the marker, which is placed in the center of the sea hex.

Settlers can age (improve or deteriorate) the hex they occupy for the cost of one resource card of the kind produced in that hex.

All building is simultaneous: a unit building a harbour or aging a hex can't build a farm in the same round; units can't build farms or harbours or age hexes the same round as they are built; farms can't be expanded to towns the same round as they build units, or do either of these things the same round as they are built themselves.

Game end

The game is over when at least one player has at least twelve victory points at the end of any player's turn.

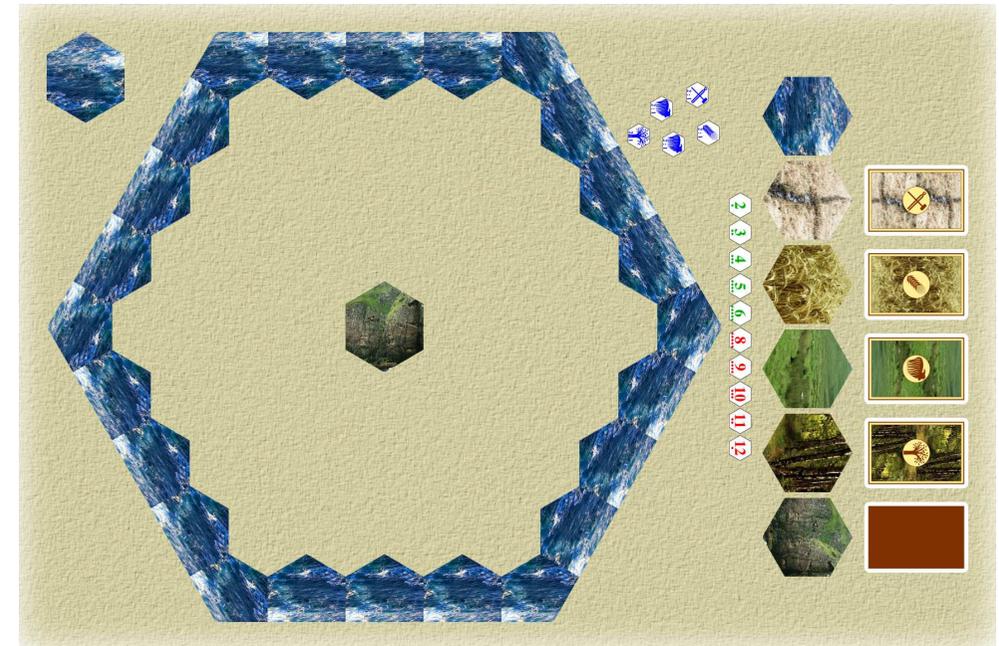
If two or more players have the same number of points, black tokens are the most valuable, followed by red tokens, white tokens and points for houses in that order. If everything else is equal, the number of remaining resource cards in the hand is the final tie-breaker; fate cards does not count.

As each player only have nine house pieces for building farms and towns, at least three points must come from the Althing. Winning lawsuits early in the game is thus very valuable.

Building costs	

Victory points	
1 1	No suits
1 2	Outlaw
1 3	Lawsuit
1 4	Farm
2 4	Town
0 5	Resources

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Setup

Place the six edge pieces in a circle with a mountain hex in the center and a sea hex outside. Each of the three to five players are given nine houses, five horses and five boats in his colour; one of each players' boats are placed on the outer sea hex. Each player is dealt two of each kind of resource card and then draws fate cards until finding one with the text *Exploration* at the top, discarding all except that one. The remaining and discarded fate cards are shuffled well and placed beside the playing area along with the resource cards, terrain hexes, number markers and harbour markers as on the illustration above.

Turn sequence

Starting with a randomly selected player, the order of play proceeds clockwise around the table in player turns until victory conditions are reached. There is no concept of a complete round, so some players may get one turn more than others.

Each player turn consists of three phases: 1. *Harvest* or *Althing*; 2. *Movement* and *Exploration*; 3. *Trade* and *Building*.

Fate cards can only be played in the sub-phase marked on the top of each card, and (with the exception of the *Althing* cards) only by the player whose turn it is.

To speed play, it is suggested that the active player clearly marks the end of his turn by passing the dice to the next player.

Phase	
1	Harvest
	Althing
2	Movement
	Exploration
3	Trade
	Building

Harvest

Roll two six-sided dice. If the sum is not 7, all hexes with a corresponding number marker produce resources: for each farm bordering such a hex, its owner receives one resource card of the corresponding type, for each town two cards. However, if a player has a settler on such a hex, its owner receive two resource cards, while none of the adjacent settlements receive theirs.

If there aren't enough resource cards of one or more types for all to receive their due, famine strikes. In that case, none of the players receive any resources, and all cards of the affected types must be returned to the board.

If any of the hexes produces resources, one of them is *aged*. The active player chooses which hex to age with the following restrictions: if any of the fields have a settler on them, one of these must be chosen; otherwise one of those who yielded the largest number of resource cards must be chosen. The value of this field is to be increased by one with the exceptions that one skips from 6 to 8 and from 12 to 2; if there are no free markers with that number, proceed to the next.

The hand of resource cards is secret from the other players, except for the total number of cards which must be clearly visible or stated when asked. While it is possible to keep accurate track of the other player's hands, it is recommended that the players do not slow down the game by spending much effort on this.

One can only play one fate card marked *Harvest* each turn.

Althing

If the sum of the dice was 7, the active player and all players who have no fate cards receive one fate card, and the Althing is held. All outlawed units are removed from the board, and each red victory point token beside them are awarded to the player owning the adjacent settlement. During the Althing each player has the chance to bring to court all who block his resource production or trade. The active player decides who goes first, and the opportunity goes around the table once.

Lawsuits can be brought against units on hexes with number or harbour markers by players who have a settlement bordering that hex. If a unit stands on a hex where one player has one settlement and another has two, each of them can bring suit once. If a player have several possible suits to try, he chooses their order himself.

To bring a suit to court, one must play one or more resource cards of the kind produced or traded on the hex in question. His opponent must respond by playing a larger number of cards of the same kind, and then they may in turn increase their total number of cards to more than the opponents total. When one player can't or won't play any more cards, the other player receive a victory point (white token).

If a player wishes, he can at any time during a lawsuit hand his suit over to another player who is not yet involved. If he accepts, that player is the one who receives the victory point if they win. After this, both players may add resources to a common total, but only the one who took over the suit can choose to hand it over to yet another player.

If the defendant loses, the unit in question is outlawed. Place a red victory point token between the unit and one of the settlements of the player who brought the lawsuit.

If a player has at least 3 possible lawsuit against him, and none are brought to court, he receives a victory point (black token).

If a 7 was rolled, no fate cards marked *Harvest* may be played. Cards marked *Althing* can be played by all players during the Althing. If a suit is interrupted by such a card, the resources are still spent but nobody receive a victory point. If the Althing itself is interrupted, points for completed lawsuits are kept, but the current suit (if any) is interrupted, and nobody receive black victory point tokens.

Movement

In the movement phase, one can either move a ship twice, a settler once or trade one fate card for one resource card of any available type.

Ships may move to a neighbouring sea hex which is either not occupied or occupied by a ship with a red victory point token between itself and one of the active player's settlements. The outer sea hex is considered to be neighbouring all edge hexes, and to always be unoccupied; moving to this hex always ends the movement phase. The first move on the first turn must go to a non-corner hex on an edge where no other player yet has been. A fate card may let ships move onto a land hex; it still moves like a ship, but is for all other purposes considered a settler.

Settlers may move to a neighbouring hex with the following limitations: not to sea hexes, to hexes with another settler unless it has a red victory point token between itself and one of the active player's settlements, and not to mountain hexes unless it already is in another mountain hex, an appropriate fate card is played, or the player has a settlement beside this mountain hex.

Outlaws can be chased away by the players who have brought successful lawsuits against them – there shall always be a red victory point token between such a unit and one of the settlements belonging to those players. If one moves into a hex occupied by an opponent's unit either in this way or with the appropriate fate card, the previous occupant must flee by moving aside one step by normal movement rules, but without the opportunity of chasing others, exploring, using movement cards or moving to the hex where the active player entered from. If there are no legal moves, the unit is taken out of play; and if it was an outlaw, each red victory point token are awarded to the player owning the adjacent settlement.

When an outlaw ends his movement on a non-mountain hex, each red victory point token beside it shall be moved along with it if the player who brought the corresponding suit have a settlement at a corner of the new hex too. The token must be placed so that it still lies between the outlaw and one of that player's settlements.

Fate cards marked *Movement* can be played after movement have begun: if a ship discovers land or a settler mountains when exploring, the card that allows movement to such hexes can be played, and cards giving extra movement steps may be played after the normal one or two are spent.

Exploration

If one tries to move into an unknown location (only possible within the edge pieces), one discovers the hex, and moves onto it if the movement rules allow it – if not, the unit stands still, but it counts as one step of movement.

To discover the contents, roll two ten-sided dice, one green and one red.

The green die decides the type of terrain. Add 2 to the green die for each mountain hex neighbouring the discovered hex and 1 for each other land hex, but never more than 4, and consult the left part of the Exploration table to find the terrain. If there are no more hexes left of the required type, the green die is re-rolled.

If the terrain is bog, field, pasture or forest, a number marker is to be placed on top of the hex. Its value is decided by the red die according to the right half of the Exploration table. If there are no free markers with this value, the next available value is used as with aging.

The active player receive a resource card of the corresponding type, or if that is not available a fate card. If the terrain is mountain, he receives a fate card.

Fate cards marked *Exploration* must be played before rolling the dice.

Exploration			
1-4		1	11
5		2	2
6		6	6
7-9		7	12
10		8	8
11+		10	10