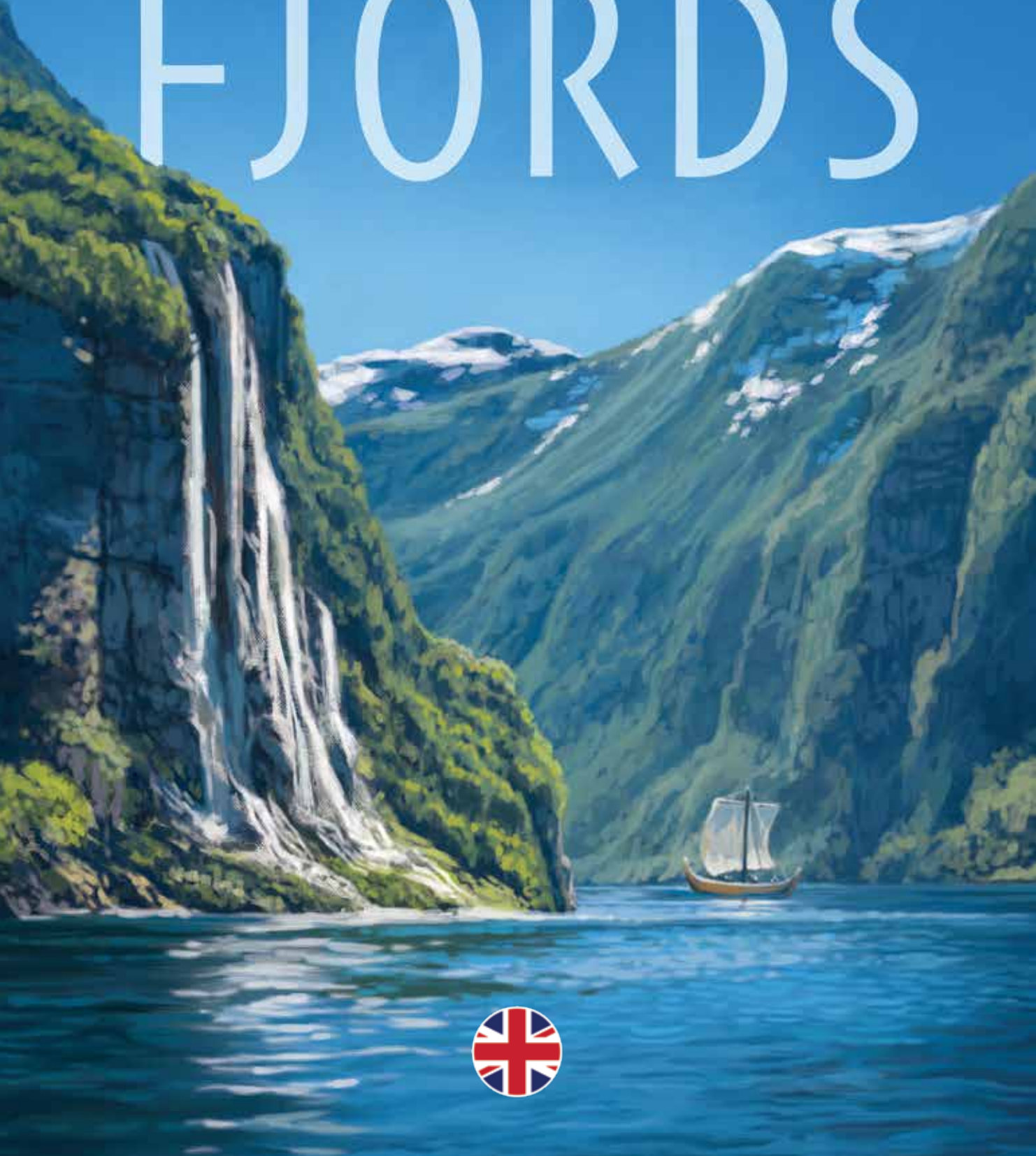
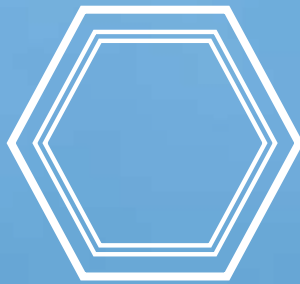


FJORDS





YOUR FJORDS GAME INCLUDES:

64 landscape tiles (with green backs)

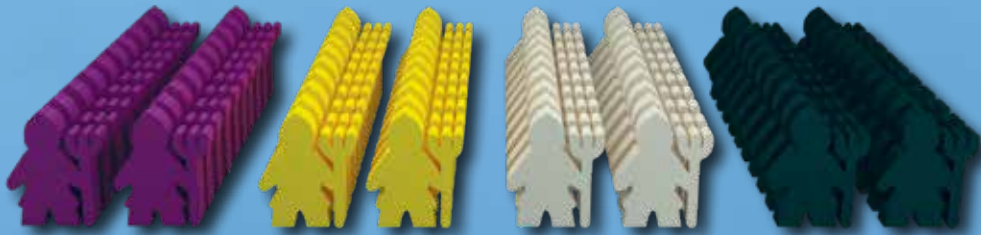


3 starting tiles (with blue backs)



(Pop out all the cardboard pieces from their frames before playing your first game.)

80 vikings (20 each in 4 colours)



16 longhouses (4 each in 4 colours)



22 rune stones (used when playing the different variants at the end of these rules)



(The rune stones and player aids are not used when playing Fjords with the basic rules.)

plus 4 player aids, 1 bag (to hold the tiles), and rule books.

FJORDS

By Franz-Benno Delonge with Phil Walker-Harding
Illustrated by Beth Sobel

2 to 4 players / 30-45 minutes playtime / 8 years and above

Explore a landscape so stunning that even a Viking would hold their breath in awe...

GOAL OF THE GAME

Fjords is a tile-laying game that takes place in two phases. First, the players will explore the landscape around them by laying hexagonal landscape tiles and placing their clan's longhouses upon them. Second, beginning from the longhouses placed during the exploration phase, players will walk the landscape, claiming as much of the plains as possible.

The winner of the game will be the player who has claimed the most land. Savvy placements and the ability to plan ahead while responding to your opponents' moves will be your most important tools...

SETTING UP THE GAME

Setting up a game of *Fjords* is relatively simple:

- Each player chooses a colour of longhouses and vikings and places all the pieces matching that colour in front of themselves (if any colours are unused, return them to the box).
- Place the three starting tiles face-up in the centre of the playing area as shown here:
- Place all the required landscape tiles into the bag (when playing with 4 players use all the tiles, when playing with 3 players remove all tiles marked with a "4" from the game, and when playing with 2 players, remove all tiles marked with a "3" or a "4" from the game.)
- Now draw 4 tiles from the bag and place them face-up in a row near the playing area.
- Randomly select a starting player and you are ready to begin!



The three starting tiles

PLAYING THE GAME

Each game of *Fjords* is played in 2 phases. It begins in the **Exploration Phase**, where players will take turns adding one landscape tile to the play area and (if they choose to), placing one of their unplaced longhouses onto that tile. Then (once all the landscape tiles have been placed), the game changes and the **Settlement Phase** will begin. In this phase, the players will place their vikings onto the tiles, claiming the land around their longhouses.

Players will take their turn clockwise around the table.

TAKING A TURN DURING THE EXPLORATION PHASE: _____

On your turn, follow these three steps:

1) Choose any tile from the row of 4 face-up tiles and add it to the play area.

- The tile must be placed so that it touches 2 or more tiles already in play.
- All terrain (mountain/plains/ocean) on the new tile must match the terrain on the tiles it is laying against at the edges.
- The tile must not be placed so that it creates a second landmass (ie: two separate areas of land divided by water), even if the new landmass could possibly be joined to the mainland on a later turn.
- It is okay if the tile placement creates a “hole” in the play area, as long as the above point is followed.
- It is okay to create a new area of plains that is separated by a mountain range.



2) After placing the tile, you may place 1 of the longhouses in your supply on top of the tile you just placed.

- Once placed, a longhouse may never be moved or removed.
- Thematically, the longhouses are placed on green plains (ie: you may not place a longhouse on the all-mountain tile).

3) Finally, draw a new tile from the bag and add it face-up to the row.

- If there are no tiles left to draw, play continues with less than 4 tiles in the face-up row.
- If the active player can find no legal placement for any of the 4 tiles, and no opponent points out a legal placement to them, then 4 new tiles are drawn to make a new face-up row, and the previous row of 4 tiles are then placed back into the bag. (This process is repeated if all the newly drawn tiles cannot be placed legally.) If there are no tiles left in the draw bag, the Exploration Phase will end with the remaining tiles unplaced.

Then the next player takes their turn.

The Exploration Phase ends when all the landscape tiles have been placed, or when all tiles in the row (and bag, if any are remaining) cannot be placed legally.

Note: Be aware that any longhouses remaining in the players' supplies at the end of the Exploration Phase will not be able to be placed in the second phase of the game!



TAKING A TURN DURING THE SETTLEMENT PHASE:

Once the Exploration Phase has completed (usually at the end of the turn in which the final landscape tile has been placed), the Settlement Phase commences. The first turn of the Settlement Phase is played by the player to the left of whoever placed the final tile of the Exploration Phase. (This means that if on a player's turn all remaining tiles were unplaceable, they would begin the settlement phase.)

Now a turn looks very different. On your turn during the Settlement Phase you must place a viking from your supply on a vacant landscape tile in the play area. The tile you choose to place your viking on must be:

- adjacent to a tile with one of your longhouses or one of your vikings on it,
- have no viking or longhouse already on it (there may only ever be 1 piece on a tile), and,
- contain plains, and be connected to one of your previously placed and adjacent longhouses or vikings by plains. (Oceans, mountains and opponents' pieces can "cut off" players from placing a viking on an adjacent tile.)

Once a viking is placed it may never be moved or removed.

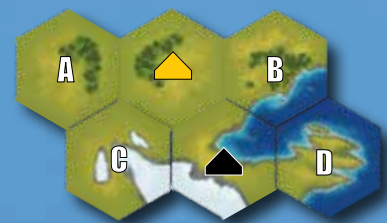


In this excerpt from the play area during the Settlement Phase, the white player was worried about the yellow player getting into the space around the white longhouse (with an asterisk) in the corner, so on their first turn they placed the viking labelled A. On their second turn, they placed viking B. These placements blocked yellow from cutting off the land around the white longhouse.

Thankfully the purple player had been busy placing vikings elsewhere, and on later turns the white player placed vikings C and then D. They could not place D before C because even though the vacant tile was adjacent to viking B, it was separated from it by the mountain range. White used C to get around the mountains to then place D.

In this aerial-view example of a section of the Settlement Phase, the tile marked D may only be claimed with a viking by the black player. This is because it is adjacent to one of black's longhouses, but not one of yellow's. The tiles marked B and C can be claimed by either the yellow or black player as they are both adjacent to their longhouses. However, once yellow or black places a viking on C it will no longer be available to the other player.

The tile marked A can currently only be claimed by yellow. However, if black places a viking on C before yellow does, they will then be able to place on A because it will be adjacent to one of their vikings! If yellow places a viking on C before black, this will block off A from black. Note that yellow cannot place a viking on D, even if they first place a viking on B, because the path through plains from B to D passes through an opponent's piece (the black longhouse).



If a player cannot place any more vikings legally, they are out of the game and their turn is skipped from now on. The Settlement Phase ends when all players are out of the game.

WINNING THE GAME

Once the Settlement Phase has ended, players total their score to determine a winner. Players earn 1 point for every viking they placed in the play area. The player with the most points wins!

On the rare occasion that a player placed all their vikings but could have claimed more undisputed tiles, they may score extra points. They score 1 point per vacant tile they could have legally claimed if they had more vikings, but only if these tiles were inaccessible to all opponents when the game ended due to being blocked by ocean, mountains, vikings, and/or longhouses.

Note: To quickly determine a winner you can simply look at who has the fewest vikings left over at the end of the game.

In the event of a tie, the winner is the tied player who went later in turn order at the beginning of the Settlement Phase.



THE EPIC 2-PLAYER VARIANT

When playing *Fjords* with 2 players you may prefer using this variant which gives players a longer, more strategic game (especially when playing with the rune stones - see below.)

The changes when playing the Epic game are:

- Use all the tiles in the game (including those marked for “3” or “4” players).
- Each player takes 20 vikings and 4 longhouses of one colour, and 10 vikings and 2 longhouses of another colour as their supply. The players treat both of their colours as their own pieces during gameplay and scoring. (However when using particular rune stones variants only use runes of one colour per player, not two.)

THE CLASSIC VARIANT

Players may wish to try playing *Fjords* with the rules of the original game (released in 2005).

The changes when playing the Classic game are:

- The game is played with 2-players only.
- Don’t use any of the rune stone expansions (see below).
- Play the game three times, combining your scores across the three games together.
- Do not have 4 landscape tiles face-up to choose from. On your turn in the Exploration Phase, simply draw a landscape tile and then attempt to place it. If a player cannot find a legal placement for the tile and their opponent does not point one out, simply set it aside face-up nearby. The player then draws a new tile. On a future turn, a player may now choose to place a set-aside tile instead of drawing a new landscape tile at the start of their turn.
- The Exploration Phase ends after the turn in which the final tile is drawn. This means some set-aside tiles may not be placed. If the final drawn tile is placed, the next player in turn order starts the Settlement Phase. If the final tile can’t be placed legally, the player who drew it starts the Settlement Phase.

PLAYING FJORDS WITH THE RUNE STONES

As the people traverse the land, they mark the very mountains with the mystic symbols shared by their people and the gods to petition their help and protection...

The rune stone mini-expansions add more variety to each game of *Fjords*. Players may choose to play a game with any number of rune stones. To get to know how each rune affects gameplay, we suggest adding them to your games in the following order (but find the combination of rune stones you enjoy playing with the most!):

Game 1: Do not use any rune stones.

Game 2: Strength.

The strength rune brings your vikings a new way to score points in the mountains.

Game 3: Strength, water.

The water rune makes one coastline worth more points as your vikings prepare to travel across the sea.

Game 4: Strength, water, journey, horse.

Spend runes to give your vikings new ways to move across the land and find new places to settle.

Game 5: Journey, horse, friendship.

The Friendship Runes mark special sites in the plains. Score points by having the most vikings surrounding them.

Game 6: Journey, horse, friendship, wisdom.

The Wisdom Rune provides a surprising new way to gain access to important land.

Game 7: Journey, horse, wisdom, home.

Make one of your longhouses your special home to score extra points around it. Just ensure you choose its location wisely.

General Setup Changes:

- Before a game using one or more sets of rune stones, hand each player a player aid tile to help them remember the effects of each rune.
- Place the rune stone(s) being used near the play area, unless the variant(s) used provide a copy of the rune stone for each player. In that case, the players add the rune stones matching their player colour to their personal supply of pieces.

General Placement Rule:

- Unless otherwise stated below, no tile containing a rune stone may also have a longhouse or viking placed upon it. In other words, (unless specifically stated) only one piece (longhouse/viking/rune stone) may ever be on any one tile.



THE STRENGTH RUNE (THOR)

May I live with the strength of the mighty Thor and may this unforgiving terrain not defeat me...

Leave the Strength rune stone off to the side during setup.

In the Exploration Phase, when the tile depicting only mountains (marked with the Strength rune symbol) is added to the play area, the players must place the Strength rune stone on it. During scoring, any viking on a tile adjacent to the Strength rune stone scores its owner 1 additional point.



THE WATER RUNE (LAGUZ)

I am thankful for the water that surrounds us, giving us both sustenance and protection...

Leave the Water rune stone off to the side during setup.

In the Exploration Phase when the tile marked with the Water rune symbol is added to the play area, the players must place the Water rune stone on it. During scoring, any viking on a tile that is connected by ocean to the Water rune stone scores its owner 1 additional point.



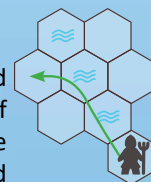


THE JOURNEY RUNES (RAIDO)

Keep me safe as I travel these waters, seeking the food and land my people require...

Each player starts with 1 Journey rune stone in their supply.

During the Settlement Phase, a player may discard their Journey rune stone, using it instead of taking a normal turn. They select any (already placed) tile showing ocean that has one of their vikings or longhouses on it. They then place a viking from their supply on any vacant tile that is 1-3 adjacent tiles away from the selected tile, as long as all these tiles are connected by ocean. This may be used to allow a viking to “travel” along the coast or across open sea.



THE HORSE RUNES (EHWAZ)

May my animal companion stay strong as we traverse these unknown mountains...

Each player starts with 1 Horse rune stone in their supply.

During the Settlement Phase, a player may discard their Horse rune stone, using it instead of taking a normal turn. They select any (already placed) tile showing mountains that has one of their vikings or longhouses on it. They then place a viking from their supply on any vacant tile that is 1-3 adjacent tiles away from their selected tile, as long as all these tiles are connected by mountains. This may be used to allow a viking to “travel” along the edge of a mountain or to go over it.



THE FRIENDSHIP RUNES (GYFU)

By living and working peacefully together we will gift each other the strength we need to prosper...

Leave the Friendship rune stones off to the side during setup (you will only need 1 per player). During the Exploration Phase, whenever a tile depicting only plains and marked with the Friendship rune symbol is added to the play area, the players must place a Friendship rune stone on it.

During scoring, each tile with a Friendship rune stone is considered separately. Whichever player has the most vikings on tiles adjacent to the Friendship rune stone scores 2 points. If multiple players are tied for the most they all score the 2 points. A viking may be counted in the scoring of multiple Friendship runes.



+2pts



THE WISDOM RUNES (ODIN)

I step into the unknown, the almighty Odin my strength and safety...

Each player starts with 1 Wisdom rune stone in their supply.

During the Settlement Phase, a player may use their Wisdom rune instead of taking a normal turn. They place their Wisdom rune on an empty space on the table adjacent to at least two tiles. At least one of these tiles must have a viking or longhouse belonging to the player on it, as well as having plains on the edge that is adjacent to the rune. The player then places a viking from their supply on any vacant tile adjacent to the rune which has plains on the edge that is adjacent to the rune. In other words, the Wisdom rune allows players to consider tiles across an empty space as adjacent.

After the turn in which a Wisdom rune stone is placed, it has no further effect in the game, except to block other players placing their Wisdom rune on that “space”.



THE HOME RUNES (ODAL)

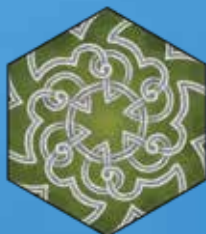
I mark my home with this rune that it may become a refuge to all who dwell here...

Each player starts with 1 Home rune stone in their supply.

On any turn in the Exploration Phase after placing a tile, a player may place their Home rune stone on that tile. They must then place one of their longhouses from their supply on top of the Home rune stone. (If the player has no longhouses left in their supply they may not place their Home rune stone.)

During scoring, any viking belonging to the player that is on a tile adjacent to their Home rune scores them 1 additional point. (Adjacent opponent pieces do not score the bonus.)





FJORDS

was designed by Franz-Benno Delonge
variants and rune stones designed by Phil Walker-Harding
and illustrated by Beth Sobel

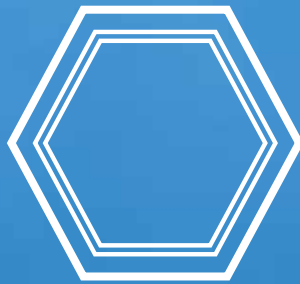
A note from Phil Walker-Harding:

The original edition of *Fjords* was one of the first things I played when I discovered modern board games. It struck me right away as a classic 2-player game, but one that also felt surprisingly unique. Franz-Benno Delonge quickly became a favourite designer of mine and I was so sad to hear of his passing in 2007 - such a huge loss for our hobby.

When *Grail Games* asked me to work on some new content for this edition I was excited, but also worried about messing up the game's simple elegance! It was really important to me that the unaltered original be presented, and the new content be seen as a fan's adaptation of the gameplay into a 3-4 player experience.

The new 4-tile draft row allows for some extra control and planning in phase 1, which helps the multi-player game cohere. The journey, horse, and wisdom runes open up the map in phase 2, allowing players more flexibility of movement and the ability to make surprising plays. The strength, water, home, and friendship runes add variety by introducing new ways to score. Different parts of the map become more valuable and there is some extra tension as these runes come into play in phase 1.

I hope players will rediscover Franz-Benno's original game, and also find some fun in these new additions!



We thank all the playtesters who have contributed to the development of the game over the past 15 or more years, and our fabulous Kickstarter backers who helped make this new edition of the game possible! A very special thanks to: Marzella Delonge, Pierre Tutard and Arnaud Charpentier.

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Warning: Choking hazard! Keep away from children under the age of 3.
Please keep this information for future reference.