

# GOTLANDIA

*Are you the greatest Gute of them all? A boardgame about sheep, pirates and overly embellished churches.*

*2-4 players. 2-3 hours.*

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# Components

## Game boards

- Game board with map of Gotland
- 4 player boards

## Cards

- 6 Setting cards
- 20 reputation cards
- 48 basic action card, 12 per player
- 20 trading action cards and 20 craft action cards
- 20 generation cards, including three scoring cards
- 10 church decoration cards

## Resources

- 20 Wood (brown sticks)
- 20 Sheep (white discs)
- 20 Stone (grey octagons)
- 20 Grain (yellow sticks)

- 12 Tar (black octagons)
- 12 Horse (brown discs)

## Tokens

- 200 Silver (coins valued at 1, 3, 5, 10)
- 30 pirates (tokens or black ships)
- 8 neutral farmsteads (black cubes)
- Starting player token
- Per player in different colours:
  - Five farmsteads
  - Three towers
  - Three churches
  - Three ships
  - Five workers
  - One victory point marker

## Print and play instructions

Print, cut out and sleeve the cards. Use boardgames cubes and tokens from classic boardgames.

# Overview

In Gotlandia players take on the role as families on Gotland competing for power and prestige through trade, piracy, and overly embellished churches.

The historical context is the period 1100-1400 where Gotland prospered on the trade in the Baltic Sea. One hundred stone churches built during that period bear witness to the wealth the trade brought to the island. This Golden Age of Gotland ended when a series of calamities swept across the island.

Gotland is divided into six *Settings*, each divided into *districts* for a total of 21 districts. Players begin with two farmsteads and expand into more districts and Settings during the game. Families live side by side competing and cooperating. Disputes are resolved at the *Gotland Assembly* in Roma.

During the game, players upgrade farmsteads to towers and towers to churches which they decorate with magnificent works of art.

The city of *Wisby* with its deep water harbour and its connections to every corner of the Baltic Sea is a bustling market.

The sea around Gotland is divided into six *directions*. Ships provide food as well as the opportunity to raid foreign shores. *Pirates* appear throughout the game. They sink ships and attack farmsteads unless dealt with.

You play Gotlandia over nine to eleven *generations*. At the start of each generation, a generation card tells you where pirates appear and which resources that are in high demand. Later in the game, cards will deal out more punishment.

Players score victory points at the end of each century for having the most influence in each Setting. At game end players also score for sunk pirates, buried treasure, and church decorations.

The player with the most victory points wins and is the greatest *Gute* of them all!

## Settlements and settled districts

A *settlement* is a farmstead, a tower or a church. A district is settled by a player if the player has a settlement in the district.

A player can have at most one settlement in a district. A district can be settled by more than one player and can contain many farmsteads and towers. However, a district can have only one church. If you want to build a church in a district, be sure to build it before someone else does.

A player has settled a Setting if they have settled at least one district in the Setting.

## Harbours, directions, and ships

A coastal district is a district with a sea border. A Harbour is a coastal district with a harbour symbol next to it. There is one Harbour in each Setting. You must have settled the Harbour district to build a ship in that direction.

A player can have more than one ship in a direction and more than one player can have ships in the same direction.

## Setup

Place the board with the map of Gotland on the table. Place the resources (Wood, Sheep, Grain, Stone, Tar, Horse, Silver) on the table to form the main supply. Place the pirate tokens next to the board. Order the church decoration cards by cost and place them face up next to the board.

Place the Stud cards and Tar pit cards in two piles face up next to the board. Shuffle the remaining craft cards and split them in two face up piles next to the Stud and Tar pit piles.

Place the Linköping cards and Lübeck cards in two piles face up next to the board. Shuffle the remaining trading cards and split them in two face up piles next to the Linköping and Lübeck piles.

## Assign home Setting

Assign a home Setting to each player depending on the number of players.

### Two players

Play Hoburg and Rute, Bro and Burs, or Hejde and Kräklinge. Randomly deal a Setting card to one player. The other player plays the other Setting.

### Three players

Play Bro, Kräklinge, and Hoburg or play Rute, Hejde, and Burs. Draw a Setting card, then remove this and the two others. Then randomly deal one Setting to each player.

### Four players

Play without Hoburg and Rute, Bro and Burs, or Hejde and Kräklinge. Draw a Setting card, then remove this and the other in the pair. Then randomly deal one Setting to each player.

## Player setup

Take a player board. Take all the tokens in one colour. Five workers, five farmsteads, three towers, three churches, three ships, and one victory point marker. Take one set of action cards. Add the Setting card to your deck of action cards, give them a good shuffle and place them face down on your player board.

Place farmsteads in your Setting in the two districts shown on the map. Place one of your ships in the direction next to your Setting. Place neutral farmsteads in the districts indicated on the map for Settings not played by any player.

Take one Wood, one Sheep, one Grain, one Stone and two Silver plus two resources corresponding to your farmsteads. from the main supply and place them in your storage.

Place two of your five workers on the bench in your player board. These are ready to carry out your orders at the start of the game. As your population grows, more workers will join!

## Decide reputation

Your family has a reputation that gives you a special ability at the start of the game or during the game. Deal two reputation cards to each player. Deal even numbered reputation cards to Players new to Gotlandia. Choose one and return the other to the box. Some reputation cards change your initial setup. Apply these effects now.

## Starting player

The player with the highest reputation begins and takes the starting player token.

## Prepare generation deck

Shuffle the generation cards for each century. Draw four cards face down for 1100s, four for 1200s, and three cards for 1300s. Put the remaining cards back in the box without looking at them. Place scoring cards at the end of each century. Then form a generation deck by placing 1100s on top of 1200s and on top of 1300s. Place the deck next to the board.

You are now ready to play.

## Play

Play each generation as follows.

## Reveal generation card

Reveal the top generation card and follow the instructions on the card.

## Place pirates

Place pirates in the directions shown on the generation card as follows:

- If there is *no pirate*, place a pirate.
- If there already is a *pirate* and there are *one or more ships*, remove the pirate and one ship per player in the direction.

- If there is a *pirate* in the direction and *no ships*, the pirate raids the adjacent coastal districts.

## Pirate raids

For each coastal farmstead bordering the direction, the player chooses two Silver or resources from their storage to return to the main supply. If a player does not have enough silver or resources, the pirates take as much there is.

Settlements with a tower or a church and directions that do not have a sea border are safe from pirates.

Leave the pirate in the direction.

## Threatened districts and directions

Pirates in directions without ships threaten adjacent coastal districts. Players cannot settle in threatened districts and farmsteads in threatened districts do not produce resources.

Farmsteads also do not provide food. Ships in directions with a pirate do not provide food.

Players with a tower or a church in a district ignore pirates for this district. A ship from one player keeps bordering districts safe for all players.

## Draw action cards

Next, each player draws action cards from their deck of action cards.

Draw a number of cards dependent on the number of Settings that you have settled. Players with settlements in one Setting draw five cards. Players with settlements in two or three Settings draw six cards. Players with settlements in four or five Settings draw seven cards. If a player has settlements in all six Settings, the player draws eight cards.

Thus at the start of the game, all players draw five cards.



Shuffle the discard pile and form a new deck of action cards if you run out and continue drawing cards up to the allowed number.

## **Play actions**

Next, players take one action in turn by playing an action card and placing a worker either on the card or on the board.

Decide an action from those available on the card. The situation on the board and the resources in your storage limit what actions are available.

Place the card next to your player board. Only one player can sell a given resource in Wisby per generation and only one player can call the assembly in Roma each generation. For these actions you place the worker on the board. For other actions you place the worker on the action card.

Then perform the action. Actions are subject to counter limits. When drawing cards as part of an action you can draw fewer cards than allowed or even chose not to draw any cards.

Some cards have optional action that you can may choose to do after performing the main action on the card. These are Wisby, Roma, Home, Linköping and Lübeck.

The starting player takes the first action after which play continues with the next player around the table. Continue taking actions until players have placed all their workers.

## **Reveal cards in hand**

Next, players reveal any remaining cards in their hand and resolve the effects of these. First check if your population grows. Then bury treasure.

## Grow population

Gain one worker if you can feed all your settlements. Calculate the amount of food provided by the action cards left on your hand. If you have the same or more food than you have **settlements**, take one worker up to a maximum of five.

**Farmsteads in districts threatened by pirates and ships in directions with pirates do not provide food.**

You may pay Grain from your storage to feed settlements, one grain feeds one settlement.

You do not lose a worker if you do not have enough Food.

## Bury treasure

For each bury symbol on the cards on your hand you may bury one Silver or one action card.

To bury silver, take one Silver from your storage and place it in Buried silver on your player board. Buried silver is worth one

victory point per Silver at the end of the game. Buried silver cannot be used to pay for actions during the game.

To bury an action card, choose any one face up card and place it under your player board. Buried cards are not shuffled into the action deck. You can bury cards in your discard pile, cards you played this generation, and cards left on your hand.

## End generation

The generation then ends. Return workers to the bench and place action cards in the discard pile. Continue with the next generation. If there are no more generation cards left for the current century or if the Black Death was drawn, end the century.

## End century

Score victory points for this century. Then continue playing the next century. At the end of the 1300s, the game ends with a final scoring.

## Scoring

Scoring happens after each of the three centuries and at the end of the game. Keep track of each player's victory points on the track along the side of the game board.

### At the end of each century

Award victory points for towers and churches. Each tower is worth 1 VP and each church is worth 3 VP.

Award 5 victory points for each Setting to the player with the most influence in the Setting. In case of ties, all tied players gain 2 VP.

In Settings with neutral farmsteads, players must tie with or beat the number of neutral farmsteads to score points.

## Most influence

The player with the most churches in the Setting has the most influence. If tied, most towers. If tied, most farmsteads.

## Game end and final scoring

The game ends after the scoring of the 1300s. Players add victory points for pirates sunk, buried treasure, craft cards, trading cards, church decorations and silver and resources in their storage.

### Pirates sunk

Each pirate sunk is worth one VP.

### Buried silver

Buried silver is worth one VP per Silver.

## Silver and resources

Players score VP for Silver and resources in their storage, 1 VP per 10 Silver or resource.

## Craft cards and trading cards

Add VP as stated on the craft cards and trading cards in your action deck, discard pile, and buried cards.

## Church decorations

Add the VP of your church decorations to your score.

## Decide winner

The player with the most victory points wins. In case of ties, the player with the most expensive church decoration wins.

## Tips

- Settle in more Settings to draw more cards. Grow workers to play more cards.
- You can get far with Wood and Silver, but you need Stone to build churches.
- Get a trading partner in Wisby to build churches. Churches built early in the game score more points.

## Actions

This section describes the actions on the action cards (including craft cards and trading cards).

### Settle

Pay one Wood and one Grain. Place a Farmstead in one district that is not threatened by a pirate and where you do not already have a settlement. Follow restrictions on the action card. For instance, the settle action on the Field card can only be used to settle a Field adjacent to a district you have already settled.

You may pay two Silver instead of one of the resources. If the district contains other settlements, pay one Silver to each other player with a settlement in that district or to the main storage for neutral farmsteads. You can place no more farmsteads on the map than you have farmstead tokens.

## Produce

Take resources from the main supply depending on the action.

Actions that produce one kind of resource (e.g. on Forest) produce one resource for the card and one for each settled district of the terrain.

Actions that produce two kind of resources (e.g. on Smithy) produce one resource each for each settled district of the two terrains (e.g. Field and Forest).

Coastal districts threatened by pirates do not produce resources. You can produce no more resources than there are resources in the main storage.

### Sell

Sell any amount of resources of the kind allowed by the action card. Wood, Sheep, Grain, Stone sell for two Silver per resource. Tar and Horse sell for three Silver per resource. The

resource that is in high demand this generation sell for one extra Silver each.

When you sell in Wisby, place your worker on the space on the board for the resource you sell. Only one player can sell a given kind of resource in Wisby each generation.

When you sell in Linköping or Lübeck, sell one kind of the three resources allowed. More than one player can sell the same resource and you also sell for the better price when a resource is in high demand.

## **Build ship**

Place one ship in a direction where you have a settled Harbour. Pay one Wood and one Sheep. You may pay two Silver instead of one of the resources per ship. You can place no more ships than you have ship tokens.

## **Raid**

Take two Silver or sink one pirate in the same direction as your ship for each of your ships. Ships may move to an adjacent direction before or after. Collect sunk pirates on your board, these are worth VP at the end of the game.

## **Call assembly**

Place your worker on the Roma space on the board. Take the starting player token and sink one pirate in any direction. Collect the sunk pirate on your player board.

## **Take resource or Silver**

Take the resources or Silver from the main supply and place in your storage. You can take no more resources than available in the main supply.

## **Draw cards**

Draw up to the number of cards stated from your deck of action cards and add to your hands. If you run out of cards to draw, shuffle the discard pile into a new action deck and continue drawing.

## **Build tower**

Pay one Wood and one Stone. Replace one of your farmsteads with a tower. You may pay two Silver instead of one of the resources.

You can have no more towers on the map than you have tower tokens. You may build a tower in a district that is threatened by a pirate.

## **Build church**

Pay two Stones. Replace one of your towers with a church. You may pay two Silver instead of one of the stones.

There can be at most one church in each district. You cannot build a church if another player has already built a church in the district. You can have no more churches on the board than you have church tokens.

## **Decorate church**

Buy a unique decoration card. You must have at least one church to take this action. Select one of the available decoration cards, pay the cost in Silver and take the card. Place the card face up next to your player board.

## **Learn craft**

Pay two Silver and take one of the available craft cards and place it in your discard pile. You must meet the prerequisites on the card. You can learn the same craft more than once.

## **Get trading partner**

Pay three Silver to take one of the available trading cards and place it in your discard pile. You can have more than one trading partner in the same city.

## **Unbury**

You may return any amount of silver from buried treasure to your storage and return any buried action cards to your discard pile.

## **Place ship**

Place a ship in any direction. This is an upgraded version of Build ship. Do not pay any resources.

## **Place tower**

Replace one of your farmsteads with a tower. This is an upgraded version of Build tower. Do not pay any resources.



## Action cards

Action cards have an effect when played. Most cards also have an effect when left on the hand at the end of a generation.

## Action cards

You begin with 13 cards in your initial deck. The Setting card for your Setting (Rute, Bro, Hejde, Kräklinge, Burs or Hoburg) and 12 that are the same for all players (2 each of Gotland, Baltic Sea and Forest).

### Setting card

*When played with a worker*, choose one action: **Settle** one district in the Setting or **Produce** resources in each settled district in the Setting or **Build tower** in one district in the Setting. *If not played for an action*: Provides 1 Food per district you have settled in the Setting.

### Forest

*When played with a worker*, choose one action: **Settle** in one adjacent Forest or **Produce** one Wood plus one for each settled Forest. *If not played for an action*: Provides 1 Food per settled Forest. You have two of these in your initial deck.

### Pasture

*When played with a worker*, choose one action: **Settle** in one adjacent Pasture or **Produce** one Sheep plus one for each settled Pasture. *If not played for an action*: Provides 1 Food per settled Pasture.

### Field

*When played with a worker*, choose one action: **Settle** in one adjacent Field or **Produce** one Grain plus one for each settled Field. *If not played for an action*: Provides 2 Food per settled Field.

### Hill

*When played with a worker*, choose one action: **Settle** in one adjacent Hill or **Produce** one Stone plus one for each settled

Hill. *If not played for an action:* You may **Bury** one Silver or one action card.

## Home

*When played with a worker,* choose one action: **Build tower** in any one district or **Draw** three cards from your action deck. Then **Unbury** one buried Silver or one action card. *If not played for an action:* You may **Bury** one Silver or one action card.

## Wisby

*When played with a worker,* choose one action: **Sell** any amount of one kind of resource or **Take** one Silver. When you sell in Wisby, place your worker on the board on the kind of resource sold. Only one player can sell a given kind of resource in Wisby each generation. You may then **Get trading partner**.

## Baltic Sea

*When played with a worker,* choose one action: **Build ship** in settled Harbour or **Raid** with all ships or **Take** one Wood.

*If not played for an action:* Provides 1 Food per ship. You may **Bury** one Silver or one action card. You have two of these in your initial deck.

## Gotland

*When played with a worker,* choose one action: **Settle** one district adjacent to one of your settlements or **Take** any one basic resource (Wood, Sheep, Grain, Stone). *If not played for an action:* Provides 1 Food. You have two of these in your initial deck.

## Roma

*When played with a worker,* choose one action: **Call Assembly** or **Draw** three cards from your action deck. When you call the assembly, place your worker on the board. Only one player may call the assembly per generation. You may then **Learn Craft**. *If not played for an action:* Provides 1 Food.

## Craft cards

You add craft cards to your deck by visiting Roma.

### Stud

Requires settled Field and Pasture to learn. *When played with a worker*, choose one action: **Produce** one Horse plus one per settled Pasture or **Settle** in any one Pasture even if you do not have an adjacent settlement. *If not played for an action*: Provides 1 Food per settled Pasture. *At the end of the game*, score 1 VP per **Pasture** you have settled.

### Tar pit

Requires settled Forest and Hill to learn. *When played with a worker*, **Produce** one Tar plus one per settled Forest. Then **Draw** one card from your action deck. *If not played for an action*: Provides 1 Food per settled Forest. *At the end of the game*, score 1 VP per **Forest** you have settled.

### Brewery

Requires settled Field to learn. *When played with a worker*, **Produce** one Grain plus one per settled Field or **Sink** any one

pirate. Then **Draw** one card from your action deck. *If not played for an action*: Provides 2 Food per settled Field. You may **Bury** one Silver or one action card. *At the end of the game*, score 1 VP per two **pirates** you have sunk.

### Treasury

Requires church to learn. *When played with a worker*, **Take** five Silver per church you have on the board. *If not played for an action*: You may **Bury** two Silver or action cards. *At the end of the game*, score 1 VP per two **Silver** you have buried.

### Orchard

Requires settled Field to learn. *When played with a worker*, **Produce** one Grain plus one per settled Field or **Settle** any one adjacent district. Then **Draw** one card. *If not played for an action*: Provides 2 Food per settled Field. You may **Bury** one Silver or one action card. *At the end of the game*, score 1 VP per **Field** you have settled.

## Smithy

Requires settled Field and Forest to learn. *When played with a worker, Produce* one Grain per settled Field and one Wood per settled Forest. Then **Draw** one card. *If not played for an action:* You may **Bury** two Silver or action cards. *At the end of the game,* score 1 VP per **Field** you have settled.

## Quarry

Requires settled Hill to learn. *When played with a worker, Produce* one Stone plus one per settled Hill or **Settle** any one adjacent district. Then **Draw** one card. *If not played for an action:* You may **Bury** two Silver or two action cards. *At the end of the game,* score 1 VP per **Hill** you have settled.

## Mill

Requires settled Field and Hill to learn. *When played with a worker, Produce* one Grain per settled Field and one Stone per settled Hill. Then **Draw** one card. *If not played for an action:* Provides 2 Food per settled Field. You may **Bury** one Silver or one action card. *At the end of the game,* score 1 VP per **Hill** you have settled.

## Fishing hut

Requires settled Harbour to learn. *When played with a worker, Take* three Grain or **Settle** any one coastal district. *If not played for an action:* Provides 1 Food per settled Setting. *At the end of the game,* score 1 VP for each **Setting** you have settled.

## Inn

Requires settlements in at least two settled Settings to learn. *When played with a worker, Take* two Silver per settled Setting or **Draw** four cards. *If not played for an action:* Provides 1 Food per settled Setting. *At the end of the game,* score 1 VP for each **Setting** you have settled.

## Craft cards (advanced)

Add these when you have played the base game. Use three piles of four craft cards each.

### Shipyard

Requires settled Pasture and Forest to learn. *When played with a worker, Place* one Ship or **Take** 5 Silver. *If not played for an action: Provides* two Food. You may **Bury** one Silver or action cards. *At the end of the game, score* 2 VP.

### Armoury

Requires settled Hill to learn. *When played with a worker, Place* tower or **Draw** four cards. *If not played for an action: Provides* two Food. You may **Bury** one Silver or action cards. *At the end of the game, score* 2 VP.

### Tannery

Requires settled Pasture and Forest to learn. *When played with a worker, Produce* one Sheep per settled Pasture and one Wood per settled Forest or **Settle** one adjacent district. Then **Draw** one card. *If not played for an action: Provides* 1 Food per

settled Setting. *At the end of the game, score* 1 VP for each **Setting** you have settled.

### Village

Requires settled Field, Forest, Hill, and Pasture to learn. *When played with a worker, Take* one Grain, one Sheep, one Stone, and one Wood. *If not played for an action: Provides* 4 Food. You may **Bury** one Silver or action cards. *At the end of the game, score* 4 VP.

## Trading cards

You add trading cards to your deck by visiting Wisby.

### Lübeck

*When played with a worker*, choose one action: **Take** one Silver or **Build** or **Decorate** church or **Sell** any amount of either Tar, Stone, or Wood. *If not played for an action*: Provides 1 Food per ship. You may **Bury** one Silver or one action card. Each of your **churches** is worth 1 VP at the end of the game.

### Linköping

*When played with a worker*, choose one action: **Take** one Silver or **Build** or **Decorate** church or **Sell** any amount of either Horse, Sheep or Grain. *If not played for an action*: Provides 1 Food per ship. You may **Bury** one Silver or one action card. Each of your **churches** is worth 1 VP at the end of the game.

### Skänör

*When played with a worker*, choose one action: **Settle** any one coastal district or **Take** two Grain per ship. *If not played for an*

*action*: Provides 2 Food per ship. Each of your **ships** is worth 1 VP at the end of the game.

### Kalmar

*When played with a worker*, choose one action: **Raid** and place one pirate in a direction without a pirate or **Place** one ship in any direction. *If not played for an action*: Provides 1 Food per ship. You may **Bury** one Silver or one action card. Each of your **ships** is worth 1 VP at the end of the game.

### Rostock

*When played with a worker*, choose one action: **Raid** and place one pirate in a direction without a pirate or **Place** one ship in any direction. *If not played for an action*: Provides 1 Food per ship. You may **Bury** one Silver or one action card. Each of your **ships** is worth 1 VP at the end of the game.

### Reval

*When played with a worker*, choose one action: **Raid** and draw one card or **Place** one ship in any direction. *If not played for an action*: Provides 1 Food per ship. You may **Bury** one Silver or

one action card. Each of your **ships** is worth 1 VP at the end of the game.

## Gdansk

*When played with a worker*, choose one action: **Raid** and draw one card or **Place** one ship in any direction. *If not played for an action*: Provides 1 Food per ship. You may **Bury** one Silver or one action card. Each of your **ships** is worth 1 VP at the end of the game.

## Stralsund

*When played with a worker*, choose one action: **Raid** and draw one card or **Draw** four cards. *If not played for an action*: Provides 1 Food per ship. You may **Bury** one Silver or one action card. Each of your **ships** is worth 1 VP at the end of the game.

## Novgorod

*When played with a worker*, choose one action: **Take** 5 Silver or **Raid** and draw one card. *If not played for an action*: Provides 1

Food per ship. You may **Bury** one Silver or one action card. Each of your **ships** is worth 1 VP at the end of the game.

## Bergen

*When played with a worker*, choose one action: **Take** 5 Silver or **Raid** and place one pirate in a direction without a pirate. *If not played for an action*: Provides 1 Food per ship. You may **Bury** one Silver or one action card. Each of your **ships** is worth 1 VP at the end of the game.

## Trading cards (advanced)

Add these to the game when you have played the base game.

Use three piles of four trading cards each.

### Riga

*When played with a worker*, choose one action: **Take** 5 Silver or **Take** two Tar per ship. *If not played for an action*: Provides 1 Food per ship. You may **Bury** one Silver or one action card. Each of your **ships** is worth 1 VP at the end of the game.

### Stettin

*When played with a worker*, choose one action: **Take** 5 Silver or **Take** two Horse per ship. *If not played for an action*: Provides 1 Food per ship. You may **Bury** one Silver or one action card. Each of your **ships** is worth 1 VP at the end of the game.

### Memel

*When played with a worker*, choose one action: **Raid** and place one pirate or **Draw** four cards. *If not played for an action*: Provides 1 Food per ship. You may **Bury** one Silver or one

action card. Each of your **ships** is worth 1 VP at the end of the game.

### Falsterbo

*When played with a worker*, choose one action: **Settle** any one coastal district or **Take** two Grain per ship. *If not played for an action*: Provides 2 Food per ship. Each of your **ships** is worth 1 VP at the end of the game.



## Reputation cards

Your family gets a reputation at the start of the game that gives you a special ability. The family with the highest reputation begins the game.

### Respectable [20]

Replace one of your farmsteads with a tower.

### Wise [19]

Draw six cards at the start of a generation instead of five if you have settled one Setting. Sink one Pirate after taking an action on Home.

### Beautiful daughters [18]

You do not pay Silver when settling in a district with other settlements.

### Rune carvers [17]

When selling Stone, take an additional one Silver per Stone.

### Outgoing [16]

When getting a trade partner in Wisby, pay one Silver instead of three.

### Storytellers [15]

Bury 5 Silver at the start of the game.

### Rich [14]

Take 5 additional Silver at the start of the game in your storage.

### Shepherds [13]

Produce one additional Sheep when producing at least one Sheep.

### Sea-legged [12]

Place one additional ship in your direction at the start of the game.

### Herbalists [11]

Take one Silver when producing at least one Wood.

### **Strong [10]**

At the start of the game, take either Smithy or Fishing Hut and place it in your discard pile (even if you do not meet the prerequisites).

### **Hillfolk [9]**

Your farmsteads in Hills are safe from pirates (but you still cannot settle in a district threatened by a pirate) and from the Black Death. When growing population, feed one Hill settlement for free.

### **Large family [8]**

Place an additional farmstead in your Setting at the start of the game.

### **Misers [7]**

You may bury one Silver or card at the end of each generation in addition to any from cards left on your hand.

### **Gossip mongers [6]**

Draw one card after taking an action in Wisby or Roma. Draw the card before Get trading partner or Learn craft.

### **Troll-born [5]**

At the start of the game, remove your non-Harbour farmstead. Place a farmstead in an empty Forest in a Setting that is not a home Setting of another player.

### **Hoarders [4]**

Take three additional Grain at the start of the game in your storage.

### **Long fingered [3]**

After taking an action on Gotland, steal one Silver from another player. Take three Silver in Wisby instead of one when not trading.

## **Innovators [2]**

At the start of the game, take either one Stud or one Tar Pit craft card and place it in your discard pile (even if you do not meet the prerequisites).

## **Troublemakers [1]**

At the start of each generation after placing pirates and resolving raids, you may place a pirate in any direction where there is none. When your ships raid, take one Silver.

## Generation cards

You reveal a generation card at the start of each generation.

### 1100s

#### Trade & opportunity

Place pirates in the east and southwest directions. Grain is in high demand.

#### Trade & opportunity

Place pirates in the northeast and southeast directions. Wood is in high demand.

#### Trade & opportunity

Place pirates in the southwest and northwest directions. Wood is in high demand.

#### Trade & opportunity

Place pirates in the east and northwest directions. Sheep are in high demand.

#### Trade & opportunity

Place pirates in the northeast and west directions. Sheep are in high demand.

#### Trade & opportunity

Place pirates in the southeast and west directions. Sheep are in high demand.

### 1200s

#### Conflict & strife

Place pirates in the northeast, southeast, and west directions. Horse and Stone are in high demand.

#### Conflict & strife

Place pirates in the east, southwest, and northwest directions. Tar and Stone are in high demand.

#### Trade & opportunity

Place pirates in the east and west directions. Grain is in high demand.

### **Trade & opportunity**

Place pirates in the northeast and southwest directions. Tar and Sheep are in high demand.

### **Trade & opportunity**

Place pirates in the southeast and northwest directions. Horse and Wood are in high demand.

### **Civil war**

War with Wisby. Players with five workers remove one worker. Place pirates in all directions. Stone is in high demand.

## **1300s**

### **Black Death**

Each player removes all but two workers. Remove all farmsteads from districts with more than one settlement. If this removes all of a players' settlements, the player decides one to keep. Do not place pirates. Grain is in high demand. The century ends after this generation.

### **Peace**

Do not place pirates. Horse and Tar are in high demand.

### **King Valdemar**

King Valdemar of Denmark attacks Gotland. Each player loses 5 Silver or resources (all if the player has less in their storage otherwise the player chooses how to pay). Players with five workers remove one worker. Place pirates in the southwest, west, and northwest directions. Stone and Tar are in high demand.

### **Vitalien Brothers**

The Vitalien Brothers build a base for piracy on Gotland. Place pirates in all directions. Sheep are in high demand.

### **Teutonic Knights**

The Teutonic Knights attack Gotland. Each player loses 5 Silver or resources (all if the player has less in their storage otherwise the player chooses how to pay). Players with five workers remove one worker. Place pirates in the northeast, east, and southeast directions. Stone and Horses are in high demand.

## Decoration cards

You buy decoration cards with the Decorate church action.

- Iron clad door. 1 Silver. 2 VP.
- Gothic portal. 3 Silver. 4 VP.
- Baptismal font. 6 Silver. 6 VP.
- Wall paintings. 10 Silver. 8 VP.
- Sacrament cabinet. 15 Silver. 10 VP.
- Stone sculptures. 21 Silver. 12 VP.
- Stained glass window. 28 Silver. 14 VP.
- Gilded altarpiece. 36 Silver. 16 VP.
- Triumphal crucifix. 45 Silver. 18 VP.
- Splinter of the Holy Cross. 55 Silver. 20 VP.

## Solo game

Deal a random Setting card and play as in a standard game. Try to achieve one of these goals:

### Easy

Build a church by the end of 1100s.

### Medium

Settle all six Settings by the end of 1200s.

### Hard

Build three churches and Decorate a church with the Splinter of the Holy Cross before the game ends.

## Summary of play

### Start of generation

- Reveal generation card
- Place pirates and resolve raids
  - Second pirate destroys ships or raids farmsteads (2 silver or one resource per farmstead)
- Draw cards per settled Settings:
  - One: 5 cards, two or three: 6 cards
  - Four or five: 7 cards, six Settings: 8 cards

### Take turns

- Play card with worker and resolve action
- Starting player begins

### End of generation

- Grow population
  - If Food  $\geq$  settlements. May pay Grain for Food
- Bury treasure

## Scoring

### End of century

- 1 VP per tower
- 3 VP per church
- 5 VP for most influence per Setting (2 VP if tied)

### End of game

- 1 VP per sunk pirate
- 1 VP per buried Silver
- 1 VP per ten Silver or resource in Storage
- VP on Trading cards and Craft cards
- VP on Decoration cards

## Pirates

Pirates in directions without ships block Settle, Produce and Food. Players with towers and churches ignore pirates for these districts. Ships in directions with pirates do not provide food.

## Actions

### Settle

Pay Wood and Grain\*. Give one Silver to each other settlement.  
Place one farmstead in a district not threatened by a pirate.

### Build ship

Pay Wood and Sheep\* and place one ship from a Harbour

### Build tower

Pay Wood and Stone\* and replace one farmstead with tower

### Build church

Pay two Stone\* and replace one tower with a church

### Call assembly

Take starting player token and sink one pirate

### Raid

Each ship may sink one pirate or take two Silver. Move ship before or after.

## Produce

Take one resource plus one per settlement not threatened by a pirate.

### Sell

Take two Silver each for Wood, Grain, Sheep, and Stone. Take three Silver each for Tar and Horse. Plus one Silver each when in high demand.

### *Learn craft*

Pay two Silver and place one Craft card in your discard pile

### *Get trading partner*

Pay three Silver and place one Trading card in your discard pile

### *Decorate*

Pay Silver and take decoration card (requires church)

### *Unbury*

Return buried Silver to storage and buried cards to discard pile

\* Or two Silver instead of **one** of the two resources