

Jórvík

A game for 2-5 players by author. Condensed rules for Karl (full) variant by Eric Postpischil, <https://edp.org>.

Introduction

Bid for cards to benefit your tribe.

Setup

Give each player 5 coins and the player board and the 4 vikings of their color. Put their point marker on 10.

- Money is displayed openly.

Give Mjöllnir (Thor's hammer) to the start player, selected by house rule.

Mix all 54 goods cubes in the bag.

Put the Final Attack of the Picts card on its designated spot on the left side of the game board, below the ship image.

Prepare the Autumn cards (labeled with D):

- With 2 players, remove the Skald card (purple panel, scroll) that gives 1 point per Ship.
- With 3 or 5 players, remove 1 Journey card (grey panel, red-striped sail) that gives 3 points.
- With 2, 3, or 5 players, remove the Warrior card (brown panel, helmet) with 3 defense points, the only Building card (pale green panel, rooftop), and the Skald card (purple panel, scroll) that doubles a Journey card.
- Shuffle the Autumn cards and stack facedown on the Final Attack of the Picts card.

Shuffle the Summer cards (labeled with C) and stack facedown on the Autumn cards.

Shuffle the Spring cards (labeled with B) and stack facedown on the Summer cards.

Shuffle the Winter cards (labeled with A) and stack facedown on the Spring cards.

Cards

Attack of the Picts cards (white panel)

There are 4 Attack of the Picts cards staged in order of progressing values ± 1 , ± 2 , ± 3 , and ± 4 . They trigger scorings. The final Attack of the Picts card is last in the deck and is scored after the final regular round.

Other cards (distinguished by bottom panel color and top-right icon)

Type	Panel	Icon	Effect
Warrior	brown	helmet	Provide 1-5 points for defense.
Ship	blue	white sail	Bring goods.
Feast	yellow	cornucopia horn	Score 2/5/9/14 game-end points for 1/2/3/4+ cards.
Skald	purple	scroll	Score game-end points for items, except one doubles a Journey card.
Artisan	sienna	hammer	Score 4, 5, 8, or 11 game-end points for completed sets of goods.
Journey	grey	red-striped sail	Score 2-5 fixed game-end points.
Trader	green	coin bag	Provide 1 (or 2) coin(s) for a specific common (or rare) good.
Oracle	orange	Hamsa eye-in-hand	Provide 2 points for sacrificing specific common goods.
Building	pale green	rooftop	Provide special effects.
Loki	black	skull	Play tricks on other players.
Defender	pale green	shield	Modify Attack of the Picts scoring.

Symbols

Frequency/timing symbols:

∞ : This card may be used the rest of the game, in its indicated phase.

1: This card may be used once only, in its indicated phase.

Lightning bolt: This card is resolved immediately upon purchase.

Othila rune: Final scoring.

Phase symbols:

Meeple-viking: Demand.

Isometric cube: Loading.

Card with coins: Buying.

Crossed swords: Attack of the Picts.

?: Any phase.

Goods

There are no Ships in the first cards of the game, those of Winter, so no goods arrive in the initial rounds.

During the game, all 54 goods will arrive on the 54 spaces on ships:

- 9 each of orange amber, grey iron, brown leather, white wool, and black jet.
- 3 each of pink silk, blue glass, and yellow gold.

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Play

Play the following phases until the deck is exhausted except for the lone, final Attack of the Picts card.

Supply

Deal cards to the spots labeled 1-12 but only those labeled for the number of players in the game.

Fill the cube spot(s) on each revealed Ship card with random goods from the bag.

When an Attack of the Picts cards is revealed, resolve it, discard it, and keep dealing:

- The player with the most defense points (from Warriors) wins the victory points shown on the Attack card.
- The player with the fewest loses the victory points shown.
- Each tied player wins or loses the full victory points shown. If all players are tied, nobody wins or loses.

Demand

In turn order until all vikings are placed, each player places 1 viking at a time to bid for a card:

- For spots 1-6, the viking is placed at the end of the line of vikings in the card's interest lane (first viking by card).
- For spots 7-12, the viking is placed on the card, and the card is moved to the leftmost open spot in the top row.
- A player with the brown vikings (from a Building card) may choose to play one or both or hold them in reserve.
 - Brown vikings are single use. After use, they are removed from the game instead of returned to a player.

After all vikings are placed, discard cards with no bids. Move goods on discarded Ships to the common goods area.

Buying

Auction cards in spots 1-6 in order. For each card:

- Offer the card to the player of the first viking in line for as many coins as there are vikings now in line.
- If declined, return the viking to its player and start anew with the next viking and a reduced price.
- If accepted, move the card to above the buyer's board for later loading. Return all vikings in line to their players.
- If nobody buys the card, discard it. Move goods on discarded Ships to the common goods area.

Auction reserved cards in order from left to right. For each card:

- Offer the first card to the player who reserved it for as many coins as there are cards currently in the row.
- If declined, discard it and return the viking to its player. Move goods on discarded Ships to the common goods area.
- If accepted, move the card to above the buyer's board for later loading. Return the viking to its player.

Loading

In turn order, each player completes their loading:

- Gain 2 coins if they bought any card this round and 3 coins if they did not.
- Move all cards except Ship cards from the loading area above their board to below their board.
 - Certain Building and Loki cards are discarded instead of kept, per their instructions.
- Allocate all goods from Ships and optionally any from the storage space on their board or their warehouse card:
 - Put goods on empty matching spaces (1 per space) of Artisan cards (in pursuit of game-end points).
 - Sell goods as Trader cards indicate, moving the goods to the common goods area and taking coins.
 - Store 1 goods cube on the storage space of their board or in any space of their warehouse card, if they have it.
 - Trade any 3 goods to the common goods area in return for any 1 of their choice from the area. (May repeat.)
 - Trade any 2 goods to the common goods area for 1 coin. (May repeat.)
 - Sacrifice goods as Oracle cards indicate, moving the goods to the common goods area to gain victory points.
- Move Ships to below their board.

Game End

Score the final Attack of the Picts cards.

Score cards with the final scoring symbol.

Most victory points wins. Ties are won by most coins. Further ties are shared.

Rules Interpretation

When a player is moving multiple cubes to an Artisan cards, this is a single atomic action that cannot be interrupted by the Loki card that allows a player to steal a goods cube from an incomplete Artisan card.