



EDGE OF THE WORLD

RULES IN ENGLISH

12+ years
3-4 players
45+ minutes

You were born to be a Viking. Even as a little child, you knew that growing crops, hunting and building were not for you. Your fate awaits beyond the furious sea, in far flung lands, where cities lined up on the shore will etch your name in their history books. Will they utter your name in fear or respect – that is up to you. But not even the best seafarer can decide the winds that fill their sails, or what travellers they encounter on their journey. Only one thing is certain: There is adventure ahead. So, gather your crew, hoist your sails and head into stories, battles and riches.

SET-UP

1. Place the game board on the table. It is divided into two zones – northern and southern ports. The players move along the route that runs between the ports.
2. Before the first game, carefully detach the cardboard coins, tokens and Ship Boards from the frames.
3. Separate the three different types of cards from each other (northern ports, southern ports and Action Cards), and shuffle each deck.
4. Place three Southern Port Cards number side up in the three slots on the left edge of the game board, and three Northern Port Cards likewise in the three slots on the right edge of the game board. These ports are now **open**. Place the decks next to the game board and turn the topmost cards number side up. Knowing which cities will be open next allows the players to plan their next moves. Two cards with the same port can be open at the same time.
5. Place the deck of Action Cards number side down next to the game board. The Action Cards are used for both moving and doing battle. The number on the top represents the number of steps a player can take during their turn, and the lower number represents battle value.
6. Give each player a Ship Pawn and a Ship Board, and a die of the matching colour. Each player places their Ship Pawn in the home port of the same colour, and starts the game there.
Blue home port: Skálholt
Yellow home port: Avalsnes
Red home port: Birka
Grey home port: Heldabýr
 On the Ship Board, there is space for up to four discs.
7. Divide the Defence Discs into three piles depending on the defence level marked on them (I-III). Shuffle the discs in each pile, and place them in ports with the matching defence level. The discs are only turned when a port is being attacked.

8. Shuffle the blue Northern and red Southern Trade Discs separately, and place **two discs ship side up on top of the Defence Discs in each port**, matching the colours. Place them ship side up on top of the Defence Discs.
9. Give each player two coins worth 5 and one coin worth 10 to purchase their first goods. Place the rest of the coins in a pile next to the game board. During the game, the pile serves as a money store.
10. Place the "Ruined Port"/+1 Tokens next to the game board.
11. The Special Token is given to the player who was last on a boat or ship.



Contents: Game board, 4 x Ship Pawns, 4 x Ship Boards, 52 x Port Cards, 58 action cards, 26 x Defence Discs, 52 x Trade Discs, Cardboard Coins (80 x 5, 32 x 10, 12 x 20), 8 x "Ruined Port"/+1 Tokens, 4 x Dice, 1 Special Token.

As your crew step on dry land, the people of the strange land look to you with eyes full of fear, and you do not receive the welcome of heroes who have just crossed a sea. Maybe you are not the first strangers the sea has pushed ashore here. Did you come to trade, or to pillage what you need? As night falls, will your camp be full of war cries or merry singing? History is written here and now – and you must decide whether it will be done in ink or blood.

AIM OF THE GAME

The players move along the game route in any direction they choose. The Port Cards that are revealed on the game board tell them where they can trade or pillage. Goods bought in the north must be sold in the south, and vice versa.

During the game, the players can attempt to rob the ports that are open on the game board, or the other players they come across on the high seas – and the bounty may be sizeable. However, before going to battle, they should equip themselves by collecting battle value, because any Viking, who fails at battle, loses their pride – and a big pile of gold.

When one of the players has collected 150 gold altogether, that player immediately returns to their home port. The other players now try to get there as quickly as possible, and the first player to reach that goal challenges the player waiting there to a final battle, which decides the ultimate winner of the game.

PLAYING EDGE OF THE WORLD

Choosing Action Cards

In the game, the players move using the Action Cards.

At the start of the first round, reveal three times as many cards from the Action Deck as there are players, and place the cards on the table number side up (e.g. four-player game: $3 \times 4 = 12$ cards).

At the start of the following rounds, only reveal enough cards to allow all the players to fill their hand to exactly three cards.

1. Each player chooses one Action card on their turn. The player, who has the Special Token, chooses first. Then, the rest of the players pick their cards in a clockwise order.
2. When one of the players has three cards, they do not choose any more cards, even if the other players still continue to choose cards for themselves. Continue, until everyone has three cards.
3. The player, who picks the last card, cannot choose. They must take whatever is left on the table.
4. Once picked, the players hold the cards in their hand and keep them hidden from the other players.

Moving the Ships

From their hand, each player chooses one Action Card they want to use to get to the port they want, and place the card on the table number side down.

When everyone has picked a card, they are revealed at the same time.

The player, who picked the card with the lowest number of steps, moves their Ship first. After that, the other players move their Ships in order of rising numbers. If there is a tie, the player holding the Special Token moves first (if they are one of the tied players), and the rest of the tied players go in clockwise order.



To move from Apardition to Aualdsnes, a player must take two steps.

The number of steps on the card indicates how many steps a player can take on their turn.

You can finish your movement in a port ONLY if you perform an action there. Otherwise, you must finish your turn in the open sea (even if it means that you do not use all of your steps).

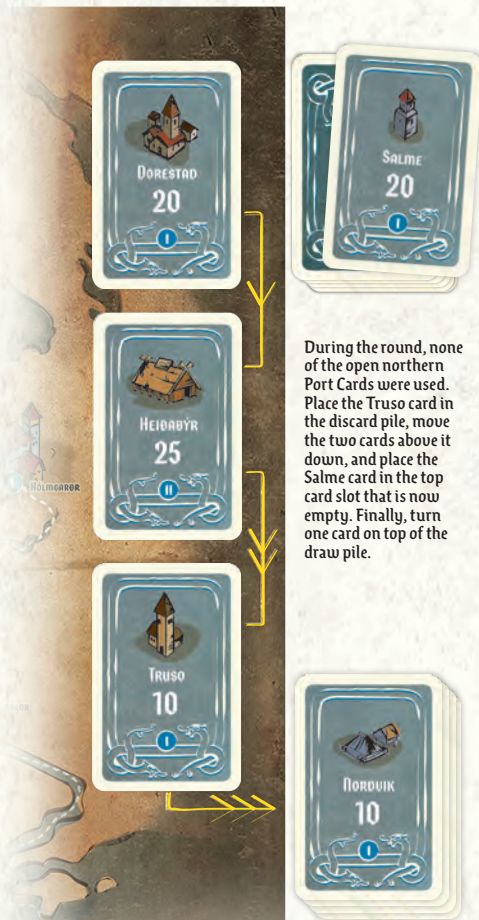
Ending the Round

The round is over when each player has used their turn.

Place the used Action Cards in a discard pile. When the draw pile is finished, shuffle the discard pile to create a new draw pile.

If you didn't use any of the open southern or northern Port Cards, place the lowest Port Card in the discard pile. If one or more Port Cards were used and removed during the round, move the final card or cards down one slot. Then, place new cards in the slots that were left empty. Finally, turn the topmost card in the Port Card draw pile.

Pass the Special Token clockwise to the next player. Then, a new round can begin.



During the round, none of the open northern Port Cards were used. Place the Truso card in the discard pile, move the two cards above it down, and place the Salmé card in the top card slot that is now empty. Finally, turn one card on top of the draw pile.

IN A PORT

During your turn, you can perform an action in only one port, but you can perform the action at any point during your turn – even right at the start of your turn.

When you arrive at an open port, you can trade or attack. If you decide to trade, you can choose whether to sell goods or to buy them.

You can collect gold safely by buying and selling goods, but it takes more travelling on the game board, and the rewards are smaller.

Buying goods

If you decide to buy goods, pay five gold to the gold store.

Peek at the Trade Discs in the port, but do not show them to the others. Decide which one you want to buy for your ship. If there is only one Trade Disc left, take it.

The Trade Discs can have goods or battle value, and you can choose either one. Sometimes you may only find one of them at a port. In this case, you must take whatever is on offer.

Place the disc you chose on your Ship Board content side down. The other players do not know, whether you just grew your battle value or your stock!

At the end of the turn, remove the used Port Card from the game board and place it in the discard pile.



The Trade Discs can have battle value (shield discs with numbers) or goods (discs with the red and blue background). The goods are amber, ceramics, clams and spices.

Selling goods

If you have a Trade Disc with goods on your Ship Board, that came from the other part of the game board (north or south), you can sell it. In this case, you receive the payment marked on the Port Card.

If the port has been marked with a "Ruined Port" Token, you only receive half of the sum marked on the Port Card (rounded down).

At the end of the turn, place the used Port Card in the discard pile.

ATTACKING

During the game, the players can attack open ports or other players' ships.

Attacking is a fast way to grow your gold load, but the risks are also bigger.

Attacking a port

You can attack a port that is open on the game board, but if there is a "Ruined Port" Token in the port as a sign of a previous successful attack, the port cannot be attacked again.

Before you attack, calculate your battle value. From your hand, choose an Action Card that has a battle value you want to use when you attack, and reveal as many Trade Discs with battle value as you want from your Ship Board.

Note! You cannot use the same Action Card in battle you just used to move into the port! You must always choose another Action Card from your hand to use in the attack.

The battle score of the port is revealed from its Defence Disc. Some ports have +1 or +2 extra battle value marked on the game board. This means that the port has especially powerful defences. The extra battle value is added to the score marked on the disc. If the port has already deflected an attack successfully, there is a +1 Token there. This point is also added to the port's final battle score.

Finally the attacking player rolls their die and adds the result to their battle score.

Another player rolls their die for the port, and the result is added to the port's battle score. **The higher total battle score wins.**

- **If the attacker wins**, they receive double the trade reward marked on the Port Card, and place a "**Ruined Port**" Token on the port. This port cannot be attacked again. Note! If there are no "Ruined Port" Tokens left, the Defence Disc is removed from the board as a sign of a successful attack.
- **If the attacker loses**, a +1 Token is placed in the port, and the attacker loses half of their gold to the gold store (rounded down).
- **If the battle ends in a draw**, both players roll the die again. They continue to do so, until there is a winner.



The cards and discs used in the battle are removed from the game. Finally, the Port Card in question is placed in the Port Card discard pile.

Attacking another player's ship

During a turn you can perform one port action AND attack one of your opponents, if you want.

If you move to the same space with another player's ship in the open sea (not a port), you can choose to attack them. The attack is played the same way as in a port.

1. Both parties choose an Action Card that has a battle value they want to use in the battle, and as many Trade Discs with battle value as they want from their Ship Board before rolling the die – but they do not reveal the card or discs yet. To throw off their opponent, they can also place some Trade Discs with goods on the table.
2. Both parties reveal their cards and discs at the same time. Then, they roll the die to decide the winner of the battle.
3. If the winner of the battle beats the loser by 1-3 points, the loser gives them 10 gold or one Trade Disc. If they win by more than 3 points, the loser gives them 20 gold or two Trade Discs. The winner can decide whether they want a bounty of gold or Trade Discs (or a combination of both), but if they decide to take Trade Discs, they must pick the discs without checking what they have on them.
4. When the required price has been paid, the game continues as normal. For example, the attacking player can finish their turn.
5. If the loser cannot pay the required price, they do not have to pay, and they do not owe the winner anything. However, they must return to their home port in shame and without a bounty. From there they can continue their journey as normal on their following turn.
6. All the Trade Discs containing battle value, that were placed on the table, are removed from the game after the battle, but the discs containing goods are returned to their owners.

Your adventures have filled your boat with riches, and its time to turn it towards home. There's just one more Viking tale to come, as you see another ship following your own. It is not likely to be there to guard you or to trade. You know only too well the sort of crew a dragon-flag flying Viking ship carries. Before you can call yourself the winner, you must do battle one last time with another Viking to find out who will prevail as the master of the North. This battle will be written in the sagas. This moment in history defines whether you will be remembered as a winner or a loser. Good luck, and my Odin be with you!

FINAL BATTLE AND END OF THE GAME

When one of the players has collected 150 gold or more, their ship is moved directly to their home port, and the round ends. The rest of the players start a new round and try to get to that port. The player to first reach the player waiting in their home port, challenges them to the final duel.

These two players draw new Action Cards until they both have three in their hand, as on the earlier rounds. They do not discard the cards they are already holding or swap them for new ones.

The players can also use any Trade Discs with battle value they might have on their Ship Boards.

The final battle contains three separate battle rounds, but the players DO NOT draw new Action Cards between the rounds, and the ships are not moved on the game board. Therefore, the players must carefully choose the card and discs they play on each round.

For each battle round, both players choose one Action Card and reveal as many Trade Discs with battle value as they want from their Ship Board.

Both players roll their die once and add the result to their battle value. The highest score wins, and the player in question can move one gold coin on their Ship Board as a token of the victory.

The used discs and cards are removed from the game after each battle round.

The rounds are played, until one of the players has won two battles. The game ends, and that player is the winner!

The upper number tells you how many steps you can take with this Action Card.



The lower number tells you your battle value.

Add the battle value on the back of the Trade Disc to the battle value on the Action Card. You go to battle with this score. E.g. You have 3 on the Trade Disc, and 2 on the Action Card. Your battle score is 5.

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