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# NUSFJORD

## Salmon Deck

The Salmon deck contains 44 new Building cards (#501-554), a variant of an Elder card, as well as 25 metal coins to replace the cardboard coins.

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### **Tour Guide\*** (12, 4-5 players)

*You can use the Tour Guide in place of the Pisciculturist, placing her on the bottom right space, on top of the Harbor Master.*



Take a number of fish from the general supply equal to the number of Buildings on your Harbor board and place the fish in your personal supply. (Buildings that do not occupy a Building space, like the "Stilt House" from the Mackerel deck or the "Nightclub" from the Plaice deck, also count.) If you have not built any Buildings yet, the Tour Guide has no effect for you.

\*Idea: Tony Boydell

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### **Alehouse** (Salmon, A510; Building cost: 2 wood; 2 VP)

You may immediately (and only once via this Building) use an Elder in your Elder Council, without serving them fish. (It does not matter whether or not you have already used that Elder this Round. You may neither place a fish nor a Worker on the Elder, even if you wanted to. Consequently, you may use the effect of the Alehouse even if the Banquet Table is empty.) The Alehouse has no effect if you have no Elders.

**Banking House** (*Salmon, C548; Building cost: 5 wood, 1 fish, 1 gold; 4-7 VP*)

During scoring at the end of the game, the Banking House scores depending on the amount of gold left in your personal supply. It scores 4 VP if you have at most 2 gold left, 5 VP if you have 3-6 gold left, 6 VP if you have 7-11 gold left, and 7 VP if you have 12 or more gold left.

**Banquet House** (*Salmon, B521; Building cost: 4 wood, 1 gold; 2 VP*)

As soon as there are (*at least*) 3 Elders in your Elder Council, immediately (*and only once via this Building*) take 7 fish from the general supply and place the fish in your personal supply. If you have 3 or more Elders already when you build the Banquet House, you get the fish right away.

**Barrel Maker** (*Salmon, B522; Building cost: 2 wood, 2 fish; 2 VP*)

At any time (*and any number of times*) before scoring, except in the middle of another action, you may exchange 2 fish in your Reserve for 1 wood from the general supply. If you do, place the wood in your Reserve (*and not in your personal supply*). Note that you cannot make this exchange in the middle of the Fishing Phase (*but only after you complete all five steps*).

**Building Control** (*Salmon, C554; Building cost: 1 wood, 1-13 fish, 1-13 gold; 1-13 VP*)

The amounts of fish and gold that you must pay for the Building Control are both equal to the number of Buildings on your Harbor board, including the Building Control. (*Consequently, you must pay at least 1 wood, 1 fish, and 1 gold.*)

During scoring at the end of the game, the Building Control scores a number of VP equal to the number of Buildings on your Harbor board, including the Building Control. *(Note that the VP value can differ from the amount of fish and gold you paid. Buildings that do not occupy a Building space, like the “Stilt House” from the Mackerel deck or the “Nightclub” from the Plaice deck, also count. Consequently, you can score up to 13 VP from this.)*

**Care Center** *(Salmon, A507; Building cost: 2 fish, 1 gold; 1 VP)* Immediately *(and only once via this Building)* take an amount of gold from the general supply equal to the number of Unissued Shares in your personal supply and place the gold in your personal supply. *(Because you have 3 Unissued Shares at the start of the game, you can get at most 3 gold from this.)* The Care Center has no effect if you have no Unissued Shares left.

**Cargo Service** *(Salmon, B529; Building cost: 6 fish, 1 gold; 3 VP)* As soon as you have *(at least)* 2 cutters, immediately *(and only once via this Building)* take 5 wood from the general supply and place the wood in your personal supply. *(Observe the 12 wood limit in your personal supply.)* If you have 2 or more cutters already when you build the Cargo Service, you get the wood right away. This effect will trigger only once. Even if you lose one or more cutters *(e.g., in a 5-player game, via the “Ship Owner” Elder)* and get to 2 cutters again later, you will not get any additional wood from the Cargo Service.

**Day Tripper Bar** (*Salmon, A515; Building cost: 2 wood, 1 gold; 3 VP*)

Each time you use the “1 Gold” action space, on top of the 1 gold you get there, you also get an amount of fish from the general supply equal to the number of Banquet Table plates containing fish. Place the fish you get (*not the fish from the plates*) in your personal supply. The Day Tripper Bar has no effect if there is no fish on the Banquet Table when you use the “1 Gold” action space.

**Direct Sale** (*Salmon, A505; Building cost: 1 wood, 1 fish; 1 VP*)

At any time (*and any number of times*) before scoring, except in the middle of another action, you may exchange 4 fish in your Reserve for 1 gold from the general supply. If you do, place the gold in your Reserve (*and not in your personal supply*). Note that you cannot make this exchange in the middle of the Fishing Phase (*but only after you complete all five steps*).

**Estate** (*Salmon, A517; Building cost: 4 wood, 3 fish, 1 gold; 3 VP*)

Immediately (*and only once via this Building*) take an amount of gold from the general supply equal to the number of double spaces on your Harbor board containing at least 1 Forest and place the gold in your personal supply. (*The number of Forests on the double spaces does not matter. Consequently, you can get at most 5 gold from this.*) The Estate has no effect if you have no Forests.

**Firewood Trader** (*Salmon, A504; Building cost: 2 wood, 1 fish; 1 VP*)

Immediately (*and only once via this Building*) take an amount of fish from the general supply equal to the number of Forests on your Harbor board and place the fish in your personal supply. (*Every single Forest counts, even if stacked together.*) The Firewood Trader has no effect if you have no Forests.

**Fish Basin** (*Salmon, A506; Building cost: 2 wood, 1 gold; 1 VP*)

Each time after you place new gold in your personal supply, immediately take an equal amount of fish from the general supply and place the fish in your personal supply. (*You do not lose the gold from this.*) The effect of the Fish Basin does not apply to gold that you place in your Reserve or anywhere else but your personal supply (*but the effect will apply as soon as you move that gold into your personal supply*).

**Fish Container** (*Salmon, A511; Building cost: 2 gold; 2 VP*)

Each time after you return 3 fish from an Elder in your Elder Council during the Fishing Phase, immediately take 1 gold from the general supply and place the gold in your personal supply. (*You get the gold in addition to the fish from the Elder.*) If you return fish from multiple Elders, you get a corresponding amount of gold. (*You do not get any gold from this if you return fish from your Elders outside of the Fishing Phase, e.g., during the Action Phase.*)

**Fish Tank** (*Salmon, B524; Building cost: 1 wood, 15 fish; 2 VP*)

Immediately (*and only once via this Building*) take an amount

of wood from the general supply equal to the number of empty spaces on your Fishing track and place the wood in your personal supply. *(Observe the 12 wood limit in your personal supply. Consequently, even if your Fishing track is completely empty, you can get at most 12 wood from this.)* The Fish Tank has no effect if your Fishing Track is fully covered.

**Fisherman's Yard** *(Salmon, C549; Building cost: your choice of 10 wood or 15 fish; 0 or 7 VP)*

You can build the Fisherman's Yard with your choice of wood or fish. During scoring at the end of the game, it scores 7 VP if your haul size is at least 11. The Fisherman's Yard scores nothing if your haul size is 10 or lower.

**Food Counter** *(Salmon, C544; Building cost: 0-4 Gold; 0-4 VP)*

The amount of gold that you must pay for the Food Counter is equal to half the number of fish on the Reserve space of your Harbor board, rounded up.

During scoring at the end of the game, the Food Counter scores a number of VP equal to half the number of fish on the Reserve space of your Harbor board, rounded up. *(Note that the VP value can differ from the amount of gold you paid. Due to the 8 fish limit in your Reserve, you can score at most 4 VP from this; with the "Cooling House" from the Codfish deck, you can score up to 8 VP from this.)* The Food Counter scores nothing if you have no fish in your Reserve.

**Forest House** *(Salmon, B526; Building cost: 4 wood, 1 fish; 2 VP)*

Each time after you complete a "Transfer Reserve" action, you may take an additional "Reforest" action, without placing a

Worker. (This “Reforest” action may trigger other Buildings like the “Trust Company”.)

**Forest Park** (Salmon, B527; Building cost: 6 fish, 1 gold; 2 VP)

Each time before you take a “Take an Elder” action, take an amount of wood from the general supply equal to the number of Elders that are already in your Elder Council and place the wood in your personal supply. (The new Elder does not count. You can progressively get 0, 1, 2, 3, and 4 wood from this if you build the Forest Park before you take your first Elder. Observe the 12 wood limit in your personal supply.)

**Goldfish Basin** (Salmon, B523; Building cost: 1 wood; 2 VP)

Immediately (and only once via this Building) take an amount of fish from the general supply equal to half the amount of gold in your personal supply, rounded down, and place the fish in your personal supply. (You do not lose the gold from this.) The Goldfish Basin has no effect if you have no gold or at most 1 gold in your personal supply.

**Goldsmith** (Salmon, A501; Building cost: 4 wood, 2 fish, 1 gold; 0 VP)

Each time after you complete an “Issue a Share” action, take an amount of gold from the general supply equal to the number of issued Shares of your color you have and place the gold in your personal supply. (You get the gold on top of any goods that you got from the “Issue a Share” action. Unissued Shares and Shares of other colors do not count. Because you start the game with 2 issued Shares, you will get at least 2 gold each time you trigger this effect.)

**Hotel Bar** (*Salmon, C553; Building cost: 3 wood, 0-5 gold; 0-5 VP*)

The amount of gold that you must pay for the Hotel Bar is equal to the number of Elders in your Elder Council containing at most 1 fish. (*Because there are only 5 seats in the Elder Council, you must pay at most 5 gold for the Hotel Bar.*)

During scoring at the end of the game, the Hotel Bar scores a number of VP equal to the number of Elders in your Elder Council containing at most 1 fish. (*Note that the VP value can differ from the amount of gold you paid. Because there are only 5 seats in the Elder Council, you can score at most 5 VP from this.*) The Hotel Bar scores nothing if you have no Elders or all of your Elders contain 2 fish each.

**Immediate Bank** (*Salmon, B531; Building cost: 3 wood, 3 gold; 3 VP*)

Immediately (*and only once via this Building*) take an amount of gold from the general supply equal to the number of other Buildings on your Harbor board containing the term “immediately” in their card text and place the gold in your personal supply. (*It does not suffice that the description in the appendix uses “immediately”. Only Buildings that have “immediately” actually printed on them count, except for the Immediate Bank itself. It does not matter how many instances of “immediately” there are on a Building—each such Building counts only once.*) The Immediate Bank has no effect if, aside from itself, you have no Buildings saying “immediately” in their card text.



**Jetty Extension** (*Salmon, A503; Building cost: 1 fish; 0 VP*)

Each time after you complete a “Build a Ship” action, take 1 wood from the general supply if your haul size has increased by 1, 3 wood if it has increased by 2, and 5 wood if it has increased by 3 or more. In any case, place the wood in your personal supply. (*Observe the 12 wood limit in your personal supply.*)

**Jewelry Store** (*Salmon, C552; Building cost: 2 wood, 4 fish, 6 gold; 0-12 VP*)

During scoring at the end of the game, the Jewelry Store scores a number of VP equal to the number of gold left in your personal supply. However, its maximum VP value is equal to your haul size. (*Normally, you can score at most 12 VP from this; with the “Supply Storage” from the Mackerel deck, you could score more than 12 VP from this.*) The Jewelry Store scores nothing if you have no gold left in your supply.

**Log Depot** (*Salmon, B528; Building cost: 3 fish, 1 gold; 3 VP*)

Immediately (*and only once via this Building*) take an amount of wood from the general supply equal to the number of fish on the Reserve space of your Harbor board and place the wood in your Reserve (*and not in your personal supply*). (*Due to the 8 fish limit in your Reserve, you can get up to 8 wood from this; with the “Cooling House” from the Codfish deck, you can get up to 16 wood from this.*)

**Lord's Estate** (*Salmon, A512; Building cost: 1 fish, 1 gold; 2 VP*)

Each time after you empty the Reserve space on your Harbor board (*e.g., via a “Transfer Reserve” action*), immediately place

1 wood, 1 fish, and 1 gold from the general supply in your Reserve (*and not in your personal supply*). If you have multiple Buildings that fill your empty Reserve (*like the “Meyerhof”*), you may apply their effects all at the same time—in an order of your choice. (*All of these Buildings may be triggered.*)

**Meyerhof** (*Salmon, C542; Building cost: 2 wood, 2 fish, 2 gold; 4 VP*)

Each time after you empty the Reserve space on your Harbor board (*e.g., via a “Transfer Reserve” action*), immediately place 1 gold from the general supply in your Reserve (*and not in your personal supply*). In rounds 6 and 7, instead place 2 gold in your empty Reserve. (*If you decline the effect, you must wait until the next time your Reserve gets empty after not being empty in the meantime. For instance, you cannot decline 1 gold in Round 5 to get 2 gold at the start of Round 6.*) If you have multiple Buildings that fill your empty Reserve (*like the “Lord’s Estate”*), you may apply their effects all at the same time—in an order of your choice. (*All of these Buildings may be triggered.*)

**Natural Reserve** (*Salmon, C551; Building cost: 5 fish; 0-12 VP*)

During scoring at the end of the game, the Natural Reserve scores a number of VP equal to the amount of wood left in your personal supply. However, its maximum VP value is equal to the number of Forests on your Harbor board. (*Every single Forest counts, even if stacked together. Because of the 12 wood limit in your personal supply, you can score at most 12 VP from this.*) The Natural Reserve scores nothing if you have no wood left in your personal supply or no Forests.

## **Park** (Salmon, B525; Building cost: 1 gold; 2 VP)

As soon as there are 6 Buildings on your Harbor board arranged in a rectangle spanning over 2 rows and 3 columns, immediately (and only once via this Building) take 5 wood from the general supply and place the wood in your personal supply. (It does not matter if there are additional buildings adjacent to these. Observe the 12 wood limit in your personal supply.) If you have this arrangement already when you build the Park (which may be part of the arrangement), you get the wood right away.



*Park Example*

## **Playground** (Salmon, C547; Building cost: 3 wood; 0, 4, 6, or 8 VP)

During scoring at the end of the game, the Playground scores depending on the number of empty Building spaces on your Harbor board and whether they form a contiguous group. (Spaces form a contiguous group if every space in the group is orthogonally adjacent to at least one other space in the group.) The Playground scores 4 VP if you have exactly one empty Building space left, 6 VP if you have exactly two empty Building

spaces left that are orthogonally adjacent to one another, and 8 VP if you have exactly three empty Building spaces left that form a contiguous group. The Playground scores nothing if you have more than 3 empty Building spaces left or if the empty Building spaces do not form a contiguous group.

**Port of Transit** (*Salmon, C546; Building cost: 2-8 wood, 2-8 fish, 2-8 gold; 8 VP*)

The amounts of wood, fish, and gold that you must pay for the Port of Transit are each equal to the difference of 9 and the number of ships on your Fishing track, including the preprinted starting catboat. (*For instance, if you have 5 ships, you must pay 4 wood, 4 fish, and 4 gold for the Port of Transit. Note that you can get the Building cost down to 2 of each good in games with 3 or more players. In a 2-player or solo game, the minimum cost is 3 of each good.*)

**Princely House** (*Salmon, C543; Building cost; 6 wood, 3 fish, 5 gold; 6 VP*)

Each time before you take a “Take an Elder” action, take 2 gold from the general supply and place the gold in your personal supply. (*Because there are only 5 seats in your Elder Council, you can get at most 10 gold from this; with the “Undertaker”, you can get up to 12 gold from this.*)

**Salmon Yard** (*Salmon, A518; Building cost: 4 wood, 1 gold; 4 VP*)

Immediately (*and only once via this Building*) take 3 fish from the general supply and place the fish in your personal supply.

**Sea Port** (*Salmon, C545; Building cost: your choice of 20 fish or 5 gold; 8 VP*)

You can build the Sea Port with your choice of fish or gold. Immediately (*and only once via this Building*) take 3 wood from the general supply and place the wood in your personal supply. (*Observe the 12 wood limit in your personal supply.*)

**Smoke Chamber** (*Salmon, B530; Building cost: 2 wood, 1 gold; 3 VP*)

Each time you serve a total of 5 or more fish to the Banquet Table, take 1 gold from the general supply and place the gold in your personal supply. (*You receive this gold on top of the gold for serving fish. The number of plates served does not matter.*)

**Stake Holding** (*Salmon, A509; Building cost: 1 wood, 2 fish, 1 gold; 2 VP*)

Each time after you complete an “Issue a Share” or a “Buy All Shares” action, take 2 wood or 2 fish from the general supply, respectively, and place the goods in your personal supply. (*Observe the 12 wood limit in your personal supply.*)

**Tavern** (*Salmon, A514; Building cost: 2 wood, 2 fish; 2 VP*)

In each Returning Home Phase, if you return a Worker from each of the three columns of the Action board, take 1 gold from the general supply and place the gold in your personal supply. (*The first column features the “1 Gold”, “Transfer Reserve”, “Serve Fish”, and “Build a Building” action spaces; the second column features the “Issue a Share”, “Buy All Shares”, “Deforest”, “Thin Out”, and “Reforest” action spaces; and the third column*

features the “Build a Ship” and “Take an Elder” action spaces. It does not matter in which order you used the action spaces in the three columns. Note that the Elders in your Elder Council—as well as the Imitation tile in games with 4 or 5 players—is not part of the Action board: so you do not get gold via the Tavern if you use an Elder or the Imitation tile.)

**Timber Storage** (*Salmon, A508; Building cost: 2 fish, 1 gold; 2 VP*)

Immediately (*and only once via this Building*) take 6 wood from the general supply and place the wood in your Reserve (*and not in your personal supply*).

**Trust Company** (*Salmon, C541; Building cost: 3 wood, 1 fish, 1 gold; 3 VP*)

Each time after you complete a “Reforest” action in Rounds 5, 6, and 7, take 1, 2, and 3 gold from the general supply, respectively, and place the gold in your personal supply. The Trust Company has no effect before Round 5.

**Undertaker** (*Salmon, B532; Building cost: 5 wood, 1 gold; 4 VP*)

You may immediately (*and only once via this Building*) remove an Elder in your Elder Council from play if there is no fish on the Elder. (*You cannot remove an Elder containing fish.*) If you do, you may take a new Elder from the supply board and use them immediately. (*If you do, you must place a fish from the Banquet Table on the Elder as usual. This is not considered a “Take an Elder” action.*) The Undertaker has no effect if you do not have any Elders or all of your Elders have at least 1 fish.

**Wet Dock** (*Salmon, A516; Building cost: 2 gold; 3 VP*)

Each time before you take a “Build a Ship” action, take 2 fish from the general supply and place the fish in your personal supply. You may use this fish to build the Ship. In particular, the effect of the Wet Dock allows you to initiate a “Build a Ship” action even if you cannot afford a Ship at the moment, provided you will be able to build one after receiving those 2 fish. Regardless, you must build a Ship in order to get the fish.

**Witch Square** (*Salmon, A502; Building cost: 3 fish; 0 VP*)

At the start of each Round (*i.e., even before the Fishing Phase*), if you have 3 or 4 Forests on your Harbor board, take 1 fish from the general supply and place it in your personal supply. If you have 5 or 6 Forests, take 1 wood instead; if you have 7 or more Forests, take 1 gold instead. (*You may not take fish instead of wood or gold, or wood instead of gold. Observe the 12 wood limit in your personal supply.*) The Witch Square has no effect if you have 2 or fewer Forests at the start of a Round.

**Wood Carver** (*Salmon, A513; Building cost: 2 fish; 2 VP*)

Each time after you complete a “Build a Building” action, take 1 wood from the general supply and place the wood in your Reserve (*and not in your personal supply*).

**Woodcutter** (*Salmon, C550; Building cost: 1 wood, 3 fish, 2 gold; 0-12 VP*)

During scoring at the end of the game, the Woodcutter scores a number of VP equal to double the number of Forests on your Harbor board. (*Every single Forest counts, even if stacked*

together.) However, its maximum VP value is equal to the amount of wood left in your personal supply. (*Because of the 12 wood limit in your personal supply, you can score at most 12 VP from this.*) The Woodcutter scores nothing if you have no Forests or no wood left in your personal supply.



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