

Das Revier

# NUSFJORD

## Plaice Deck

The Plaice deck contains 44 new Building cards (#401-454), a variant of an Elder card, as well as 25 metal coins to replace the cardboard coins.

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### Architect\* (13, 3-5 players)

*The Architect is placed at the bottom of a random Elder stack.*



Draw your choice of an “A” or “B” Building from the face-down pile and place it face up in the display (*even if there is no room on the supply board*). You may then take a “Build a Building” action. \*Idea: Tony Boydell

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### Agency (Plaice, A406; Building cost: 2 wood, 2 fish; 0 VP)

Each time after you take the “Build a Ship” action, you can exchange at most 1 wood and at most 1 fish in your supply for 1 gold each from the general supply. (*Consequently, you can get at most 2 gold per “Build a Ship” action from the Agency.*) You do not have to exchange the goods in this order. (*E.g., lacking wood in your supply, you could first exchange a fish for gold, getting wood via “Clearing” from the Mackerel deck, which you can exchange for gold right after.*) All of this also applies when you “Build a Ship” as a consequence of a different action (*e.g., via Buildings like “Boat Rental”, “Dry Dock”, and “Marina”*).

**Alluvial Forest** (*Plaice, A403; Building cost: 1 gold; 0 VP*)

Immediately after each time you take a “Build a Ship” action, you must either pay or receive wood. If you take the action on your first Worker’s turn, you must return 1 wood from your personal supply to the general supply, if possible. (*You must pay the wood before you take a different action as a consequence of the Worker action. If there is no wood in your personal supply by then, you do not have to pay any.*) If you take the action on your second and third Worker’s turn, take 1 and 3 wood from the general supply, respectively, and place the wood in your personal supply. (*Observe the 12 wood limit in your personal supply.*) All of this also applies when you “Build a Ship” as a consequence of a different action (e.g., via Buildings like “Boat Rental”, “Dry Dock”, and “Marina”).

**Auction Hall** (*Plaice, C447; Building cost: 0-3 wood, 0-3 fish, 7 gold; 12 VP*)

The amount of wood and fish that you must pay for the Auction Hall depends on the Worker with which you build it. Apart from gold, you must pay 3 wood and 3 fish with your first Worker, 2 wood and 2 fish with your second Worker, and 1 wood and 1 fish with your third Worker. (*In other words, the Building cost drops as the Round progresses.*) If you build the Auction Hall via the “Fortress” from the Herring deck, it costs nothing but gold.

**Boat Rental** (*Plaice, A415; Building cost: 1 wood, 1 fish, 1 gold; 0 VP*)

Immediately (and only once via this Building) take 1 free sloop and 1 free cutter from the supply board for Ships and Elders and add these Ships—in any order—to the right of the Ships on your

Fishing track. If there are no sloops or cutters left, or if there is not enough space on your Fishing track for both Ships, you get only one of the Ships. You can choose to take only one Ship even if you could take both. However, you may not take a second sloop in place of the cutter. The Boat Rental has no effect there are no sloops and cutters left on the supply board or if there is not enough space on your Fishing track for either of these Ships. Otherwise, taking these Ships is considered a single “Build a Ship” action (*which may trigger other Buildings like “Agency”, “Alluvial Forest”, or “Export Hall”*).

Regardless of whether you received two Ships, one Ship, or no Ship from this, immediately before scoring, you must return two Ships of your choice. (*You do not have to return the same Ships you got. In the worst case, you must return one or two schooners. You cannot return the preprinted catboat.*) You may not return the Ships earlier but only right before scoring. You cannot prevent the return (*not even by retroactively paying the Building costs of the Ships*). If, for whatever reason, you only have one Ship or do not have any Ships at all by the time you must return them, you return what you can (*without consequence*).

**Canteen** (*Plaice, C450; Building cost: 4 wood, 12 fish; 1 or more VP*)

During scoring at the end of the game, the Canteen scores a number of VP equal to the number of Buildings on your Harbor board with a printed fish cost in the Building cost section on the left side of the card (*including the Canteen*). Buildings showing a variable fish cost (*like the “Auction Hall”*) do count. (*Neither does it matter nor do you have to remember whether or not fish has been actually paid for these Buildings. A question mark next to*

*fish is considered a fish cost.)* Buildings that require you pay a Ship instead of fish (like the “Boat Hall” from the Codfish deck) do not count.

**Civic Office** (*Plaice, A412; Building cost: 1 wood, 3 fish; 1 VP*)  
Each time you place a Worker on an Elder, before you carry out the Elder action, take 2 wood from the general supply and place the wood in your personal supply. (*Consequently, you can use the wood during the Elder action.*) This does not apply to the “Take an Elder” action space, even if you use the newly gained Elder right away (*because you did not place a Worker on the Elder but on the action space*).

**Discharge** (*Plaice, B430; Building cost: 2 fish, 3 gold; 4 VP*)  
Immediately (*and only once via this Building*) take an amount of wood from the general supply equal to your haul size and place the wood in your personal supply. (*Consequently, you can get 3 to 12 wood from this. Observe the 12 wood limit in your personal supply.*)

**Dry Dock** (*Plaice, A410; Building cost: 3 wood, 2 fish, 1 gold; 1 VP*)  
Each time after you use the “Deforest” action space, you can also take a “Build a Ship” action, without placing a Worker. The goods needed to build a Ship may come from the “Deforest” action. (*You may take the “Build a Ship” only if you can afford a Ship.*) All of this does not apply when you “Deforest” as a consequence of a different action.

**Export Hall** (*Plaice, A416; Building cost: 3 wood; 2 VP*)

Each time after you take the “Build a Ship” action, you can move up to 3 fish from your Reserve to your personal supply. This also applies when you “Build a Ship” as a consequence of a different action (e.g., via Buildings like “Boat Rental”, “Dry Dock”, and “Marina”.)

**Farm** (*Plaice, B432; Building cost: 3 wood, 2 fish; 0, 3, 6, 9, or 12 VP*)

During scoring at the end of the game, the Farm scores 3 VP for each free Building space that is orthogonally (*not diagonally*) adjacent to the Farm. (*Consequently, the Farm can score at most 12 VP.*) Note that you will still lose 1 VP for these spaces being free (*and even 2 VP if you also have the “Bank” from the Codfish deck.*)

**Ferry Company** (*Plaice, C442; Building cost: 5 wood, 2 fish; 2 VP*)

As soon as you have (*at least*) two schooners, immediately (*and only once via this Building*) take 2 gold from the general supply and place the gold in your personal supply. If you have two or more schooners already when you build the Ferry Company, you get the gold right away. This effect will trigger only once. Even if you lose one or more schooners (*e.g., in a 5-player game, via the “Ship Owner” Elder*) and get to 2 schooners again later, you will not get any additional gold from the Ferry Company.

**Fish ‘n Chips** (*Plaice, A404; Building cost: 2 wood; 0 VP*)

If you have at least 12 fish in your personal supply after you build the Fish ‘n Chips, immediately (*and only once via this Building*)

take 3 gold from the general supply and place the gold in your personal supply. (*It does not matter whether you had 12 fish before you built the Fish 'n Chips, as long as you have 12 fish afterward, e.g., via the "Fishing Shore".*) The Fish 'n Chips has no effect if you have 11 or fewer fish in your supply.

**Fish Venue** (*Plaice, C443; Building cost: 3 wood, 25 fish, 3 gold; 2 VP*)

Immediately (*and only once via this Building*) take an amount of gold from the general supply equal to the number of free spaces on your Fishing track and place the gold in your personal supply. (*Note that the second "12" on the right of the Fishing track is not considered a space. You can get at most 13 gold from the Fish Venue.*)

**Fishing Frames** (*Plaice, A411; Building cost: 1 wood; 1 VP*)

Immediately (*and only once via this Building*) take an amount of fish from the general supply equal to the number of sets in your personal supply comprised of 1 wood and 1 gold. Place the fish in your personal supply. (*In other words, you get as much fish as you have wood or gold—whichever number is lower. You do not lose any wood or gold from this.*) The Fishing Frames have no effect if you do not have any wood or gold in your personal supply.

**Fishing Office** (*Plaice, B427; Building cost: 5 gold; 3 VP*)

Immediately (*and only once via this Building*) take 2 wood and 2 fish per sloop and 6 wood and 1 gold per cutter on your Fishing track. Take the goods from the general supply and place them in your personal supply. (*You do not get any goods for your schooners or the preprinted catboat.*) The cost you originally paid

for these Ships does not matter. (*You receive goods equal to their printed Building costs.*) The Fishing Office has no effect if you have no sloops and cutters. (*The Fishing Office does not care whether you had sloops and cutters before.*)

**Fishing Shore** (*Plaice, A402; Building cost: 1 gold; 0 VP*)

Immediately after each time you take a “Build a Building” action, you must either pay or receive fish. If you take the action on your first or second Worker’s turn, you must return 1 fish from your personal supply to the general supply, if possible. (*You must pay the fish before you carry out the effect of the Building or take a different action as a consequence of the Worker action. If there is no fish in your personal supply by then, you do not have to pay any.*) If you take the action on your third Worker’s turn, take 3 fish from the general supply and place the fish in your personal supply. All of this applies already when you build the Fishing Shore and also when you “Build a Building” as a consequence of a different action (*e.g., via the effect of an Elder*). However, this does not apply when you “Build a Building” via the “Fortress” from the Herring deck (*because you do not place a Worker for the Fortress effect*).

**Fishmeal Plant** (*Plaice, B428; Building cost: 4 wood, 4 fish, 1 gold; 3 VP*)

Each time you distribute fish (*during the Fishing Phase or the “Pond Builder” Elder action*), in the fifth step of the distribution order, instead of returning the remaining fish to the general supply, you can move the fish to your personal supply. (*You simply keep the excess. It does not matter whether or not you skipped any of the previous steps.*)

**Folly** (*Plaice, C448; Building cost: 10 gold; 14 VP*)

If you build the Folly in Round 6 or earlier, immediately (*and only once via this Building*) take 3 wood and 3 fish from the general supply and place the goods in your personal supply. (*Observe the 12 wood limit in your personal supply.*) If you build the Folly in Round 7, you do not get these goods.

**Forest Office** (*Plaice, A405; Building cost: 1 wood, 3 fish; 0 VP*)

As soon as you have no Forest left on your Harbor board, immediately (*and only once via this Building*) take 2 gold from the general supply and place the gold in your personal supply. Additionally, you may place a single Forest on a free double space. (*This is not considered a “Reforest” action. Note that you can only place one Forest from this, not two as you would during a “Reforest” action.*) If you have no Forest left already when you build the Forest Office, you get the gold and Forest right away. This effect will trigger only once. Even if you get rid of your Forests again later, you will not get any additional gold or Forest from the Forest Office.

**Forest Yard** (*Plaice, A409; Building cost: 3 wood, 1 gold; 0 VP*)

Each time after you take a “Reforest” action, take 2 gold from the general supply and place the gold in your Reserve (*and not in your personal supply*). This also applies when you “Reforest” as a consequence of a different action (*e.g., via a Building like “Wood Farm”*).

**Harbor Office** (*Plaice, B424; Building cost: 4 wood, 2 fish, 1 gold; 2 VP*)

Immediately after each time any player takes the last Ship of a type (*sloop, cutter, schooner*) from the supply board for Ships and Elders (*thus, emptying the respective pile*), take 1 gold from the general supply and place the gold in your personal supply. It does not matter which player takes the last Ship of a type. (You can get the gold on another player's turn.) Nor does it matter whether the Ship was taken during a "Build a Ship" action or via a Building effect (*like "Net Weaver"*). Note that this effect is not limited to 1 gold per Ship type. Certain effects (e.g., via the "Marina") can cause Ships to return to the supply board, so a particular type can be emptied multiple times.

**Headquarters** (*Plaice, C445; Building cost: 5 fish, 2 gold; 3 VP*)

For each Elder in your Elder Council, immediately (*and only once via this Building*) take 3 wood from the general supply and place the wood in your personal supply. (*You must keep the Elders. Observe the 12 wood limit in your personal supply.*)

**Hotel** (*Plaice, C444; Building cost: 6 wood, 3 fish, 2 gold; 3 VP*)

As soon as all 11 Building spaces of your Harbor board are occupied, immediately (*and only once via this Building*) take 3 gold from the general supply and place the gold in your personal supply. If, by building the Hotel, you occupy the last remaining free Building space of your Harbor board, you get the gold right away. Note that you must check whether or not you occupy all Building spaces before any other effect can happen. (*For instance, if you build the "Hideaway" from the Codfish deck*

*on your last remaining free Building space, you get the gold from the Hotel before you remove Forests from your Harbor board due to the “Hideaway” effect.) This effect will trigger only once. Even if you occupy all of your Building spaces again later, you will not get any additional gold from the Hotel.*

**Marina** (*Plaice, B422; Building cost: 3 wood, 3 fish, 2 gold; 1 VP*)  
*You may immediately (and only once via this Building) return a sloop from your Fishing track to the supply board for Ships and Elders. If you do, take a schooner from the supply board and place the schooner such that it covers the preprinted catboat as well as spaces “3” and “5” of your Fishing track. If need be, move the other Ships on your Fishing track to the right. (Afterwards, all Ships must be as far to the left as possible. There may be no gaps.) The Marina has no effect if your Fishing track is fully occupied or if there are no schooners left on the supply board. (In the latter case, you may not return a sloop.) Otherwise, taking the schooner is considered a “Build a Ship” action (which may trigger other Buildings like “Agency”, “Alluvial Forest”, or “Export Hall”).*

**Marketplace** (*Plaice, A407; Building cost: 1 fish, 1 gold; 0 VP*)  
*In each Fishing Phase (Phase I of a Round), if no new fish is added to your Reserve (i.e., you are out of fish to distribute by the fourth step of the distribution order), take 1 gold from the general supply and place the gold in your Reserve (and not in your personal supply). Note that this applies only during the Fishing Phase and not when taking the “Pond Builder” Elder action.*

**Model Harbor** (*Plaice, C451; Building cost: 2 wood, 2 fish, 2 gold; 0 or 7 VP*)

During scoring at the end of the game, the Model Harbor scores 7 VP if you then have exactly 1 sloop, 1 cutter, and 1 schooner on your Fishing track. (*The Ships do not need to be on the track in this order.*) The Model Harbor scores nothing if you are missing one type of Ship or if you have more than one Ship of a particular type.

**Monument** (*Plaice, C446; Building cost: 4 fish, 3 gold; 8 VP*)

During scoring at the end of the game, the Monument scores 8 VP. However, four of your other Buildings worth 0 or more VP score 0 VP instead. You decide which of your Buildings lose their value. You cannot choose Buildings with a negative value. Not counting Monument, if you have four or fewer Buildings worth 0+ VP, all of these Buildings score nothing. (*The Monument cannot lose its value from its effect.*)

**Net Weaver** (*Plaice, A408; Building cost: 2 fish; -1 VP*)

Immediately (*and only once via this Building*), take a sloop from the supply board for Ships and Elders and add the sloop to the right of the Ships on your Fishing track. This is not considered a “Build a Ship” action. The Net Weaver has no effect if there is no sloop left on the supply board or if there is not enough space on your Fishing track.

**Nightclub** (*Plaice, B431; Building cost: 2 wood, 2 fish; 5 VP*)

You may not build the Nightclub on a regular Building space. Instead, you must place it on top of your Reserve, returning all goods that are currently in there to the general supply. For the

remainder of the game, you cannot get any more goods into your Reserve. (*You may not instead place goods that are supposed to go into your Reserve in your personal supply.*) You may not take the “Transfer Reserve” action any longer. When distributing fish, you must skip the fourth step of the distribution order. (*Consequently, if you also have the “Fishmeal Plant”, you can place all remaining fish in your personal supply.*)

**Pawnshop** (*Plaice, A413; Building cost: 1 wood, 1 fish; 1 VP*)

At any time (*and any number of times*) before scoring, except during an action, you can take two goods of the same type (*i.e., 2 wood or 2 fish or 2 gold*) from your Reserve, moving one of these goods to your personal supply and the other to the general supply. You cannot apply this effect to a good of which you have only one in your Reserve.

**Pond** (*Plaice, A401; Building cost: N/A; -1 VP*)

Immediately (*and only once via this Building*) take 4 fish from the general supply and place the fish in your personal supply.

**Retreat** (*Plaice, C441; Building cost: 2 wood, 1 fish, 1 gold; 0 VP*)

In the Returning Home Phase (*Phase III of a Round*), in which there are a total of at least 5 fish on your Elders, immediately (*and only once via this Building*) take 5 gold from the general supply and place the gold in your personal supply. (*Note that, in order to activate this effect, you need at least three Elders, because an Elder can have at most 2 fish. Reminder: As soon as you place a third fish on an Elder, you must immediately remove all fish from the Elder.*)

**Salmon Farm** (*Plaice, A417; Building cost: 3 fish; 2 VP*)

At the end of each Fishing Phase (*Phase 1 of a Round*), after all players have distributed fish, take all the fish on Shares located on the “newly issued shares” space of the Action board and place the fish in your personal supply. (*These fish were placed there during the second step of the distribution order. Normally, you would return these fish to the general supply.*) It does not matter to whom the Shares belong. (*You get fish from your own as well as the other players’ Shares on the Action board.*) The Shares remain on the Action board. You get nothing if there are no Shares on the Action board.

**Savings Club** (*Plaice, B421; Building cost: 1 wood, 1 gold; 0 VP*)

Immediately (*and only once via this Building*) take an amount of gold from the general supply equal to the number of Elders in your Elder Council and place the gold in your Reserve (*and not in your personal supply*). The Savings Club has no effect if you do not have any Elders.

**Sawmill** (*Plaice, B429; Building cost: 4 wood, 2 fish, 2 gold; 3 VP*)

At any time (*and any number of times*) before scoring, except during an action, you may remove 1 Forest from your Harbor board to exchange 1 wood and 1 fish from your personal supply for 1 gold from the general supply. (*This is not considered a “Deforest” action.*)

**Smokehouse** (*Plaice, A414; Building cost: 2 fish, 1 gold; 1 VP*)

After you build the Smokehouse, if you have more wood than fish in your personal supply, immediately (*and only once via this Building*) take fish from the general supply and place the fish in

your personal supply, until you have an equal number of fish and wood tokens in your personal supply. The Smokehouse has no effect if you have the same or a larger amount of fish than wood in your personal supply.

**Transshipment** (*Plaice, C453; Building cost: 4 wood, 4 fish, 2 gold; 0 or 7 VP*)

During scoring at the end of the game, the Transshipment scores 7 VP if there are at least 2 Ships of each of two types (*sloop, cutter, schooner*) on your Fishing track. (*Whether or not same type Ships are next to each other does not matter.*) The Transshipment scores nothing if you do not have two “pairs of Ships” on your Fishing track.

**Truffle Pig** (*Plaice, B426; Building cost: 2 fish, 1 gold; 2 VP*)

Immediately (*and only once via this Building*) place 1 gold from the general supply on each double space of your Harbor board containing at least 1 Forest. (*It does not matter how many Forests are on the double spaces. Place only 1 gold on each stack of Forests.*) As soon as you remove the last Forest from a double space, move the gold to your personal supply. (*You must deforest the double space completely to get the gold.*) Immediately before scoring, return any such gold that you have not claimed yet to the general supply. (*Unclaimed gold does not count for scoring.*) The Truffle Pig has no effect if you have no Forests.

**Waterfront Chapel** (*Plaice, C452; Building cost: 3 wood, 3 fish, 1 gold; 0 or 5 VP*)

During scoring at the end of the game, the Waterfront Chapel scores 5 VP if each of the 4 Building spaces in the bottom row

of your Harbor board (*right above your Fishing track*) contains a Building (*e.g., the Waterfront Chapel*). The Waterfront Chapel scores nothing if there are 3 or fewer Buildings in the bottom row.

**Wharf Hall** (*Plaice, C454; Building cost: 7 wood, 2 fish; max. 0 VP*)

Immediately (*and only once via this Building*) take 6 gold from the general supply and place the gold in your personal supply.

During scoring at the end of the game, the Wharf Hall scores a number of negative VP equal to the number of free spaces on your Fishing track. (*Note that the second “12” on the right of the Fishing track is not considered a space. In the worst case, you can lose up to 13 VP from the Wharf Hall.*) The Wharf Hall scores 0 VP if all spaces on your Fishing track are occupied at the end of the game.

**Wood Farm** (*Plaice, A418; Building cost: 2 fish, 1 gold; 3 VP*)

You may immediately (*and only once via this Building*) take a “Reforest” action, without placing a Worker. If you do, you must place 1 Forest (*not two*) on each of as many free double spaces as you wish. (*This “Reforest” action may trigger other Buildings like “Forest Yard”.*) The Wood Farm has no effect if you do not have a free double space.

**Wood Harbor** (*Plaice, B423; Building cost: 7 fish, 2 gold; 1 VP*)

As soon as you have 12 wood in your personal supply, immediately (*and only once via this Building*) take 5 gold from the general supply and place the gold in your personal supply. If you have 12 wood already when you build the Wood Harbor, you get the gold right away. This effect will trigger only once. Even if you

spend wood and get to 12 wood again later, you will not get any additional gold from the Wood Harbor.

**Wood Yard** (*Plaice, C449; Building cost: 2 wood, 1 fish; 0 or 5 VP*)

During scoring at the end of the game, the Wood Yard scores 5 VP if you then have at least 3 double spaces on your Harbor board containing at least one Forest each. The Wood Yard scores nothing if you have 2 or fewer forested double spaces. (*Note that in order to score points from Wood Yard, you will have at most 4 Building spaces available for other Buildings.*)

**Workhouse** (*Plaice, B425; Building cost: 3 fish, 1 gold; 2 VP*)

Immediately (*and only once via this Building*) take an amount of wood from the general supply equal to the number of Elders in your Elder Council and place the wood in your personal supply. (*Observe the 12 wood limit in your personal supply.*) Additionally, immediately (*and only once via this Building*) take the same amount of wood from the general supply and place the wood in your Reserve (*and not in your personal supply again*). The Workhouse has no effect if you do not have any Elders.



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