



THE NORTH SEA RUNESAGA

OVERVIEW

The North Sea Runesaga is an epic competition for 2-4 players to collect the most Runestones and earn the highly coveted title of Chieftain. Players will progress through each chapter of the North Sea saga (*Shipwrights, Raiders and Explorers*).

Each chapter offers 3 unique Runestones for players to collect. These are awarded to the first player to achieve a particular objective. Gaining these Runestones also awards players advantages in successive chapters.

Each of these Runestones also have 1 or 2 Inscriptions (*Shield, Horn and Hammer*). The first player to gain 3 Inscriptions of 1 type collects an additional Runestone for their efforts.

Players also gain 2 Runestones for winning each chapter or 1 Runestone for coming a close second. However, Runestones collected this way do not award any in-game advantages or Inscriptions.

Once all 3 chapters have been played, the player with the most Runestones is the overall winner and takes the title of Chieftain!



COMPONENTS



6 x Shipwrights
Runestones
(Red back)

6 x Raiders
Runestones
(Green back)

6 x Explorers
Runestones
(Blue back)

3 x Inscription
Runestones
(Black back)



2 x Double-sided
Runestone Boards

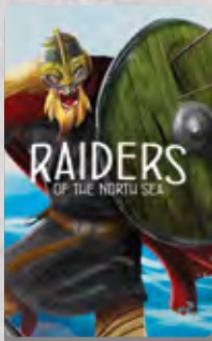


4 x Clan Boards
(in 4 player colours)

Bonus Content



16 x Shipwrights Cards
(For adding to
the base game)



22 x Raiders Cards
(For adding to
the base game)



2 x Signed Collector Prints
and 3 Box Art Prints

SETUP

To setup The North Sea Runesaga, follow these steps:

1. Place the 2 Runestone Boards either side up, to the side of the playing area.
2. On 1 Runestone Board, place the 3 Inscription Runestones faceup in a row, showing their objectives.
3. Each player takes 1 Clan Board in their chosen colour. This will be their player colour throughout all 3 chapters.

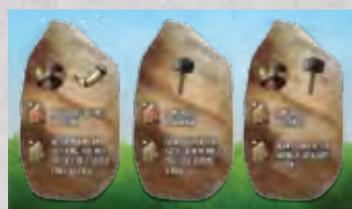
Note: Clan Boards are double-sided. When playing Runesaga, use the side showing 2nd place qualifiers. The opposite side is for the single chapter variant (explained later).

The following instructions explain how to setup each chapter:

1. Return any uncollected Runestones (*not* Inscription Runestones) from the previous chapter to the box. *Ignore this step when setting up Shipwrights.*
2. Shuffle the 6 Runestones of the current chapter and place 3 faceup in a row on the 2nd Runestone Board. Place the remaining 3 Runestones facedown in a stack, next to the Runestone Boards.
3. Setup the current chapter as outlined in its rulebook. All rules still apply.
4. Determine the starting player. The youngest player starts Shipwrights. In Raiders and Explorers, the player to the left of the previous chapter's winner starts.



1st Runestone Board with
3 Inscription Runestones



2nd Runestone Board
with 3 Runestones from
the current chapter



3 Facedown
Runestones
from the
current chapter

COLLECTING RUNESTONES

To win The North Sea Runesaga and claim the title of Chieftain, players will need to collect more Runestones than their opponents. There are 2 ways to collect Runestones:

1. Complete an objective

During the setup of each chapter, 3 Runestones will be revealed. These each have a unique objective for the current chapter. There are also 3 Inscription Runestones available across the entire game. As soon as a player achieves an objective, they take the Runestone and place it faceup in front of them. It should stay this way until the end of the final chapter. Only the first player to achieve an objective can collect its Runestone. This applies for Inscription Runestones too.

Runestones have 1 or 2 symbols on them:



This symbol indicates the objective a player must achieve to collect the Runestone.



This symbol indicates an advantage in the succeeding chapter. Only the player who collects each Runestone can use its advantage.

2. Win the current chapter, or come a close second

At the end of each chapter, the winner immediately collects 2 Runestones. These are taken from the facedown stack and kept facedown in front of the winning player.

The player who came second in each chapter also collects 1 Runestone from the facedown stack. However, they only collect it if they score within a certain range of the winning player. This varies for each chapter as follows:

Shipwrights: within 3VP

Raiders: within 5VP

Explorers: within 5VP

If there is a tie for second place, use the tie-breaking rules in each chapter's rulebook to determine who collects the Runestone.

Any Runestones collected this way must remain facedown until the end of the final chapter.



END OF THE GAME

Once all 3 chapters (*Shipwrights*, *Raiders* and *Explorers*) have been played, the game is over. Players count all their collected Runestones. This includes all faceup and facedown Runestones. The player with the most Runestones wins.

In the case of a tie, the player with the most facedown Runestones is the winner. If still tied, the player with the highest score in *Explorers* is the winner.

SCORING EXAMPLE

Below you can see 8 Runestones collected by 1 player. This is how they collected them:

Shipwrights: They came second, but also built a *Drakkar* before anyone else.
Raiders: They managed to achieve 2 objectives, but did not win or come second.
Explorers: This time they won and achieved one objective. They also collected an *Inscription* Runestone for being the first player to gain 3 Hammer Inscriptions.



SINGLE CHAPTER VARIANT

Runestones can also be used when playing only a single chapter. Players will be able to score additional Victory Points by achieving the various objectives.

To setup a single chapter variant, follow these steps:

1. Setup the desired chapter (*Shipwrights*, *Raiders*, or *Explorers*) as outlined in its rulebook. All rules still apply.
2. Place 1 Runestone Board either side up, to the side of the playing area.
3. Shuffle the 6 Runestones of the chosen chapter and place 3 faceup in a row on the Runestone Board. Place the remaining 3 Runestones back into the box.
4. Each player takes 1 Clan Board in their chosen colour. Players should use the side showing Victory Points for Inscriptions when playing this variant.

As with regular Runesaga, the 3 faceup Runestones show various objectives for players to achieve throughout the chapter.

As soon as a player achieves an objective, they take the Runestone and place it faceup in front of them.

At the end of the game, players score Victory Points for each Inscription on any Runestones they have collected. Each Inscription is worth 1 VP in *Shipwrights* and 2 VP in *Raiders* and *Explorers* (as shown on each *Clan Board*).

For example,
If a player had collected these 2
Runestones while playing *Raiders*,
They would score a total of 6 VP
at the game's end.

