

SMALL FJORDS

RULE BOOK



SMALL FJORDS

A tile-laying game
by Franz-Benno Delonge

Solo rules by
Arnaud Charpentier

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Players: 1-2
Time: 20mins
Ages: 10+

Norway's fjords have always
beckoned to those travellers who
seek beauty.

Discover an enchanting, timeless
landscape in this tile-laying game
for 1-2 players!



Game Contents

- 36 terrain tiles (including 3 starting tiles with blue backs)



- 40 "vikings" - 20 per player



- 8 longhouses - 4 per player



Overview

Small Fjords is a tile-laying game that takes place in two phases. First, the players will explore the landscape around them by laying hexagonal landscape tiles and placing their clan's longhouses upon them. Second, beginning from the longhouses placed during the exploration phase, players will walk the landscape, claiming as much of the plains as possible.

The winner of the game will be the player who has occupied the most land. Savvy placements and the ability to plan ahead while responding to your opponents' moves will be your most important tools...

The 2-player rules follow. The rules for the solitaire game include some substantial differences and are described later in the rule book.

Setting up

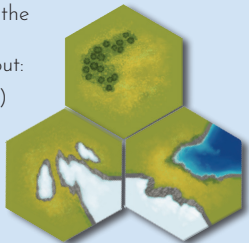
Each player selects a colour and takes the 20 vikings and 4 longhouses in that colour, keeping them on the table nearby.

Find the three landscape tiles with blue backs. These are the starting tiles.

Place them together in the centre of the table in this layout:

Place all the remaining landscape tiles (with green backs) face down on the table as a draw pile.

Randomly select a player to begin. Players will take turns one after another.



Playing the Game

Fjords is played in 2 phases:

In the **Exploration Phase**, tiles are added to the play area and the players may choose to place their longhouses on the tiles.

Then (once all the landscape tiles have been placed), in the **Settlement Phase**, the players place their vikings on the tiles, claiming the land around their longhouses.

Taking a turn during the Exploration Phase:

On your turn, follow these these steps:

- **Take a landscape tile from the draw pile and add it face up to the play area.**
 - » The tile must be placed so that it touches 2 or more tiles, and all terrain (mountains/plains/ocean) must match at the edges.
 - » The tile must not be placed so that it creates a second landmass (ie: a new area of land separated by water), even if the new landmass might legally be joined to the mainland on a later turn.
 - » It is okay if the tile placement creates a vacant gap in the play area, as long as the above point is followed.
- **After placing the tile, you may place 1 of the longhouses in your supply on top of the tile you just placed.**
 - » The tile must have a plains (green) area on it.
 - » Once placed, a longhouse may never be moved or removed.

Then the next player takes their turn.

Tile-placement examples:

This is not a legal placement.

The new tile only touches one other tile.



This is not a legal placement because all the terrain types on the new tile do not connect correctly.



Remember:
You can't create a second landmass or island!

This is an example of a legal tile placement :



If a player ever draws a tile that cannot be placed legally, it is discarded face up near the draw pile and an alternate tile is drawn (a player must place a tile on their turn). If their opponent sees a legal place for the discarded tile they may point this out to the other player but it is not mandatory to do so.

On any player's future turn, they may select to place a previously discarded face up tile to the playing area instead of drawing a face down tile.

Note: A player may not discard a tile by choice, only if they cannot see any legal placements for that tile.

The Exploration Phase ends after the turn when the last tile is drawn from the face down pile. This means some set-aside tiles may not be placed.

If the final drawn tile is placed, the next player in turn order starts the Settlement Phase. If the final tile can't be placed legally, the player who drew it starts the Settlement Phase.

Note: Any longhouses remaining in the players' supplies at the end of the Exploration Phase cannot be placed in the second phase of the game! Don't forget to place your longhouses during the Exploration Phase!

Taking a turn during the Settlement Phase:

On your turn during the Settlement Phase you must place one viking from your supply on a vacant landscape tile in the play area. The tile you choose to place your viking on must be:

- » directly adjacent to a tile with one of your longhouses or one of your vikings on it,
- » have no viking or longhouse already on it (there may only ever be 1 piece on a tile), and,
- » contain plains, and be connected to one of your previously placed and adjacent longhouses or vikings by plains. (Oceans, mountains and opponents' pieces can "cut off" players from placing a viking on an adjacent tile.)

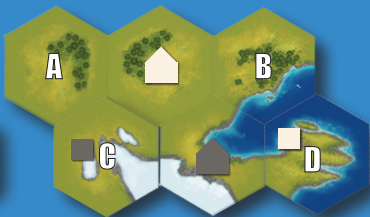
Once a viking is placed it may never be moved or removed.

If a player cannot place any more vikings legally, their turn is skipped from now on. The Settlement Phase ends when both players can no longer play.

Viking-placement examples:



In this example, only Grey may place a viking at D. Either player may place a viking on B & C. Only White may place on A, unless...



...oh! White placed a viking on B to prevent Grey from expanding in that direction, so Grey placed a viking on C. Now Grey has access to A! (Grey's longhouse still blocks White from placing on D).

Game End

Once the Settlement Phase has ended, the player who had placed the most vikings, wins! (In the event of a tie, the player who went second in the Settlement Phase, wins.)

Note: While rare, it is possible that at the end of the game there could be uncontested tiles that a player could have placed vikings on, but they ran out. In this case, the player scores these tiles as if they had vikings on them. This only happens if it was impossible for an opponent to claim these tiles.

For a longer game:

Play the game three times, combining your scores across the three games. To start rounds 2 and 3, the player who is behind in the score decides who goes first. (In the case of a tie, the player who played second in the previous round starts.) To score a round, players earn 1 point for every viking they placed in the play area. The player with the most points after three rounds is the winner.

In the case of a tie, whoever scored the highest in the third game, wins.

Playing the game solo

To set up the game to play solitaire, take one set of pieces and place the starting tiles on the table as per the 2-player game. To play, simply take turns one after another until you run out of tiles to place.

Your turn in a solo game follows a different structure than the 2-player game.

Instead of having two distinct phases, your turn follows these steps:

1. **Take a landscape tile from the draw pile and add it face up to the play area.**
 - » All placement rules from the 2-player game remain the same, except that the tile **only needs to touch 1 other tile**.
 - » During the game you may set a drawn tile aside if you do not wish to (or cannot) place it at that time. There may only ever be one tile “in reserve” and you must place this reserved tile on a later turn before the option to set a tile aside becomes available again.

2. After placing the tile, you may place 1 of the longhouses in your supply on top of the tile you just placed.

» Remember that once placed, a longhouse may never be moved or removed.

3. After placing a longhouse, you must also place a viking on every tile surrounding the longhouse.

» As for the 2-player game, to place a viking on a tile, the tile must be adjacent to a longhouse and contain a plains (green) area that is connected to the longhouse (the viking must be able to “walk” from the longhouse to the adjacent tile for it to be placed.)

» If a tile is placed next to a longhouse on a later turn, you may automatically place a viking upon it.

» Each longhouse can be surrounded by up to 6 tiles, so a longhouse may have a maximum of 6 vikings surrounding it.

It is possible to run out of pieces in your colour. If you do, then you may start placing vikings and longhouses of the other colour.

Scoring the solo game

When there are no tiles remaining, the game ends and you tally your score for the following:

- +1 point** per viking on tiles (to count easily, remember you started with 20)
- +2 points** per viking on tiles in the colour you did not begin with
- +1 point** per tile in your longest connected shoreline (water)
- 1 point** for each tile with water that is not connected to another tile with water

Then compare your score to the following table:

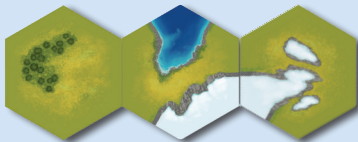
Score	Result
under 30	Try again and don't give up!
31-34	Excellent! You are getting better at surviving here.
35-38	Amazing effort. Your family is thriving.
39-57	Terrific! You are so close to mastering this!
58 points	The ultimate score! You have survived the wild landscape of the fjords!

Changing the difficulty

If you would like an easier game, set up the starting tiles like this:

You may also increase the difficulty by removing tiles before the game without looking at them.

Remove 1 tile for a slight challenge, 2 or more for a greater challenge.



Note: Doing so means 58 may not be the ultimate winning score, but after the game you can determine what the highest possible score would be for your tile set, and compare your score to that. Then play again (without changing the tiles) to try and beat your first attempt.



Adresses sur quefairedemesdechets.fr



Designed by Franz-Benno Delonge & Arnaud Charpentier
Artwork by Beth Sobel

We also thank all the playtesters who have contributed to the development of this game, and our fabulous Kickstarter backers who helped make it possible!

grailgamesinfo@gmail.com
PO Box 4 Ashfield NSW 1800
AUSTRALIA



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