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Naïade

Looot®

GOAL OF THE GAME

In *Looot*, you need to gather Resources and capture buildings to develop your Fjord. Fill your Longships and complete your construction sites in order to rack up your victory points. Store up the most riches, and you'll be crowned Jarl of the Vikings!

TERMS

Fjord: A valley carved by a glacier, which is now filled with seawater.
Jarl: A rank of nobility in medieval Scandinavia.

COMPONENTS

4 Landscape boards (back/front)

43 Building tiles
(18 Houses, 16 Watchtowers, 9 Castles)

12 Shields

4 Fjord boards

15 Construction Site tiles
(5 Ports, 5 Altars, 5 Jarl Palaces)

1 Scorepad

52 Vikings
(13 of each color)

1 Trophy board

1 Ocean board

1 Bag
(for holding and drawing Longships)

5 Trophies

90 Resource tiles
(Axes, Wood, Sheep and Gold)

30 Longships
(6 Wood, 6 Sheep, 4 Gold, 5 Houses, 5 Watchtowers, 4 Castles)

SETUP

1. Take as many Landscape boards as there are players and slot them together to make up the gameboard. Line up the sides of the boards so that they fit together.
2. Then place 2 Houses, 2 Watchtowers and 3 Castles on their corresponding spaces on the gameboard.
3. Place the Trophy board along one edge of the gameboard, and put the 5 Trophies on the Trophy board in ascending order.
4. Place the Ocean board along one edge of the gameboard. Put the 30 Longships into the bag, mix them and draw out 5. Place them on each of the Ocean spaces on the Ocean board, Longship side visible.
5. Create a reserve to the side of the gameboard for all the Resources (Axes, Wood, Sheep and Gold).
6. **Choose a color** and take your corresponding components: 1 Fjord, 13 Vikings and 3 Shields. Place the Shields in the spaces indicated on your Fjord.
7. Shuffle each type of Construction Site tile separately (Ports, Altars and Jarl Palaces) and give each player a random tile of each type. Place those tiles on the corresponding spaces on your Fjord, with the Resources and Buildings side visible.
8. The player who lives furthest north plays first.

1 CONSTRUCT THE GAMEBOARD

SETUP EXAMPLE FOR 3 PLAYERS

RESOURCES

Each Resource type corresponds to a particular type of space. The Resources enable you to fill your Longships and complete your Construction Sites (see pages 6 & 7). Wood, Sheep and Gold earn you victory points. Axes allow you to claim a Trophy (see page 7).

Starting values

Forests and Wood

Fields and Sheep

Mountains and Gold

Battlefields and Axes

HOW TO PLAY

The players take turns clockwise until they run out of Vikings.

PLAYER TURN

On your turn, perform one or more of the following actions:

Mandatory
- Place a Viking

Conditional
- Capture a Building
- Complete a Construction Site

Optional
- Select a Longship
- Use a Shield
- Claim a Trophy

PLACING A VIKING (MANDATORY)

When placing a Viking, you must meet the two following conditions:

- You cannot place your Viking on a **Resource space** that is already occupied by another Viking;
- Your Viking must be adjacent to either another Viking (of any color) or a Longship.

Next, take a corresponding Resource tile from the reserve and place it on an empty space on your Fjord. This Resource can no longer be moved.

Then check whether you have captured a Building (see below).

If you have run out of Vikings, play passes to the next player.

EXAMPLE

Astrid places her Viking on a Battlefield (adjacent to another Viking). She gains an Axe, which she places on her Fjord. Then Astrid checks whether she has captured a Building (see page 5).

CAPTURING A BUILDING (CONDITIONAL)

Each type of Building has different capture rules (see page 5).

You can capture more than one Building (whether the same or different) when you place your Viking.

When you capture a Building, place it on an empty space on your Fjord. This Building can no longer be moved.

Note: When you capture a Building, if there are not enough tiles in the reserve (or none), you just take the remaining tiles.

Important: If you no longer have any empty spaces on your Fjord, you cannot take any more tiles.

BUILDINGS

There are 3 types of Building: Houses, Watchtowers and Castles.
The Buildings enable you to complete your construction sites (see page 7) and thereby earn victory points.

Starting values

Houses

Watchtowers

Castles

CAPTURING A HOUSE

When you place a Viking adjacent to a House, take 1 tile for that House.

Astrid's Viking is adjacent to two Houses, so Astrid takes 1 tile for each House and places them on her Fjord.

CAPTURING A WATCHTOWER

When you connect two Watchtowers with Vikings of your color, take 1 tile for each of those Watchtowers. You can capture a Watchtower more than once, but **only if** you connect it to a **different** Watchtower.

Ragnar has connected two Watchtowers, so takes 1 tile for each of those Watchtowers.

Ragnar has now connected a different Watchtower 1 to the Watchtower he previously connected 2. He takes 1 tile for the newly-connected Watchtower 1 and 1 tile for the Watchtower that he had connected previously 2.

CAPTURING A CASTLE

When you chain together at least 4 Vikings of your color and at least 1 is adjacent to a Castle, you take a tile for that Castle. If you create a chain of at least 8 Vikings, you can take a second tile for that Castle, and if you create a chain of 12 Vikings, you can take a final tile for that Castle. You can only take an additional tile from a Castle if you complete a longer chain.

Hilda has made a chain of 4 Vikings, and 1 of those Vikings is adjacent to a Castle. She takes 1 Castle tile and places it on her Fjord.

Later in the game, Hilda extends her chain of 4 Vikings into a chain of 8 Vikings. This means she can take another tile for that Castle 1.
Since the Viking she has placed is also adjacent to a second Castle, she can also take 2 tiles for that Castle 2: 1 tile for having a chain of 4 Vikings, and 1 tile for a chain of 8 Vikings. Hilda has gained a total of 3 Castle tiles with this move.

LONGSHIPS

Longships represent the trading of Resources. They increase the number of victory points you can earn from your Resources and Buildings.

1. The 3 Resources that must be adjacent to the Longship in order to fill that Longship.
2. The Resource or Building that gets a victory point bonus.
3. Its bonus value.

The exact number of Longships of each type is listed on the final page of this rulebook.

SELECTING A LONGSHIP (OPTIONAL)

At the end of your turn, you may select **(only) 1 Longship**.
Place it on an empty space on your Fjord.
Draw another Longship from the bag and place it on the empty space on the Ocean board, with the Longship side visible.
When it is full, each Longship gives you a bonus for a particular type of Resource or Building. To fill a Longship, you must:

- Have placed all 3 Resources indicated on that Longship in the spaces adjacent to it.

Once you have filled your Longship, turn it over to display the bonus it provides.

Important! At the end of the game, each Longship that you have not filled loses you 5 victory points.

Note: You can place your Resources anywhere around the Longship.

EXAMPLE

Astrid gains a Sheep and places it adjacent to her Longship. Since she already has 1 Gold and 1 Wood adjacent to that Longship, she can fill it, and so flips that Longship to get its bonus. Each of her Sheep now gives her 2 additional victory points.

Tip: You can use Resources to fill multiple Longships, so place them wisely to maximize your bonuses!

USING A SHIELD (OPTIONAL)

When you place a Viking, you may also use one or more of your Shields.
Each Shield can only be used once, and will give you a particular advantage:

Immediately place a second Viking, respecting the usual placement rules.

Place your Viking on a Resource space occupied by another Viking.

When you place your Viking, gain 2 of that Resource instead of 1.

Once you have used a Shield, flip it to show that it has been used. It plays no further part in the game.

CONSTRUCTION SITES

There are 3 types of Construction Site in your Fjord. They give you victory points once completed.

COMPLETING A CONSTRUCTION SITE (CONDITIONAL)

When you gain Resources or Buildings, you can place them so that they complete one of your three Construction Sites.

Your Construction Sites work like Longships. To complete a Construction Site, you must:

- Have placed all the Resources and Buildings indicated on that Construction Site in the spaces adjacent to it.

Once you have completed a Construction Site, flip it to show the side with the image.

Note: You can place your Resources and Buildings anywhere around the Construction Site.

EXAMPLE

Olaf has just gained 1 Wood and 1 House. He decides to place them around his Construction Site. Since he has placed all the required Resources, he has now completed that Construction Site and so flips it to the image side.

CLAIMING A TROPHY (OPTIONAL)

At the end of your turn, you may claim a Trophy.

Be aware that you can only claim one Trophy during the game. Each Trophy is unique.

You'll want to choose the right moment to claim a Trophy, but make sure you don't wait too long!

To claim a Trophy, you must have **at least as many Axes** as shown on the Trophy. Their positions on your Fjord are unimPortant.

Place the Trophy you have claimed on the corresponding space on your Fjord, with the side showing its victory points visible.

EXAMPLE

At the end of his turn, Ragnar has 5 Axes (1) on his Fjord and wishes to take a Trophy (2). Since Astrid has already taken the Trophy for 5 Axes, Ragnar will have to instead take the Trophy for 4 Axes, (3) which earns him 10 victory points at the end of the game.

GAME END

Once each player has played all their Vikings, it is time to crown the next Jarl.

Using the scorepad, calculate each player's victory points as follows:

- Add the starting value of your Castles to any Castle bonuses you have obtained. Then multiply the result by the number of Castles you have.
- Calculate the points you have earned for your Watchtowers, Houses, Gold, Sheep and Wood in the same way.
- Add the victory points for your completed Construction Sites.
- Add the victory points for your Trophy, if you have claimed one.
- Finally, subtract 5 victory points for each Longship you did not fill.

The player with the most victory points wins the game and becomes the next *Jarl of the Vikings*.

In the event of a tie, the player with the highest value Trophy wins.

Otherwise, the victory is shared.

Hilda has 2 Castle bonuses (+3 and +4) and 3 Castles. She starts by adding the value of her bonuses to the starting value of the Castles (4), giving 11 (starting value of 4 + bonus of 3 + bonus of 4). Then she multiplies that value (11) by the number of Castles she has (3). This gives Hilda a total of 11 x 3 = 33 victory points for her Castles.

LONGSHIPS

CASTLE LONGSHIPS

SHEEP LONGSHIPS

GOLD LONGSHIPS

WOOD LONGSHIPS

WATCHTOWER LONGSHIPS

HOUSE LONGSHIPS

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Keep this information and address for future reference. 11-2023

WARNING! Not suitable for children under 3 years. Contains small parts which could be swallowed.

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